

ACTION CAREERS

by Mike Myler



W.O.I.N.
ROLEPLAYING GAME SYSTEM

**Requires the Use of a
WHAT'S O.L.D. Is N.E.W.
Core Rulebook**

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ROLE-PLAYING GAME SYSTEM



About This Chapter

EACH PLAYER IN *N.O.W.* PLAYS A CHARACTER—a genetically modified soldier, a stalwart ex-cop, a secret agent, a talented martial artist, an outcast mutant, or one of many possible options. You can choose from a variety of heritages and careers to build the character you want to play.

This section of the rulebook tells you how to create a player character. It includes information on attributes, skills, careers, exploits, and equipment. By working through this chapter, you will be able to easily create a fully playable character ready for play in a *N.O.W.* campaign. All you need is a character sheet, a pencil, and a copy of this rulebook.

Character Creation

A character, in its basic form, is simply a collection of three types of element: attributes (core capabilities), skills (areas of special competence or knowledge), and exploits (special abilities and traits). The rest of the elements listed below, such as careers, age, heritage, and so on, are simply choices which help determine your attributes, skills, and

exploits. This chapter on character creation includes the following information:

- A walkthrough of the character creation process.
- Details about character descriptors and grades.
- Information about attributes, what they mean, and how they are used.
- A list of over 150 example skills.
- A selection of 4 character heritages, along with their descriptions and abilities.
- Over 40 distinct careers your character can adopt.
- Universal exploits—distinct abilities which can be acquired by any character.
- Details on how to calculate a number of derived statistics.
- Nearly 40 traits.
- Information about how age affects your character.

These elements are building blocks that contribute to your character. It may seem like a lot, but creating a character is actually very simple—you simply choose a heritage, five careers, a couple of items like exploits and traits, and then you buy equipment for your character. When you're used to the process, a character shouldn't take more than a few minutes to create.

Character Creation Walkthrough

Follow these steps to create your character:

1. Note your starting attributes (each attribute starts at 3, except for CHI and REPUTATION, each of which start at 0).
2. Choose a heritage.
 - a) Choose three heritage skills.
 - b) Note all the listed heritage exploits.
3. Choose a hook, and note it in your descriptor.
 - a) Choose one attribute related to that hook; this is called your hook attribute.
4. Choose five careers. Start with an origin, and then select four further careers. For each career grade, do the following:
 - a) Apply all of the listed attribute adjustments. Note that you may optionally substitute either one of your heritage attributes or your hook attribute for one of the listed attributes.
 - b) Choose two of the listed skills and advance each by one point. Note that characters may always select a defensive skill instead of a listed skill.
 - c) Choose one new career exploit from the list shown or choose one universal exploit.
 - d) Roll for the number of years your character spends at that career grade and increase your age (your age starts at zero).
5. Select Aim or Feint (free universal exploits) plus one other exploit of your choice for which you qualify.
6. Choose one trait based on your highest or lowest attribute and note that in your descriptor.
7. Determine your age and apply any age exploits.
8. Calculate your derived statistics.
9. Spend money to equip your character with armor, weapons, and equipment.

Total Checklist

When you are finished, you will have chosen:

- 5 careers, including one origin.
- 10 skill ranks from careers plus 3 from heritage, making 13 in total.
- 20 attribute points from careers, plus 24 you started with, adjusted by heritage.
- 2 universal exploits, including either aim or feint.
- 1 possible age exploit, a trait, and a hook.

Descriptor

At the top of each character sheet is a *descriptor*. This is a short introductory character summary. For example, **Alejandra Vanistos'** descriptor reads:

A nimble Augmented burglar who loves automobiles

The descriptor is made up of the following elements, some of which are not always used.

a[n] [age] [trait] [heritage] [career] who/with [hook].

Trait. The *trait* is the name of a special ability defined by a character's lowest or highest attribute.

Age. The *age* entry is only used if the character is younger than adult or older than middle-aged. You may choose any synonyms for young and old (adolescent, youthful, aged, mature, etc.); age can give you a free exploit (see the section on Age, below).

Career. The career entry can be one of two choices. It can be the character's current career, or it can be the character's longest-serving career. If the longest serving career is not the current career, it should be prefixed with "ex-" (for example, an ex-Cop or an ex-Soldier).

Hook. The *hook* is a broad background, skill, or area of interest chosen by the player. It can be anything, but it's designed to round out the character with personality, interests, or hobbies. For example, a player might choose "who enjoys hard liquor" or "has a taste for romance" or even "who collects insects as a hobby."

The hook complements career and skill choices as a background aspect, unconnected to specific vocations and training. The hook works as a broad skill. Any time a character makes an attribute check, the player can use

Example Descriptors

Each player should read their full descriptor to the rest of the group before beginning play. For example:

- Ben Madjos is a suave human spy who likes to drink.
- Alejandra Vanistos is a nimble Augmented burglar who loves automobiles.

the hook to gain a +1d6 bonus, but only if the roll is not already using a skill. The GM should be generous in allowing this; the hook should provide a frequent reminder of a character's background.

What a player can't do with the character's hook is sneak in a combat bonus to attack or damage. Characters can have hooks like "...who enjoys the firing range" or "...who likes bar-room brawls," but hooks that imply proficiency in combat can't actually help a character in combat. For example, a firing range hook won't ever benefit a character who's firing a pistol; a brawling hook won't ever assist a character who's throwing a punch.

The hook has one other effect, which occurs during character creation only. The player should assign one attribute to be loosely linked to the hook; for example, if the hook is "...who enjoys reading poetry," the player might choose LOGIC. The chosen attribute is called the character's *hook attribute*. Whenever advancing attribute scores through a career choice, the hook attribute may be chosen instead of one of the listed career attributes.

Have each player read their full descriptor to the rest of the group before beginning play.

Attributes

Player characters are defined by a set of *attributes*, a selection of values which help describe a character. They measure things like strength, agility, and intelligence; somebody with a higher STRENGTH attribute is stronger than somebody with a lower one. The core attributes are STRENGTH, AGILITY, ENDURANCE, WILLPOWER, INTUITION, LOGIC, CHARISMA, LUCK, REPUTATION, and CHI.

There is no upper limit to an attribute. The human heritage is used as a benchmark for "average," with a score of

with 4 in each physical, mental, and personal attribute being roughly average for an adult human. An attribute of 12 typically represents performance exhibited by top world-class athletes or legendary geniuses. Einstein and Sherlock Holmes exhibit a score of 12 in their LOGIC attributes, while Adolf Hitler and Rasputin have scores of 11 or 12 in CHARISMA, although player characters and NPCs in *N.O.W.* sometimes exceed these values.

Monsters, too, are described in terms of attributes. A mighty *Tyrannosaurus rex* might have a STRENGTH attribute of 20 or more. Non-human heritages have different averages and norms compared to humans; this is represented by their different starting attributes.

Attributes change during character generation and through character advancement, as your character undertakes careers. A stint in the military might make you a bit tougher, increasing your ENDURANCE attribute, while years spent as a con-man might increase your CHARISMA. The attributes are described in more detail below.

Attributes sometimes combine to create derived statistics—for example, the physical attributes can affect a character's DEFENSE score, and the mental attributes affect a character's MENTAL DEFENSE score. Other attributes are used to determine how fast your character can run, how much he can carry, how far he can jump, or how much damage he can take.

Attributes & Dice Pools

Attribute scores are only used during character creation and advancement. During play, you will use your attributes' associated dice pools. There is more detail on this later, but dice pools are groups of dice which you roll when your character attempts a task; the more dice you roll, the higher you'll likely score.

Your attributes determine how many dice you can roll. The total that you roll is compared to a difficulty benchmark; if you roll equal to or higher than that benchmark, your character succeeds at the task.

In running text, a benchmark looks something like this: "a *Challenging* [13] AGI check." This means that you roll your dice pool, and if you roll 13 or more, your character succeeds. There is much more information on difficulty benchmarks and attribute checks in the section on adjudicating the game.

DICE GRANTED BY ATTRIBUTE/SKILL SCORE

1-2	3-5	6-9	10-14	15-20	21-27	28-35
1d6	2d6	3d6	4d6	5d6	6d6	7d6

Attributes grant dice to dice pools in a granular, expanding scale, meaning each new die is harder to obtain—for example, an AGILITY of 7 means that your AGILITY dice pool is 3d6, while an AGILITY of 10 lets you roll 4d6.

Skills (covered a little later in this book) use the same expanding scale, granting more dice to your dice pool. So a skill rank of 3 in *pistols* gives you 2d6. You would add that to the 3d6 you got for your AGILITY score of 7 when firing your Walther PPK at an attacking ninja, meaning that you get to roll 5d6 in total.

You can also gain dice for high quality equipment. For example, an exceptional quality item gives you another 2d6 to add to your dice pool. Equipment is dealt with in detail later.

STRENGTH (STR)

STRENGTH measures physical power, might, and brawn. It is used to determine carrying capacity, some melee attacks, and melee damage. If you want to bust a door down, your GM may ask you for a STR check.

AGILITY (AGI)

AGILITY measures dexterity and reflexes. It is also used to determine ranged attacks and some melee attacks. You might use your AGI to perform a fancy aerial maneuver or to land safely after a nasty fall.

ENDURANCE (END)

ENDURANCE is a measure of healthiness, constitution, and hardiness. It is used to determine your overall HEALTH score. An END check might also be used to resist the effects of poison or disease.

INTUITION (INT)

INTUITION measures common sense, perception, empathy, and natural instinct. It is used to tell when someone is lying, spot something, or sense impending danger. Some might refer to it as “EQ” or “emotional intelligence.” Animals often have high INT attributes, especially those with keen senses.

LOGIC (LOG)

LOGIC is a mixture of reasoning, knowledge, and education. While IQ isn’t a great measure of intelligence, $60 + (\text{LOG} \times 10)$ gives an approximate IQ in the mid-ranges. You would make a LOG check to operate a complex electronic device, apply first aid, or recall specific knowledge.

WILLPOWER (WIL)

WILLPOWER is strength of mind and power of concentration. Along with END, it determines your overall HEALTH, and can be part of your MENTAL DEFENSE.

CHARISMA (CHA)

CHARISMA is a combination of physical attractiveness, personal magnetism, and force of personality. It is the attribute used when interacting with others, whether leading, deceiving, or negotiating with them. Physical appearance is part of the CHA score, but it is a minor part at best; far more important are personality and presence.

LUCK (LUC)

LUCK is an unpredictable force, and some people are naturally luckier than others. However, fate, fortune, and destiny are all powerful influences on the world. Your LUCK dice pool forms a resource of dice which can be added at will to other dice pools on order to improve your chances, or which can be spent on other special actions. That resource replenishes itself every day.

REPUTATION (REP)

REPUTATION is a measure of fame, respect, influence, and contacts. Your REPUTATION attribute determines if people recognize or have heard of you. REP has elements of fame, rank, respect, social standing, and even credit ratings. Your REP also partly determines your starting gold.

CHI (CHI)

CHI represents an inner force of will and power, often utilized by martial artists to accomplish incredible supernatural things. It can sometimes be known by other terms: ki, mojo, cool, and so on. While anybody can learn how to perform a roundhouse kick or a judo throw, only those with CHI can perform legendary mystical feats like running on water, levitating, or healing through meditation.



MAXIMUM DICE POOLS BY GRADE

Grade	<5	5	6–7	8–10	11–14	15–19	20–25	26–32	33–40
Max Pool	see sidebar	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6

Grade

Your *grade* is equal to the total number of career grades you have taken, and the largest dice pool you can form during play is defined by your grade. A starting character with 5 career grades is grade 5, and has a maximum pool size of 5d6. Some NPCs, civilians, or weak monsters may be lower than grade 5, and their maximum dice pool is equal to their grade (but see the “Starting Grade” sidebar).

For example (this will be explained in more detail later), Kilrave the Assassin has 9 AGI, 4 ranks in *knives*, and an exceptional dagger. That would normally give him a dice pool of 7d6 (3d6 for his attribute, 2d6 for his *knives* skill, and 2d6 for his exceptional weapon). However, he is grade 7, which makes his maximum dice pool 6d6 (see the table below). In effect, some of the dice Kilrave would be entitled to are wasted until he can gain some experience.

Skills

Skills represent things your character is good at. Skills are picked up as a character progresses through his life, and reflect training and background. Some are academic skills, such as sciences; others are physical skills like *running* or *climbing*. Still others reflect social skills like *intimidation*,

Starting Grade

A typical character begins at grade 5, which includes an origin and four career grades. However, the GM may wish to start the game at a different grade. Starting characters at grade 1 will make them very young, and they will have only an origin. They will be below average in terms of competency, but have limitless scope to grow. Alternatively, starting at grade 2 can give characters an origin and the start of a career. A rookie cop or a teenaged runaway longing for adventure might fit this approach.

A grade 4 PC has a maximum dice pool of 4d6. A grade 3 or lower PC has a maximum dice pool of 3d6 (a PC’s maximum dice pool cannot be reduced to lower than 3d6, no matter how low their grade); however, an NPC’s or

monster’s maximum dice pool is 2d6 at grade 2 and 1d6 at grade 1.

Conversely, starting characters at grade 10 makes them highly competent, experienced professionals. These characters know what they’re doing, and they’re good at it. They’ve probably maxed out one entire career—perhaps they could be ex-military or reformed criminals. A grade 10 character has a maximum dice pool of 7d6.

The GM can set any starting grade. You may find you enjoy certain styles of game over others, and the starting grade can play a major role in flavor. It is recommended, however, that all players begin with characters of the same grade so that none overshadow the others.

technical skills like *engineering*, and more.

A skill forms part of a dice pool. When making an attribute check, you may add skill dice to your attribute dice (you may also add equipment dice) to form a dice pool which is rolled against a target difficulty benchmark.

You don't need to have training in a particular skill in order to attempt a task. Having ranks in a skill indicates that you have particular expertise in that subject; however,

Example Skills

Artistic Skills

Examples: *painting, sculpting, calligraphy, pottery, poetry, literature, film-making, photography, printmaking, modeling*

Combat Skills

Examples: *tactics, reactions, brawling, boxing, wrestling, martial arts, pistols, rifles, heavy weapons, swords, knives, clubs, light armor, medium armor, heavy armor*

Crafting Skills

Examples: *appraisal, carpentry, cooking, blacksmith, basket-weaving, stone-masonry*

Developmental Skills

Examples: *perception, concentration, meditation, bravery, resistance, hardiness, insight*

Gaming Skills

Examples: *chess, checkers, dominoes, draughts, poker, blackjack, backgammon, pool, darts, role-playing games*

Miscellaneous Hobby Skills

Examples: *brewing, fishing, gardening, hunting, riddles, sewing, ornithology*

Physical Skills

Examples: *climbing, swimming, jumping, carrying, running, acrobatics, throwing*

Performance Skills

Examples: *acting, singing, musical instrument, dancing, mime, professional stage magic, storytelling, comedy, fortune-telling, juggling, ventriloquism*

even if you have no ranks in *driving*, you can still try to drive a car, and having no ranks in *pistols* does not prevent you from taking a shot at an attacking ninja.

The skill list is open-ended—*anything* can be a skill; even if it's not on the list below. You might wish to choose *flower arranging, origami, or interior decorating*. The list below is simply a list of examples; feel free to add to it.

Scientific Skills

Examples: *physics, astronomy, chemistry, ecology, geology, meteorology, biology, zoology, botany, mathematics, archaeology, criminology, psychology, sociology, medicine*

Sporting Skills

Examples: *football, tennis, volleyball, cricket, baseball, basketball, rugby, bowling, badminton, squash, sailing*

Subterfuge Skills

Examples: *cryptology, appraisal, disguise, stealth, thievery, escape artist, bribery, forgery, interrogation*

Social Skills

Examples: *intimidation, flirtation, carousing, negotiation, bluffing, leadership, linguistics*

Technical Skills

Examples: *computers, engineering, demolitions, hacking*

Trivia Skills

Examples: *movies, rock 'n' roll, South American history, 19th-century history, celebrities, astrology, theater*

Vehicle Skills

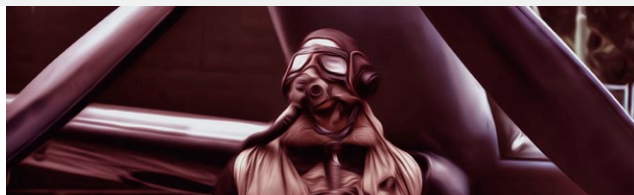
Examples: *piloting, riding, driving, sailing, gunnery, navigation*

Outdoor Skills

Examples: *survival, animal handling, tracking, farming, mining*

Other Skills

Examples: *bureaucracy, accounting, law, hypnotism*



Skill Notation

Sometimes the rules refer to categories of skills instead of single skills. When this happens, the category is noted in square brackets in order to avoid confusion. For example, an entry which says *[outdoor]* refers to the entire list of *survival, animal handling, tracking, farming, mining*, and any new skills players devise, as long as they fall within the category and the GM approves them.

For example, if a career tells you that you may choose a *[performance]* skill, you can choose any of the listed examples in that category, or you might decide instead on a new skill like *podcasting* or *voice-over artist*.

When noting a skill, you do not need to indicate categories or placeholder titles. You simply note “*chess*” rather than “*gaming (chess)*”; similarly, you simply note “*pistols*” or “*nunchaku*” rather than “*ranged weapon (pistols)*” or “*melee weapon (nunchaku)*.”

Local Knowledge. When selecting local knowledge, you need to specify a locale you know.

Weapons. In combat, unarmed fighting and weapon skills all add to relevant AGI, INT, or STR attack checks. Weapon skills are based on weapon type; unarmed combat skills are based on approach. For example, melee weapon skills include *swords, axes, clubs, and knives*; ranged weapon skills include *pistols* and *rifles*; and unarmed combat skills include *wrestling, brawling, boxing*, and *martial arts*.

Armor. Armor is divided into *light, medium, and heavy* armor. You can wear armor in which you have no skill ranks, but—as with all equipment—you need skill ranks to benefit fully from higher quality armor.

Skill Levels

Skills are used to form dice pools in the same way that attributes are. They use the same scale as attributes to derive the size of the dice pool.

As a general rule, 1 skill rank is proficient, 3 is a roughly equivalent to a bachelor’s degree, and 6 is a doctorate level of expertise.

Heritage

Your character may be nothing like you. There are a number of heritages to choose from; they all have different starting attributes representing typical members of that heritage. Some were born different, while others may be deliberately designed. Each heritage is different.

Heritages in *N.O.W.* include Humans, Augmented, Chosen, and Mutants. Whether you want to play an international superspy, a better/stronger/faster cyborg, a generational vampire hunter, or a human-sized turtle, there’s something for you.

Start by choosing a heritage and sex for your character. Your heritage will determine your starting attributes, which are the attributes of a youngster of that heritage (human adult average is 4 in each attribute). Your sex does not affect your attributes or skills at all.

Humans provide the simplest, most straightforward playing experience.

Once you have selected your heritage, record your starting attributes and choose three skills from the list of available skills. Each heritage also has natural exploits (such as the Augmented’s bonus cybernetic alteration).

This book presents four basic heritages, although others may be available from other sources. The heritages presented herein are “generic” in the sense that they are designed to suit a multitude of campaign settings in the same way that elves, dwarves, and halflings suit a multitude of fantasy campaign settings. A given setting may well have a different set of heritages, especially if it’s based on a popular action franchise.

We use the term “heritage” because characters of all these heritages are humans.

- **Humans** are regular people, although they may have special skills or training.
- **Augmented** are people who naturally take to cybernetic augmentation. While anybody can use cybernetics, Augmented take it to an extreme.
- **Chosen** are special people; they may be spoken of in prophecy, or they may have been purposely designed in a lab.
- **Mutants** display special powers and abilities granted by their anomalous genetic code. They might be able to shoot fire from their hands or see through solid walls, amongst other things.

ATTRIBUTE ADJUSTMENT BY HERITAGE

Heritage	STR	AGI	END	INT	LOG	WIL	CHA	LUC	CHI	REP
Human*	—	—	—	—	—	—	—	+2	—	—
Chosen	+1	—	—	—	—	—	+1	—	+3	+2
Mutant	—	—	—	—	—	—	—	—	+1	—
Augmented	—	—	+2	—	—	—	—	—	—	—

* +2 to one other attribute and +1 to a further attribute

Attributes

Every heritage is different, and part of this difference is highlighted by their different starting attributes. Humans are known for their luck; Augmented are very athletic; Mutants have high endurance and resolve.

All attributes start at 3, except for CHI and REPUTATION which start at 0. Your choice of heritage modifies those attributes in the form of bonuses and some (rare) penalties.

Gender & Ethnicity

Gender and ethnic origin have no mechanical effect on your character and should be treated as purely descriptive. You should feel free to select from the entire range of gender-identification and sexuality, though these things will likely not form a major part of the game. Likewise,

where your character's DNA comes from isn't a factor in the game unless it's reflected in your character's heritage.

Humans

There's a reasonably strong chance that you, the reader, are human. You might be a little extra human, with mechanical improvements (glasses, a hearing aid, maybe some genuine replacement parts) but when things boil down, you are a member of the species *homo sapiens*, as are the vast majority of characters in *N.O.W.* This isn't to say that humans are not diverse—there are a wide range of cultures and peoples across the world—but all of them have (by default) 10 toes, two eyes, and so on. Where you are from and who raised you influence your outlook on life more than anything else.



Human adventurers are extremely varied, from private eyes to blackhats, to martial artists, to doctors—the gamut of the world is at your fingertips.

Examples of human heroes in popular culture include Sarah Jane Smith, the members of the A-Team, James “007” Bond, John Rambo, Martha Jones, Angus MacGyver, Colt Seavers, Rocky Balboa, Batman, and many, many more.

Statistics

Size: Medium

Attributes: LUC +2, add 2 to one other attribute, and add 1 to one further attribute

Skill Choices: *Sport, climbing, swimming, running, [crafting], [trivia], [gaming], [scientific], engineering.*

Human Exploits

Varied. Human boast more variation within their heritage than most. Add 2 to any attribute, and add 1 to a further attribute (noted above).

Explorers. Driven by an inquisitive, exploratory nature, Humans gain bonus XP equal to their grade every time they enter a country new to them. They cannot gain this bonus more than once per month.

Chosen

Something about you is simply better. Maybe you are the result of a sublime genetic match, perhaps your genome was manipulated, either before or after conception. You might be characterized by prophecy and legend, and are often surrounded by stories or myths. Perhaps you are part of a hereditary line, and the touch of destiny graced you in the womb. Maybe you clearly meet the criteria listed in an old prophecy, and whether or not actual mysticism or magic is involved, you are just plain special.

How you came to be different is not truly important—how you are different is everything. Some Chosen are much more beautiful than the average human, others possess evolved mental acuity, and some are sterling models of what biomechanics or selective breeding can achieve.

Chosen adventurers are just as varied as humans and can fit very well into a wide variety of roles; their versatility from the start makes them likely to be great at practically anything they set their mind to.

Examples of Chosen characters in popular culture include Captain America, River Tam, Jason Bourne, Khan Noonian Singh, Max “Dark Angel” Guevara, Buffy Anne Summers, Thomas “Neo” Anderson, and Harry Potter.



Statistics**Size:** Medium**Attributes:** STR +1, CHA +1, CHI +3, REP +2**Skill Choices:** *Negotiating, tactics, [crafting], [trivia], [gaming], [scientific].***Chosen Exploits****Fast-Healing.** Chosen heal faster than most people. You may roll an extra 2d6 when determining how much you naturally heal each day.**Skill Focus.** You start play with two bonus skills of your choice at 3 ranks (2d6).**Destiny.** Once, when you ordinarily die, you do not die. Instead, you remain at 0 HEALTH until healed. When you have used your extra “life” you cannot use it again.**Mutant**

You were born different, your genetics a distinct variation from the norm. This might be blatantly obvious—you might exhibit physical differences like chartreuse skin, unnatural growths, discolored eyes, extra joints, or asymmetrical features—or it may harder to discern.

Regardless of the exact nature of this quirk of appearance, you typically hide it from society at large. Maybe you wear dark sunglasses to hide your entirely black eyes, cover yourself in makeup and wear flesh-colored tights to conceal your skin coloration, or wear voluminous clothing that hides your true nature.

You should refer to the Mutations section starting on page 12.

Mutants can be excellent users of CHI, exploring their power to great effect (whether for combat, exploration, or otherwise). They don't often do well socially, facing hurdles connected to widespread prejudice for being visibly and genetically different.

Examples in popular culture include Killer Croc, Johnny Alpha the Strontium Dog, and a slew of characters from the X-Men comics.

Statistics**Size:** Medium (some mutations can change your size)**Attributes:** CHI +1**Skill Choices:** *Hardy, intimidate, resistance, survival, [crafting], [trivia], [gaming], stealth, disguise.***Mutant Exploits**

Mutation. Mutants have one or more mutations. Select one major or two minor mutations from the mutations section later in this book. You have at least one cosmetic mutation that marks you as a mutant; decide what that is and add it to your character sheet.

Augmented

Maybe there were complications in your infancy, or tragedy struck during your childhood; either way you've received parts (organic or inorganic) that are an improvement over what you had before.

No matter how it is exactly that you came to be this way, you're stronger for it and have an advantage over those regular humans, period. Whether or not you're enlightened by this gift or malignant about it, however, depends much more on how exactly you're different, and how that colored your upbringing.

You should refer to the Cybernetics section starting on page 18.

Augmented adventurers make excellent mercenaries, covert ops agents, and knock-down, drag-out fighters—if you're looking to get some prosthetic improvements and not overly interested in utilizing CHI, go down this road.

Examples in popular culture include James “Bucky” Barnes, Steve Austin, Jaime Summers, Doctor Julius No, Ashley “Ash” Williams, and Alex “Robocop” Murphy.

Statistics**Size:** Medium**Attributes:** END +2**Skill Choices:** *Hardy, perception, reactions, [crafting], [trivia], [gaming], [scientific], [technical]***Augmented Exploits****Alteration.** Augmented begin play with two minor or one major cybernetic alteration.

Adaptive. When incorporating new cybernetic alterations, Augmented never need to make a check to see if the upgrade takes hold. Additionally, they can incorporate an unlimited number of alterations beyond the normal limit of their END attribute.

Inert. Augmented embrace technology over matters of spirit. They may never have a CHI score above zero.

Mutations

Characters with the Mutant heritage have powers beyond those of normal men and women. Whatever the source of the mutation—post-apocalyptic radiation, bites from mutant insects, a genetic evolution—mutants are still human, albeit ... mutated.

Mutants may choose two minor or one major power from the following list. Each power has a ladder of increasing power; during character advancement, Mutants may pay the XP cost of a new exploit to upgrade a minor mutation, and the XP cost of a new grade to upgrade a major mutation. However, once created, mutants cannot normally obtain brand new mutations.

Optionally, your GM may ask you to randomly roll d66 to choose your mutation(s). This can make for a fun, if unpredictable element to character creation. For that reason, the mutations below are listed as d66 entries.

Major Mutations

- 11) Enhanced Strength.** You are stronger than your build and size would suggest. When making a STR check (but not an attack) you may roll d8s instead of d6s. If you take this power a second time, the die type increases to d10s. If you take it a third time, it increases to d12s. Each time you take this mutation, your CARRY increment doubles.
- 12) Enhanced Agility.** You are supernaturally nimble. When making an AGI check (but not an attack) you may roll d8s instead of d6s. If you take this power a second time, the die type increases to d10s. If you take it a third time, it increases to d12s. Each time you take this mutation, your SPEED increases by 2.
- 13) Enhanced Endurance.** You are unusually tough, able to withstand more punishment than most. When making an END check you may roll d8s instead of d6s. If you take this power a second time, the die type increases to d10s. If you take it a third time, it increases to d12s. Each time you take this mutation, your HEALTH increases by +1d6.
- 14) Enhanced Logic.** You have incredible mental acuity and deductive powers. When making a LOG check you may roll d8s instead of d6s. If you take this power a second time, the die type increases to d10s. If you take it a third time, it increases to d12s.
- 15) Enhanced Intuition.** You are incredibly perceptive,

with enhanced senses. When making an INT check you may roll d8s instead of d6s. If you take this power a second time, the die type increases to d10s. If you take it a third time, it increases to d12s.

- 16) Enhanced Charisma.** Your charisma is enhanced in some way. When making a CHA check you may roll d8s instead of d6s. If you take this power a second time, the die type increases to d10s. If you take it a third time, it increases to d12s.
- 21) Energy Emission.** Choose one energy type (fire, cold, electricity, sonic). You can blast that energy from your hands, eyes, or even your mouth. You can make a ranged attack with a range increment equal to your END score, which does 2d6 damage of the appropriate type. You may take this power a second and third time, increasing the damage by +2d6 each time. Alternatively, you may use one of those upgrades to change the shape of your energy emission to a 15' cone.
- 22) Danger Sense.** You always know of impending danger, and cannot be flanked or subject to a crossfire. You gain +1d6 INITIATIVE. If you take this mutation a second and third time, your INITIATIVE bonus increases by +1d6 each time.
- 23) Regeneration.** You recover quickly from damage. Once per day you may spend one minute healing 2d6 HEALTH. If you take this mutation a second time, you may heal half your maximum HEALTH. If you take it a third time, you may heal up to your normal maximum HEALTH.
- 23) Elemental Resistance.** You gain SOAK 10 to one energy type (fire, cold, electricity, sonic). You may take this a second and third time, gaining an additional +5 SOAK to that energy type each time.
- 24) Flight.** Once per round you can fly your SPEED, but you must land at the end of the movement. If you take this mutation a second time, you may fly with both your actions, landing only at the end of the second (effectively doubling your flight distance). Taking it a third time allows you to fly any distance without landing. You may choose whether this gives you wings or some kind of self-telekinesis.
- 25) Mutant Healing.** With a mere touch you can heal another creature 2d6 HEALTH. If you take this mutation a second time, you may heal half their maximum

HEALTH. If you take it a third time, you may heal up to their normal maximum HEALTH. Remember that no creature can benefit from the same source of healing more than once per day.

26) Invisibility. Once per day you can turn invisible for up to one minute. If you take this mutation a second time, you can turn invisible for up to five minutes; if you take it a third time, you can turn invisible for up to one hour.

31) Toughness. You gain natural SOAK 5. If you take this a second time, your natural SOAK increases to 10. If you take it a third time, it increases to 15.

32) Drain Life. You can drain the very life from another creature. This may be a bite like that of the vampire, or it may be an icy touch which draws out their very essence—how you describe it is up to you. This melee attack requires two actions and causes 1d6 damage; you gain the amount of HEALTH you cause, up to your normal maximum HEALTH. If you take this a second time, the drain becomes 2d6, and a third time makes it 3d6. However, you cannot reduce any creature below half HEALTH using this power.

33) Poison Bite. Your sharp teeth deliver poison. Your natural damage increases by +1d6 and biomes piercing/poison. If you take this a second time, your bite pushes your target one stage down the Mobility status track as they are slowly paralysed by multiple applications of the poison. If you take it a third time, your bite inflicts a disease of your choice.

34) Shapechange. You are able to alter your form. You cannot make yourself look like a specific person, but you can make yourself generally taller, shorter, fatter, thinner, older, younger, or of a different ethnicity or gender. This changes none of your attributes or skills in any way. If you take this power a second time, you are also able to change your voice to match the form you have adopted. A third time allows you to take the form of specific people; however, you will need to make a CHA check against the INT of anybody who knows the person being mimicked.

35) Spiderclimb. You can climb your normal SPEED. If you take this a second time, climbing becomes a natural movement mode for you, meaning that you do not need to make checks to climb. Taking it a third time makes you able to literally walk on walls and ceilings as

though they were the floor.

36) Internal Combustion Engine. Simply put, you are on fire. You have managed to convert your radiation into a boiling inferno. The inferno can be unleashed from your body for up to one minute per day by spending two actions, covering your skin in raging flames. You are immune to fire damage. While you are aflame, any creatures starting their turn adjacent to you take 1d6 fire damage. If you take this a second time, you may set yourself aflame three times per day. If you take it a third time, you may turn your flames on and off at will.

41) Living Weapon. You can transform parts of your body, usually hands or feet, into sharp blades. This is often done by extruding the bone from underneath the skin, and thanks to the mutation the bone is as strong as steel, sometimes stronger. You can manifest any standard-quality medium-sized or smaller one-handed bladed melee weapon by spending two actions.

42) Rubberized Body. You have stretchy skin and bone. No one's quite sure how you do it, but you can elongate parts of your body. You take half damage from falling, half damage from attacks which do blunt damage. If you take this a second time, your reach increases by +5', and your SPEED increases by +2. A third time makes you immune to falling and blunt damage.

43) Ice Cold. You are freezing cold. You are immune to cold damage, and Vulnerable (1d6) to fire damage. Your touch does cold damage and pushes the target one stage down the Mobility status track. If you take this a second time, your touch does +1d6 damage and freezes liquids within 5'. A third time increases the damage by another +1d6, and allows you to freeze solid objects (but not creatures) up to one 5' square in size and make them brittle so that any SOAK they have no longer applies.

44) Acid Blood. Your blood is a strong acid. When you are hit by a slashing weapon, the attacker—if within 5'—takes 1d6 acid damage. If you take this a second time, the damage increases to 2d6 acid damage. A third time makes the acid strong enough to melt through half an inch of steel in one minute; this requires you to do 1d6 damage to yourself to extract enough blood, however.

45) Tentacles. You look part human, part “something else.” Some part of you has been replaced by tentacles rather than hands, or feet. Perhaps your whole lower body has

been replaced in this way and you have an unusual form of locomotion. Roll 1d6. On a roll of 1–3, your arms are replaced and you gain +5' reach; on 4–6, your legs are replaced and you become immune to difficult terrain. If you take this a second time, you gain the other benefit. A third time gives you one extra action each round (but you can still not take any given action more than twice).

46) Projectile Spines. Rather like a porcupine, you have quills that you can eject at some force. Your quills have a range increment of 3, and do your natural damage. If you take this a second time, your quills gain +1d6 damage or do poison damage. Taking it a third time allows them to do both.

51) Extra Appendage. You have more than the normal set of appendages—extra arms, legs, more than one nose, or four ears. Arms give you +1d6 STR, legs give you +1d6 AGI, and noses or ears give you +1d6 INT. However, you have a permanent –1d6 CHA.

52) Animal Form. You can change into a medium-sized animal. Choose your alternate form; it takes two actions to change. When you change, you adopt the physical statistics of that animal, but your maximum dice pool does not change. Any damage you take in that form remains when you change back. If you take this a second time, you may change into a large or small animal; taking it a third time means you can change into any animal.

53) Mimic. By touching another mutant, you can “borrow” their power for one minute (the target does not lose their own power—you are merely copying it). You may only borrow one power at a time. If you take this a second time you may borrow up to three powers at a time. A third time allow you to borrow as many powers as you wish. An unwilling target requires a melee attack roll in order to lay your hands on them for long enough to copy the power.

54) Teleportation. You can spend two actions to teleport up to 30' as long as you can see your destination. Your clothing goes with you, as does gear you can carry up to your first CARRY increment, but you cannot take other living creatures with you. If you take this a second time, you can teleport as a single action; a third time allows you to teleport as a reaction to an attack.

55) Probability Fields. You are able to literally influence luck. You can recharge your LUC pool an additional time per day. If you take this a second time, you are able to suppress the ability of another creature within 30' to use its LUC pool. A third time means that you can change the LUC pool of an ally you can see to d8s once per day for one check.

56) Shockwave. You are able to emit a shockwave which attacks everybody within 10' of you. It does your natural damage, but the damage type is force damage. If you take this a second time, those successfully stuck are pushed back 5'. A third time increases the radius to 30' and knocks down medium or smaller creatures.

61) Growth. You can increase your size to large or small for up to one minute. Taking it a second time allows you to change to enormous or tiny. A third time enables you to change size for up to one hour.

62) Multiple Personalities. Create a second Mutant character. At the start of each day you must roll randomly to determine which character you are today. Taking this a second time allows you to create a third character. A third time allows you to choose which character you are each day, although you must remain that character until the next day.

63) Immobile. You cannot be moved against your will for up to one minute per day. If you take this a second time, this lasts for up to one hour. A third time makes it permanent.

64) Energy Absorption. You can absorb impressive amounts of harmful energy. You gain SOAK 5 to two types of energy or SOAK 10 to one type of energy, chosen from the following list: acid, cold, electricity, heat/fire, or sonic. When you SOAK energy, you gain half that amount (round down) in HEALTH up to your maximum HEALTH. If you take this a second time, your SOAK values double. A third time allows you to gain the full amount absorbed as HEALTH.

65) Power Nullifier. Within 30' of you mutant powers do not work. If you take this a second time, this also applies to psionic powers from *N.E.W.* A third time makes it apply to magic from *O.L.D.*

66) Speedy. You gain an extra action each turn, although you cannot attack or move more than twice. If you take

this a second time, you may move or attack three times with your three actions, and if you take it a third time, your SPEED doubles.

Minor Mutations

- 11) Darksight.** You are able to see in the dark as though it were daylight. If you take this mutation a second time, you gain truesight, able to see through illusions and disguises, and to see the invisible. A third time allows you to see through solid objects and ignore concealment.
- 12) Immune to Disease.** You are completely immune to all non-magical diseases. If you take this mutation a second time, you are also immune to magical diseases. Taking it a third time makes you immune to radiation and poison.
- 13) Self-Subsistent.** You do not need to eat or drink. If you take this a second time, you also do not need to sleep. A third time means you do not need to breathe.
- 14) Empathic Telepath.** You can automatically send strong emotions within 30' of you. If you take this a second time, the range becomes as far as you can see. If you take it a third time, you are able to hear surface thoughts (although these are easily hidden by those aware enough to do so).
- 15) Gills.** You are able to breathe underwater. If you take this a second time, swimming becomes a natural movement mode for you, allowing your to swim your normal SPEED and to swim without making any attribute checks. If you take it a third time, you can talk to fish, although this does not imbue them with knowledge that they would not ordinarily have.
- 16) Steel Teeth.** Your unarmed damage become piercing damage. If you take this a second time, your teeth ignore 5 points of SOAK. A third time allows them to ignore 10 points of SOAK.
- 21) Bone Spikes.** You are covered in a layer of spikes which protrude through it from your bones. Your natural damage becomes piercing, and anybody who attempts to attack you unarmed takes 1d6 damage each time they strike. If you take this a second time, your natural damage increases by +1d6 and unarmed attackers take 2d6 damage when they strike. A third time means that armed melee attackers take 1d6 damage, while unarmed melee attackers take 2d6 damage.

Dice!

The WJOIN roleplaying game system normally only use the "d6," a six-sided die. Some mutant powers in this book allow you to use different dice—eight-sided dice [d8], ten-sided dice [d10], and twelve-sided dice [d12]. You can find these dice online or in any game store.

When you roll an attribute check with d8s, d10s, or d12s, those dice apply to the entire dice pool, including the skill and equipment parts of it.

Mutations & Power Levels

The mutant powers in this book are designed for "street level" powers. You may have enhanced senses, or be able to throw fire, or have some regenerative power, but you won't be able to destroy cities, move at the speed of sound, or throw aircraft carriers.

This book present 36 major and 36 minor mutant powers. Of course, hundreds more are possible!

Mutations do not belong in every game. The GM will decide whether the Mutant heritage and mutations are an appropriate fit for her setting. These powers can be used to create settings like those featuring the X-Men, Buffy the Vampire Slayer, and even some unusual Bond villains, but they may not be suitable in a game based on, say, *The A-Team* or *Leverage*.

Note that psionic powers ("mental magic," including telekinesis, telepathy, and many more), are dealt with in detail in *N.E.W. The Science Fiction Roleplaying Game*, while magic is covered in *O.L.D. The Fantasy Heroic Roleplaying Game*, both of which are fully compatible with this game.

- 22) Chameleon.** Your skin has an unusual pigmentation which enables your to change your skin like to that of a chameleon. You gain +1d6 to stealth checks. You can take this a second and third time, gaining an additional +1d6 each time.
- 23) Displaced Organs.** You might look human (or not), but your internal organs are in different places. You gain 2 natural SOAK, and you are immune to any exploits which rely on the attacker targeting your anatomy for

extra damage. However, anybody attempting medical assistance on you suffers a -2d6 to their check. If you take this a second time, your SOAK increases to 4 and you are immune to critical hits. A third time increases your SOAK to 6 and allows you to ignore damage from an attack by spending one LUC die.

24) Taller than Normal. Your height is greater than normal, even taller than the tallest member of the human race. Roll 1d6+6 to determine your height in feet. You are considered large-sized.

25) Dwarfism. You were born smaller than normal, and you age at an accelerated rate. You might be mistaken for a child. You are Small-sized, and you reach each age category at half the normal number of years.

26) Linguist. You are able to converse in any language.

31) Atmosphere Processor. You can breathe in a variety of gaseous atmospheres, surviving in areas that would normally kill humans. You are immune to all gases. If you take this a second time, you can also breathe in any liquid. A third time means you do not need to breathe at all.

32) Animal Affinity. You have an affinity with one animal type, such as cats, dogs, bears, or *Tyrannosaurus rexes*. If you take this a second time, you have affinity with one animal class, such as mammal, reptile, bird, fish, or dinosaur. A third time gives you affinity with all animals. While you do not gain the ability to talk to these animals, they will naturally regard you with friendship unless you give them a reason not to. They will not put themselves in danger for you, however.

33) Longevity. You double the normal age categories. If you take this second time, you do not age, and remain in your current age category forever.

34) Weather Control. You can influence the local weather within 30'. If you take this a second time, you can influence the weather within 100'. A third time lets you control it within one mile. The weather you create is not so intense that it can be used to directly attack another creature.

35) Mutant Sense. You can detect the presence of mutants within 30'. Taking this a second time increases the range to line-of-sight. A third time enables you to determine their mutant powers (assuming they are not immediately visible).

36) Levitation. You can hover above the ground at a height of up to 3 feet. This does not give you the ability to move horizontally, however. Taking it a second time allows you to hover up to 10' high, and a third time means you can hover up to 30' high.

41) Claws. You have sharp claws. Your unarmed damage becomes slashing damage. Taking this a second time increases your unarmed damage by +1d6. A third time increases it by another +1d6.

42) Leaper. You increase your JUMP distances by +10'. If you take this a second time, you instead double your JUMP distances or increase them by +10', whichever is greater. If you take it a third time, you may jump up to 30' horizontally and vertically.

43) Scent. You have an unnaturally sensitive sense of smell. You get +1d6 to INT checks where scent might be a factor. If you take this a second time, the bonus goes up to +2d6, and a third time increases it to +3d6.

44) Tail. You have a thick tail. As a free action you may make an unarmed attack against a foe behind you, within 5'. If you take this a second time, your tail gains a stinger which changes it to piercing/poison damage. A third time gives you a tail-sweep attack which attacks everybody in a 10' cone behind you; this attack does not use the stinger, but it knocks down anybody medium-sized or smaller that you successfully hit.

45) Furry. You are covered in a coat of fur. You gain natural SOAK 5 (cold). If you take this a second time, you gain natural SOAK 5 (all) and SOAK 10 (cold). A third time gives you SOAK 10 (all) and immunity to cold.

46) Horns. You have horns, or a horn. You gain +1d6 unarmed damage, which becomes piercing. If you take this a second time, you gain a gore attack which allows you to move your SPEED and impale a target on your horn, doing +1d6 damage. Taking it a third time allows you to immobilize an impaled target, which takes your natural damage at the start of each of its turns until it gets free (which requires a melee attack against you).

51) Sticky Tongue. You have a sticky tongue like a frog's. You can use it to pick up small items within 10' as a free action. If you take this a second time, your tongue can reach 30'. A third time, and it is strong enough to hold Medium-sized items.

52) Super-Breath. You can make a melee attack against a target with a 10' range increment. If you hit, the target is pushed back 5'. Taking this a second time increases the push to 10', and a third time increases it to 30'.

53) Ingester. You can consume any type of matter as food (although this does not give you the ability to damage materials you ordinarily could not). If you take this a second time, you become immune to poison.

54) Telescopic Vision. You increase range increments by 50%. If you take it a second time, you double range increments. A third time means you no longer suffer range penalties up to three increments.

55) Innate Skill. Choose a skill. You gain that skill at 10 ranks (4d6). You can take this power multiple times, gaining a new skill each time.

56) Glowing. You are able to glow with bright light, illumination the area within 30' of you. You cannot hide while glowing. If you take this a second time, your glow is so bright that you gain +2 to both MELEE and RANGED DEFENSE. A third time causes anybody who enters or starts their turn in the aura to be pushed one stage down the Blindness status track.

61) Plant Control. In natural surroundings you can immobilise a target within 30' with a melee attack; vines and creepers wrap around the victim, rendering him immobilized. The target can shake this off as normal. If you take this a second time, the plants will crush and strangle the victim, causing 2d6 unSoakable damage at the start of each of his turns. A third time allows you to attack all targets within 30'.

62) Hypnotic Gaze. With a CHA mental attack you can push an adjacent target one stage down the Autonomy status track once per round. If you take this a second time, you may affect a target who can see you within 30'. A third time extends the power to your voice, so that the target merely needs to be able to hear you.

63) Ventriloquism. You can make your voice appear to emanate from anywhere within 30'. If you take this a second time, you may mimic other voices. A third time allows you to mimic any sound.

Optional Profession

SCHOOL OF MUTANTS [106 YEARS]

Prerequisites: One or more mutations

Attributes: LOG +1, END +1, CHA +1, REP +1

Skill choices: [academic], [developmental]

You enroll in a school for the mutated where you are given an education and taught how to integrate with society. You are also shown how to develop and master your mutations.

Check with your GM to make sure such a school exists in the campaign and what its nature is.

Power-Up. Upgrade one mutant power by one level. You may only take this exploit once.

64) Fearless. You are completely immune to the Fear status track, and cannot be intimidated.

65) Bouncy. You ignore falling damage from 20' or less. If you take this a second time, you take half damage from all falling damage. A third time makes you completely immune to falling damage.

66) Double-Jointed. Your joints all bend in both directions. You can spend a LUC die to automatically escape from any restraints. If you take this a second time, you can contort yourself to fit through gaps as small as one-foot in diameter. A third time means that you cannot be immobilized or restrained unless you allow it (although you can be confined in a cell or similar).



Cybernetics

The science of cybernetics is the modification of organic creatures with artificial parts. These parts can be electronic, bio-electronic, or mechanical in nature. A heavily modified creature is known as a cyborg, a combination of organic and artificial parts (as opposed to an android, which is wholly artificial).

Cybernetic alterations can enhance or improve natural capabilities, compensate for injuries, or grant entirely new capabilities. Anything from an artificial arm to retinal targeting implants to reinforced skin can be accomplished through the science of cybernetics. Even the mind can be altered, with improved cognitive functionality or extended data storage and memory.

Organic Limitations

Most creatures cannot continue adding cybernetic parts indefinitely—the body can only accept so much foreign matter. The maximum number of cybernetic modifications allowed a creature is equal to its ENDURANCE attribute. (Some cybernetic alterations increase ENDURANCE. In these cases, the original, unmodified attribute is used to determine the cybernetic modification limit.) For the purpose of calculating this limit, a minor cybernetic alteration counts as one modification, and a major alteration counts as two modifications.

Any creature which has reached this limit changes its type to mechanoid. (Augmented characters can add cybernetic alterations after reaching the END-based modification limit.) Mechanoid creatures are vulnerable (1d6) to electricity damage and (2d6) to ion damage, which is specially designed to attack electronics and mechanoids.

If the setting uses the CHI attribute, each cybernetic alteration reduces the character's CHI dice pool by 1d6.

Cybernetic Alterations

Cybernetic alterations are available to characters with the Augmented heritage (Augmented characters start with two minor alterations or one major alteration.) Non-Augmented characters can purchase cybernetic alterations if the campaign allows. Not every cybernetic alteration “takes”; some people are simply unsuitable candidates for a particular process. The GM may require non-Augmented characters purchasing minor cybernetic alterations

to succeed at a *Difficult* [16] END check, and major alterations a *Demanding* [21] END check. Failure means the alteration is not installed, and the money spent acquiring the alteration is lost. (Augmented characters never have to make these checks.)

Cybernetic alterations are available at Advancement Level 5 or 6, depending on the tone of the campaign. (See *Action Worldbuilding* for details of Advancement Level.)

Artificial Limbs. Artificial arms and legs interface directly with nerves and work exactly like a regular limb, albeit stronger and faster. Arms add to STRENGTH, and legs increase AGILITY (cumulatively, so a full set of four limbs adds +2d6 STR and +2d6 AGI).

Digi-Claws. These sharp metal talons are hidden within the fingertips and deploy or retract as a reaction. A creature with digi-claws increases its natural damage by +1d6 and may inflict slashing or piercing damage. Creatures with natural claws cannot benefit from this alteration.

Durarmor/Sub-Dermal Plating. Durarmor is a more substantial, advanced form of duraskin—an actual layer of armor under the skin. Flexible layers of resilient duranium increase a character's natural SOAK by 5.

Duraskin. Duraskin is synthetic skin. The material is tougher than regular skin (SOAK 2), as well as being fairly fireproof (SOAK 5 (fire)). It has a slight yellow tinge.

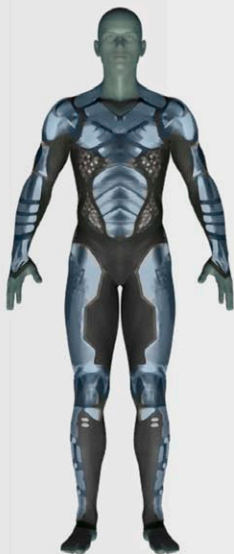
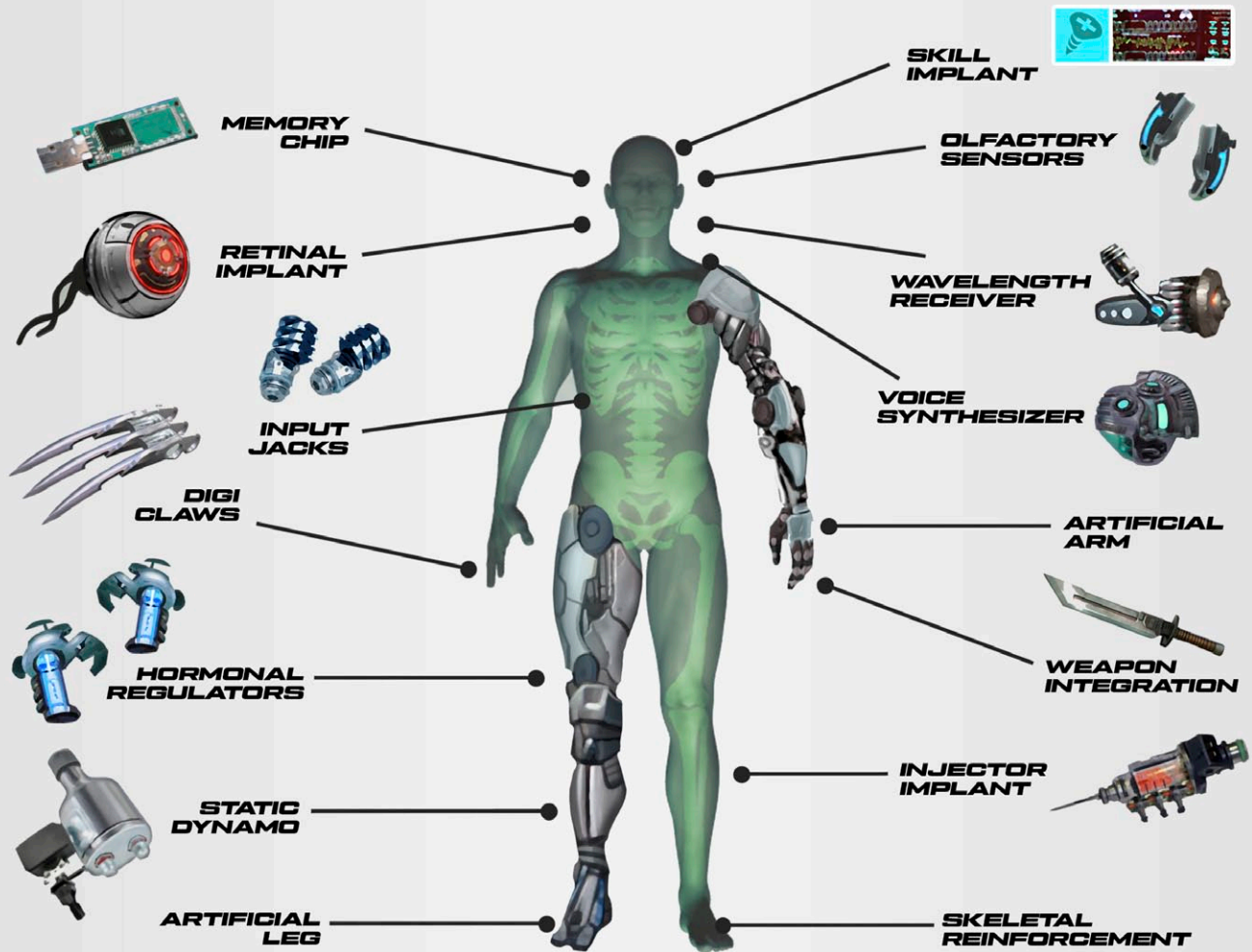
Exosuit. Exosuits are old-fashioned, almost primitive forms of cybernetics. They consist of frameworks on the outside of the body which tap directly in to the wearer's nervous system, almost like an integrated suit of power armor. A partial exosuit covers just the upper half of the body (+1d6 STR), while a full exosuit includes the legs (+1d6 STR and +1d6 AGI).

Hormonal Regulators. A character with hormonal regulators is able to expel gathered hormones of various types for the appropriate situation. Three times per day the character may add +1d6 to a social attribute check with another living creature.

Injector Implants. An injector implant stores a chemical or drug for rapid deployment (a free action). The implant stores three uses before it needs to be refilled.

Input Jacks. These attachments allow you to interface with an electronic system (so long as it has an output), granting a +1d6 bonus to checks involving computer operations and hacking.

CYBERNETIC ALTERATIONS



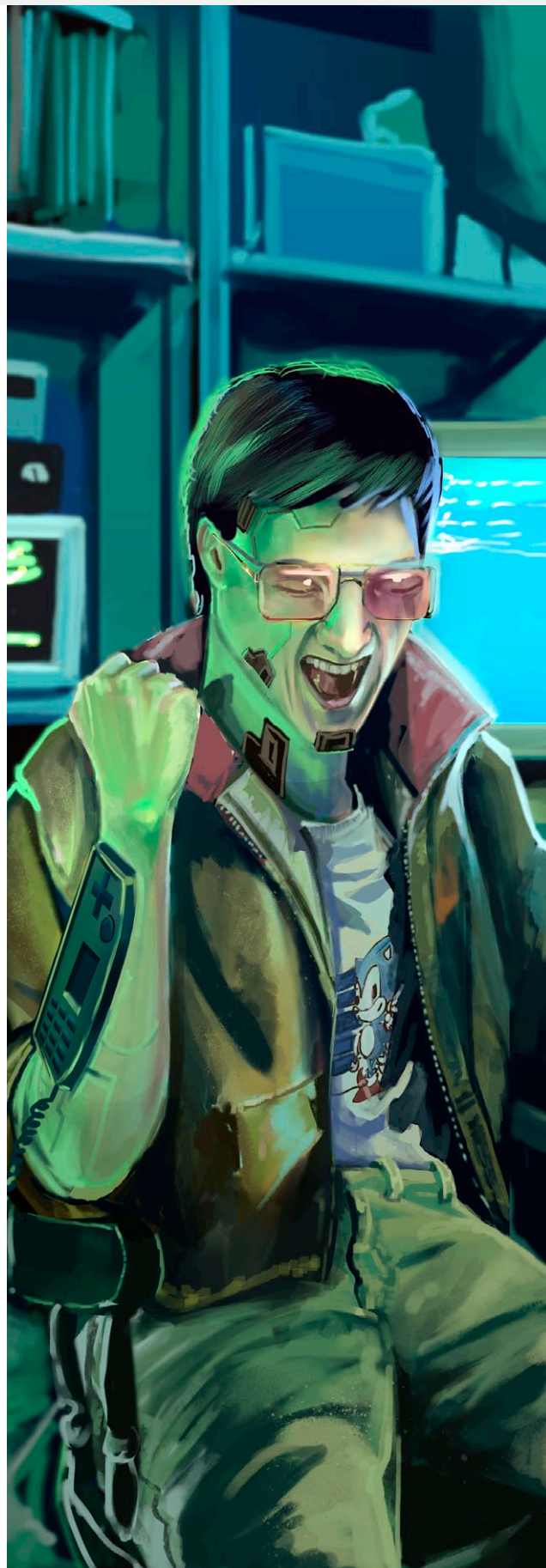
DURARMOR



PARTIAL EXOSUIT



FULL EXOSUIT



Memory Chip. Memory chips increase a character's LOG attribute. Multiple chips can be implanted, which work cumulatively, but every two chips reduces the character's WIL dice pool by 1d6 as his sense of self is gradually eroded. Skill implants count towards this total.

Olfactory Sensors. This cybernetic alteration laces the character's nasal cavities with a mesh of metal that vastly improves his or her sense of smell, granting a +1d6 bonus to checks that rely on the character's sense of smell (if the creature already has a scent-based bonus, this is cumulative).

Retinal Implants. These implants grant permanent powers of enhanced vision. A basic implant grants one ability from the list below (a character can have a different implant in each eye). More advanced implants offer multiple abilities in one device at the cost of the total value of each ability separately multiplied by the number of abilities. The capabilities of these tiny devices pale in comparison to those of handheld equipment or bulky, battery-powered goggles, of course.

Night Vision. This implant enables the user to see normally in darkness to a distance of 5' per point of INT.

Telescopic. This implant doubles the user's visual range and increases range increments on weapons the user is wielding by 50%.

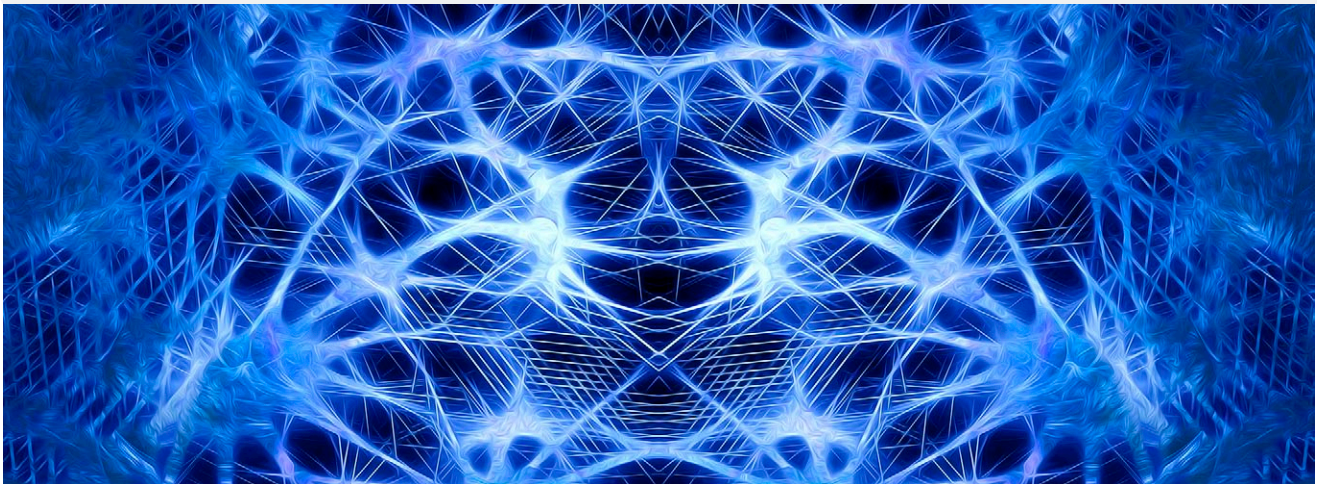
Magnifying. This implant grants the user a +1d6 bonus to any check that relies on seeing minute details.

Infrared. This implant enables the user to see objects or creatures that give off heat to a distance of 10' per point of INT.

Skeletal Reinforcement. This lengthy and painful procedure fortifies a character's entire skeleton, bracing bones with layers of duranium and reinforcing joints with flexible duranium mesh, with the overall result being that the character's stamina and ability to withstand physical damage are increased.

Skill Implant. Similar to a memory chip, a skill implant gives a character a new skill. Implants only grant a basic level of proficiency in the skill. Multiple chips can be implanted, with different skills, but every two chips reduces the character's WIL dice pool by 1d6 as his sense of self is gradually eroded. Memory chips count towards this total.

Static Dynamo. A character with this modification is capable of storing an impressive charge of electricity. Three times per day, when hit with a melee attack, the



character may discharge this energy against the attacker, dealing electric damage equal to the character's total number of career grades.

Weapon Integration. A character with an existing cybernetic limb can have a weapon integrated into it. The character is able to use the weapon exactly as normal, except the weapon cannot be dropped or disarmed. The weapon must be two size categories smaller than the character, and whatever its quality it must be paid for in addition to the integration.

Voice Synthesizer. The character can precisely mimic others' voices. When doing so, the character gains a +1d6 bonus to CHA checks made to deceive others in situations where the deception relies upon the assumed voice.

Wavelength Receiver. This implant alters the cerebral cortex and the vision center of the brain, allowing the creature to perceive normally invisible energy types. As a reaction, a creature with a wavelength receiver can tune it to detect magnetic, radio, cellphone, or radar waves or even *chi* energy (any type of energy the GM sees fit).

CYBERNETICS TABLE

Enhancement	Type	Cost (\$)	Effect
Artificial arm	Major	100,000	+1d6 to STRENGTH dice pool
Artificial leg	Major	125,000	+1d6 to AGILITY dice pool
Digi-claws	Minor	100,000	+1d6 natural damage
Durarmor/sub-dermal plating	Major	200,000	SOAK 5
Duraskin	Major	50,000	SOAK 2, SOAK 5 (fire)
Exosuit, partial	Major	75,000	+1d6 to STRENGTH dice pool
Exosuit, full	Major	175,000	+1d6 to STRENGTH, +1d6 to AGILITY
Hormonal regulators	Minor	30,000	+1d6 to social interactions three times per day
Injector implant	Minor	18,000	One drug type, injects as a free action three times per refill
Input jacks	Minor	50,000	+1d6 to computer operations or hacking
Memory chip	Minor	25,000	+1d6 to LOG dice pool
Olfactory sensors	Minor	25,000	+1d6 to scent-based INT checks
Retinal implant	Minor	15,000	Night, telescopic, magnifying, and/or infrared vision
Skeletal reinforcement	Major	110,000	+1d6 to ENDURANCE dice pool
Skill implant	Minor	15,000	1 new skill at 1d6
Static dynamo	Major	50,000	Discharge electricity in response to an attack
Weapon integration	Major	50,000	Integrate weapon into cybernetic limb (add weapon cost)
Voice synthesizer	Minor	25,000	Speak with counterfeit voice
Wavelength receiver	Minor	50,000	Sense/read/hear energy/radiation wavelengths

Origins

Select one origin at the time of character creation. Your character's origin represents his or her upbringing and childhood. Some heritages have heritage-specific origins. You can take an origin multiple times (after the first time, they take only 1d6 years), but once you leave an origin, you can never go back.

Acrobat [2d6+6 years]

You've been trained in acrobatics, taught to flip and cartwheel with ease to entertain spectators. Perhaps you grew up in a circus or travelling show.

Prerequisites: none.

Attributes: STR +1, AGI +1, CHA+1, REP +1

Skill Choices: *running, jumping, climbing, throwing, acrobatics*

Slippery. It isn't easy to hit you. You receive a +2 to DEFENSE when you are aware of an incoming attack, and you reduce falling damage by 1d6.

Everyman [2d6+6 years]

Your childhood was characterized only by its unremarkability. A normal childhood and high school experience, reasonable grades, and a typical teenaged social life, perhaps you dreamed of being something more.

Prerequisites: none.

Attributes: END +1, LOG +1, CHA +1, LUC +1

Skill Choices: *[scientific], [outdoor], computers, carousing, [performance]*

Ordinary. Your very nondescript nature makes you easily able to blend in unnoticed, giving you a +1d6 bonus to attempts to bluff, disguise, or otherwise remain visible but unremarked upon.

Experiment [1d6 years]

You were the subject of tests and experiments by scientists and doctors, whether created or altered. Your childhood was spent in a lab.

Prerequisites: none.

Attributes: STR +1, AGI +1, END +1, LOG +1

Skill Choices: *[physical]*

Programming. You have been bred and engineered for a purpose. At the start of a fight your "programming" kicks in, granting you a +2d6 INITIATIVE bonus.

Farmhand [2d6+6 years]

You grew up on a farm—a wheat or dairy farm, or similar.

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, WIL +1

Skill Choices: *[outdoor], [vehicle], [physical], [crafting], [technical]*

Dreamer. You may recharge your LUCK attribute one extra time each day by spending five minutes daydreaming about farm life and wide-open spaces.

Geek [2d6+6 years]

You were obsessed with geek culture; you can recite lines from your favorite movies, rules from your favorite tabletop games, or obscure facts from your favorite video games.

Prerequisites: none.

Attributes: INT +1, LOG +1, WIL +1, LUC +1

Skill Choices: *[trivia], [gaming]*

What Would Luke Do? Once per day you can be inspired by a pop culture character: you may spend all of your LUC dice on a check without reducing your LUC pool.

Jock [2d6+6 years]

You were a football player (or other sportsman) in high school. You developed your physical and social skills, but your academic skills fell slightly behind.

Prerequisites: none.

Attributes: STR +1, AGI +1, END +1, CHA +1

Skill Choices: *[sporting], [physical], carousing, intimidation*

Athlete. Choose one: You can throw objects with a +50% to their range increment, *or* you gain a permanent +2 bonus to your SPEED.

Martial Artist [2d6+6 years]

The story of your youth involves disciplined, regimented schooling in a traditional style of fighting, typically at a dojo in a remote location.

Prerequisites: none.

Attributes: AGI +1, END +1, WIL +1, CHI +1

Skill Choices: *martial arts, acrobatics, religion, [artistic], staves, polearms*

Training. Your training proves that the old ways are often the best, for more reasons than one. You receive a +1 bonus to all three DEFENSES.

Military Brat [2d6+6 years]

You spent time getting shuffled around from military base to military base or otherwise learning from modern soldiers.

Prerequisites: none.

Attributes: END +1, LOG +1, WIL +1, LUC +1

Skill Choices: [vehicle], pistols, rifles, carousing, survival

Tactical. You gain 3 ranks (2d6) in the *tactics* skill.

Nerd [2d6+6 years]

You've been obsessed with computer systems.

Prerequisites: none.

Attributes: LOG +2, LUC +1, REP +1

Skill Choices: [computers], bureaucracy, cryptology, gaming, [scientific]

White-hat. You are practiced at hacking and anti-hacking techniques. You can actively provide a computer system with a +4 ELECTRONIC DEFENSE score and gain a +1d6 bonus to electronic attacks.

Novice [2d6+6 years]

You were brought up in a monastic or religious order.

Prerequisites: none.

Attributes: END +1, INT +1, WIL +1, CHI +1

Skill Choices: religion, [artistic], linguistics, insight

Confidant. You can discern a lie through a mix of intuition and experience. You gain a +1d6 bonus to discern lies and deceptions.

Orphan [2d6 +6 years]

Your childhood was not a happy one.

Prerequisites: none.

Attributes: AGI +1, INT +1, CHA +1, LUC +1

Skill Choices: brawling, stealth, thievery, running, bluffing, [performance]

Urchin. You're familiar with urban backgrounds and can blend in easily. After spending one hour in a new city, you learn the names of some local crime figures.

Scout/Eagle [2d6+6 years]

Always prepared, you were a member of the Boy or Girl Scouts or a similar organization.

Prerequisites: none.

Attributes: AGI +1, INT +1, LOG +1, WIL +1

Skill Choices: [crafting], [miscellaneous hobby], [outdoor]

Be Prepared. Once per day you can produce a small object worth \$10 or less from your pockets.

Scion [15 years]

You had a privileged upbringing in a wealthy family, heir to old money. You have never known hardship.

Prerequisites: none.

Attributes: INT +1, CHA +1, REP +2

Skill Choices: [trivia], [social], [artistic], [gaming], [sporting]

Privileged. You gain two sets of superior quality clothing and start play with a bonus \$1,000.

Street Tough [2d6+6 years]

You fell in with local gangs and the lower echelons of organized crime, looking up to gangsters as role models. You joined a gang, played truant, and engaged in petty crime.

Prerequisites: none.

Attributes: AGI +1, INT +1, CHA +1, LUC +1

Skill Choices: intimidation, thievery, appraisal, brawling, knives, clubs

Fell Off a Truck. You may acquire starting equipment at half cost. However, any items you acquire this way are actually stolen.

Survivor [2d6+6 years]

The story of your childhood is one of hardship and war zones; you've grown a thick hide from conflict or war.

Prerequisites: none.

Attributes: AGI +1, END +1, INT +1, WIL +1

Skill Choices: [outdoors], stealth, [vehicle], running

Endurance. You've endured a lot, and you have the scars to prove it. You gain +2 natural SOAK.

Traveler [2d6+6 years]

Your parents travelled a lot, which gave you great exposure to the wonders and goings on of the world.

Prerequisites: none.

Attributes: END +1, INT +1, LUC +1, REP +1

Skill Choices: piloting, sailing, navigation, bureaucracy, linguistics

Stargazer. Your extensive travels have heightened your sense of location. You can tell which country and city you are in if you can see the sky.



Careers

Careers are occupations held by characters over the course of their lives. Characters may hold multiple careers over a period of many years, and gain knowledge and skills from each.

WHAT'S O.L.D. IS N.E.W. uses a "life-path" system to create and advance characters. Characters begin play with five careers. Choose **one origin** (see above) and **four further careers**. When you choose a career, you gain attribute increases, skill ranks, and access to unique exploits.

Prerequisites. Careers sometimes have prerequisites, which can be thought of as qualifications—demonstrated competence in a given area. Specific game settings may have more stringent prerequisites; for example, a secret spy organization might require that a character complete an army tour before becoming a secret agent. The GM should inform players of any setting-based prerequisites such as organizational career ladders.

Skills. Characters may choose two skills from each career grade. Defensive skills—*acrobatics, bravery, concentration, conviction, discipline, dodging, foresight, leadership, meditation, psychology, religion, and ruler-ship*—are always available. Listings in *[square brackets]* indicate categories; the player may choose any skill from the indicated category or create a new relevant skill. A completed grade 5 character will have a total of 13 skill ranks (3 heritage skills and 2 career skills per grade).

Attributes. Characters advance 4 attribute points from each career grade. Apply **all** listed attribute adjustments. You may optionally choose to substitute one of the attributes listed for your hook attribute, as long as doing so doesn't grant you a duplicate attribute advancement.

Exploits. Choose one of the listed exploits for your career or select a universal exploit. You may only choose

a given exploit once, unless that exploit specifically indicates otherwise. Some exploits require prerequisites, which are noted in their description—you must meet that prerequisite before selecting the exploit. Occasionally, an exploit may appear in more than one career; you may still only select it once, even if you choose both careers.

Repeating Careers

You can take careers multiple times (except after you have taken a career other than your origin, you cannot take your origin again). Each time you take the career, you choose two skills, apply the attribute increases again, and select one of the available exploits. Once you have exhausted all of the listed exploits through repetition of a career, you may select a universal exploit instead when you advance a grade in that career.

You can take careers multiple times. Each time you take the career, you choose two skills, apply the attribute increases again, and select one of the available exploits.

If you repeat a career, its additional grades are referred to by their title, as shown in the table. For example, a cop who has taken the Police Officer career four times is regarded as a Seasoned Police Officer. This ranking system applies only to grades within a career, not to a character's total grades.

REPEATING CAREERS: EXPERIENCE

Career Grades	Experience
1	Novice/Rookie
2	Practised
3	Experienced
4	Seasoned
5	Veteran
6	Doyen

- **Academic careers** include educational and scientific choices, and can earn character qualifications. A college education can often substitute for Military Academy for those intending to enter service. Some academic careers earn your character an educational qualification or title. For example, you can gain degrees and doctorates at college.
- **Criminal careers** include a variety of life choices, all of which are illegal. From low level street thugs to gangsters, all criminal careers carry the added risk of prison. After taking a grade in a criminal career, roll 1d6. On a roll of 1, you must next take the Prisoner career.
- **Investigative careers** include law enforcement style occupations, both official and freelance. Cops, spies, and bounty hunters all share the desire to locate and apprehend (or kill) suspects, using unique skills developed for that very purpose.
- **Military careers** are the jobs of members of standing armies as well as mercenaries and soldiers of fortune. Most military careers begin with a stint at Military Academy, but a college degree can often circumvent that requirement.
- **Social careers** include occupations in which the character helps, represents, or entertains other people.
- **Vocational careers** represent those doing regular jobs, earning their way primarily by doing something active, sometimes requiring specialized knowledge or education.
- **Exotic careers** include occupations that only a select few ever enter, whether this is because the work itself is of rarefied difficulty or because simply getting one's foot in the door requires knowledge that's hard to come by.

Career List

Below is a full list of all careers in this book, sorted by type.

- **Origins (see above):** Acrobat, Everyman, Experiment, Farmhand, Geek, Jock, Martial Artist, Military Brat, Nerd, Novice, Orphan, Scout/Eagle, Ruffian, Scion, Street Tough, Survivor, Traveler.
- **Academic:** Archaeologist, College, Engineer, Medic, Scientist, Student
- **Criminal:** Burglar, Con Artist, Hacker, Gangster, Prisoner, Smuggler, Street Thug.
- **Investigative:** Bounty Hunter, Dark Crusader, Detective, Police Officer, Private Eye, Reporter, Spy, Vigilante
- **Military:** Assassin, Boot Camp, Explosives Expert, Guerilla Fighter, Heavy Gunner, Infiltrator, Scout, Sniper, Soldier
- **Social:** Actor, Ambassador, Diplomat, Gambler, Lawyer, Performer, Politician, Priest, Socialite, Teacher
- **Vocational:** Athlete, Bartender, Bouncer, Boxer, Chef, Craftsman, Diver, Drifter, Driver, Firefighter, Laborer, Miner, Pilot, Performer, Sailor, Trader
- **Exotic:** Astronaut, Cultist, Ninja, Sensei/Sifu, Stuntman, Survivalist, Warrior-Monk



Action Careers

Actor [1d6 years]

A star of screen or stage, you make your living pretending to be somebody else. Each time you take this career, roll 1d6. If you roll a 6, you win an award. Roll again: (1) BAFTA, (2) Emmy, (3) Tony, (4) Soap Opera Digest, (5) Razzie, (6) Oscar. An award gives you +1 REP.

Prerequisites: none.

Attributes: LOG +1, INT +1, CHA +1, REP +1

Skill Choices: *swords, acting, singing, dancing, flirtation, carousing, bluffing, linguistics, movie trivia, celebrity trivia, theater trivia, disguise*

Box-Office Star (requires B-movie). You were in a blockbuster movie. You gain REP +2 and begin play with an extra \$1,000. You also learned one new skill of your choice at 1 rank (1d6). Name your movie.

Method Actor. You immerse yourself into your roles. Increase your *acting* skill to 6 ranks.

Stage-Fright. You learned to overcome your nerves on the stage. Once per day you may ignore a fear-based effect.

Costumer. You are used to wearing costumes in your roles. Gain the *disguise* skill at 6 ranks.

B-Movie. You were in a classic B-movie. You gain REP +1 and begin play with an extra \$500. You also learned one new skill of your choice at 1 rank (1d6). Name your movie.

Catchphrase. You are associated with a catchphrase. Once per day you can use your catchphrase and gain +1d6 on any roll. Write down your catchphrase.

Archeologist [1d6 years]

As an archeologist, you explored dark caves, tracked down lost treasures, and dug a lot of holes.

Prerequisites: none.

Attributes: INT +1, LOG +1, WIL +1, LUC +1

Skill Choices: *literature, history, art, linguistics, theology, geography, climbing, archeology, cryptology, appraisal*

Not Another Trap! You can spend a LUC die to automatically avoid a trap.

Great Discovery. You discovered something incredible—the Holy Grail, the Ark of the Covenant, or something equally impressive. You gain +2 REP.

Antique. You start play with an antique weapon, which is of exceptional quality.

Direction Sense. You always know where you are, and you never get lost.

Linguist. You can speak and understand any language, although it might sometimes take you a moment to figure it out.

Assassin [1d6 years]

A killer for hire, you mastered the skills of assassination.

Prerequisites: *stealth, tracking, [combat].*

Attributes: STR +1, AGI +1, INT +1, REP +1

Skill Choices: *[combat], stealth, thievery, perception, intimidate, disguise*

Killing Blow. Any attack you make during the ambush turn gains a +2d6 bonus to attack.

Ambush. You gain +2d6 to rolls made to access the ambush turn.

Weak Point. Once per enemy you may ignore any SOAK score he possesses by targeting a weak spot.

Sneak. If nobody is actively looking for you, you are able to move silently and unseen at half your normal speed. You are effectively invisible. However, if anybody is actually looking for you, they may make INT checks as normal to spot you.

Astronaut [1d6 years]

You trained to become an astronaut and travelled into space, either into orbit or to the moon or a similar body.

Prerequisites: *[scientific] or piloting.*

Attributes: END +1, INT +1, LOG +1, REP +1

Skill Choices: *piloting, zero-g, engineering, physics, medicine, astronomy*

G-Forces. You are trained to resist g-forces. You gain SOAK 5 to crushing damage.

Space Sickness. Nearly every astronaut gets sick. You learn to ignore it. You become immune to sickness conditions.

Spacewalker. You gain a zero-g SPEED equal to your regular speed.

Athlete [1d6 years]

You are a professional athlete, whether that be in a team sport or a track and field event.

Prerequisites: *[sport] or [physical].*

Attributes: STR +1, AGI +1, END +1, REP +1

Skill Choices: *[physical], [sporting], carousing, flirtation, [unarmed combat]*

Athletic. Choose four *[physical]* skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Runner. You gain a +1 SPEED bonus.

Fit. You gain a +5 HEALTH bonus.

Signing Bonus. You are signed to a team and gain a \$1,000 signing bonus.

Bartender [1d6 years]

Bartending is a great way to pay the bills. Some make a lifelong career of it.

Prerequisites: none.

Attributes: END +1, INT +1, CHA +1, LUC +1

Skill Choices: *[social], carousing, perception, brewing, cooking, brawling, clubs*

Bouncer. You gain a +1d6 bonus to checks vs. an intoxicated creature.

Fake ID. Knowing how to spot a fake ID helps you spot the telltale signs of falsified documents of many kinds. You gain a +1d6 bonus to detect forgeries.

Gossip. You can gather local gossip and information simply by spending an hour in a bar or other watering hole, effectively giving you the *local knowledge* skill wherever you go as long as you are able to refresh your knowledge at a local bar weekly.

Boot Camp [1 year]

You joined the military and completed basic military training. Some programs send recruits to college to gain degrees before returning to cadet assignments.

Prerequisites: none.

Attributes: AGI +1, LOG +1, WIL +1, CHA +1

Skill Choices: *carrying, pistols, rifles, leadership, tactics, survival*

Basic Training. You gain a uniform which incorporates a kevlar vest. You also gain one rank in *tactics, rifles, law, and survival*.

Officer Training [requires Basic Training]. A second stint in the Academy prepares you for command. You automatically gain a military rank and the *leadership* skill at 1 rank if you do not already have it. You gain +2 REP.

Make a *Challenging* [13] CHA check before advancing any attributes. If you succeed, you automatically gain a second military rank.

Bouncer [1d6 years]

You stood guard at the door to a bar, club, or other private venue.

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, CHA +1

Skill Choices: *hardy, insight, perception, brawling, reactions, carousing, law*

Immovable Object. You know how to plant yourself in place and refuse to budge. You may spend a LUC die to negate any forced movement from a creature of your size or smaller.

Quick Search. You are adept at spotting concealed weapons, drugs, and other things. You automatically spot hidden items concealed about somebody's person.

Age Check. Not only can you discern somebody's age at a glance, you can see through disguises.

Fake ID. Knowing how to spot a fake ID helps you spot the telltale signs of falsified documents of many kinds. You gain a +1d6 bonus to detect forgeries.

Pin. You know how to pin somebody in place. Make a melee attack against an adjacent target your size or smaller. On a success, the target is pinned in place unless they escape with a melee attack against you. You may move at half-speed, taking your pinned target with you. A pinned target may not make any attacks other than an attempt to escape.

Bounty Hunter [1d6 years]

As a bounty hunter you spent time tracking down and capturing wanted criminals.

Prerequisites: none.

Attributes: AGI +1, INT +1, LOG +1, REP +1

Skill Choices: *tracking, piloting, stealth, law, computers, perception, intimidate, [combat]*

Prey. You may choose a target species. You gain a +1d6 bonus to attempts to track targets of that species.

Datamining. You are able to locate a target's current location down to a specific city by accessing credit, criminal, customs, and other records if you have access to a computer link.

Boxer [1d6 years]

The ring is your king. You have been in scores of fights (both sanctioned and otherwise), endured countless days and nights of strenuous physical training, and your body is a shrine to thousands of jabs, hooks, and hastily landed strikes.

Prerequisites: *boxing.*

Attributes: STR +1, END +1, WIL +1, REP +1

Skill Choices: *boxing, hardy, reactions, intimidate*

One-Two. Once per turn, you may make a quick second boxing attack for free. This second attack may not have any exploits attached to it.

Haymaker. With a wild swing, you pool all your attack potential into one mighty blow. The attack costs two actions, suffers a -2d6 penalty to hit, but deals double damage. If you miss, however, you put yourself at a disadvantage, allowing your opponent an immediate free attack at you.

Beat the Count. Once per day, when reduced to 0 health, you may spend two actions to recover 2d6 health and stand up.

Rope-a-Dope. You allow your enemy to attack you, fooling him into believing he is winning. You allow the enemy's next two melee attacks to strike home, choosing to receive the damage; after the second attack, you respond with a melee counterattack which does bonus damage equal to the damage he dealt you.

K.O. (requires Haymaker). A mighty blow fells your opponent, knocking him to the ground and stunning him until he shakes that condition off.

Bare Knuckles. Not every fight is in a well-lit ring with ropes, medical staff, or even gloves—and you know that better than anyone. People have been tangling with you in back alleys, bars, and maybe even prison yards, fist for fist, for years. Your boxing damage increases by 1d6 when not using gloves.

Battered. Cauliflower ears and broken nose you may have, but you can take a hit without flinching. You gain SOAK 5 (blunt).

Burglar [1d6 years]

You become a master thief, able to infiltrate the most secure of locations. Some cat burglars work for hire and conduct industrial espionage, while others prefer to steal valuable artifacts and jewels from museums and high security vaults.

Prerequisites: *stealth.*

Attributes: AGI +1, INT +1, LUC +1, REP +1

Skill Choices: *climbing, jumping, acrobatics, escape artist, computers, stealth, thievery, appraisal*

Locksmith. You gain an exceptional quality lockpicking kit.

Cat Burglar. An expert at climbing, you do not take any die penalties in combat while climbing.

Sixth Sense. You have a sixth sense when it comes to traps, and gain a +2d6 bonus to spot them and a +1d6 bonus to avoid or disarm them.

Climber [requires Cat Burglar]. Your climbing speed becomes equal to your regular SPEED.

Grand Heist. You achieve a great robbery that will be remembered for years to come. Gain a bonus 3d6 × \$100. You may repeat this exploit, gaining 3d6 × \$100 each time.

Chef [1d6 years]

You know how to cook, to prepare amazing meals, and to run a kitchen.

Prerequisites: *cooking.*

Attributes: AGI +1, INT +1, LOG +1, REP +1

Skill Choices: *cooking, brewing, gardening, knives*

Cooking Knives. You are an expert at cutting flesh with a blade. When using a knife, you do +1d6 damage.

Poison Resistance. You often have to taste your food, and you have developed SOAK 5 vs. poisons.

Poisoner. You know how to make a poison. It takes you five minutes, and lasts for one hour before becoming ineffective. Your poison does poison damage equal to your LOG dice pool when ingested.

Kitchen Management. Running a kitchen is a grueling job. You know how to get the most out of your underlings, even if you have to shout profanities at them. Once per day, you may spend two actions to give all allies within 30' one immediate free action.

A Good Meal. Once per day you can spend an hour preparing a good meal for a number of people equal to your LOG score. The meal restores 1d6 HEALTH to all who eat it, or it removes one stage of the Tiredness status track.



College [4 years]

You attended a civilian college or university and gained formal qualifications in a chosen area of study. Choose a subject, which can be any skill, but is typically a [scientific], [technical], or [artistic] skill. You can restart this career at any time to gain degrees in additional subjects.

Prerequisites: none.

Attributes: LOG +1, WIL +1, CHA +1, REP +1

Skill Choices: computers, [scientific], [artistic], [sporting], [social], [technical]

Bachelor. After a four-year course, you gained a Bachelor's degree or equivalent at university. Improve your skill ranks in your chosen subject to 3. Your research skills are developed. If you have access to a library or computer network, you gain a +1d6 bonus to attempts to learn information about a subject. Make a *Challenging* [13] LOG check before advancing any attributes. If you succeed, you pass this degree with honors and gain 1 bonus REP attribute point.

Masters [requires Bachelor]. You remain in college and gain a Masters degree in your subject. You gain 1 bonus skill rank in your chosen subject. Make a *Difficult* [16] LOG check before advancing any attributes. If you succeed, you pass this degree with honors and gain 1 bonus REP attribute point.

Doctorate [requires Masters]. After further studies, you gained a Doctorate at university. You may now call yourself a doctor (not *the* Doctor). Gaining a doctorate requires not just an expert knowledge of a subject, but also rigorous skills of analysis and evaluation and critical achievement. Improve your skill ranks in your chosen subject to 6. Make a *Demanding* [21] LOG check before advancing any attributes. If you succeed, you pass this degree with honors and have also made a minor breakthrough in your chosen subject, and are known amongst peers for it, gaining you a bonus 2 points to your REP attribute. Choose the nature of your breakthrough.

Con Artist [1d6 years]

You honed your skills and learned how to trick others out of their money with charm, lies, bluffs, disguise, and more. Many career criminals combine the con with burglary.

Prerequisites: bluffing.

Attributes: INT +1, LOG +1, CHA +1, LUC +1

Skill Choices: [social], disguise, bribery, forgery, [gaming], appraisal

Grifter. In a bar or other crowded social situation, you can automatically make money equal to a CHA check × \$10 in the space of an hour using only the gift of the gab. You can only do this once per day. This exploit cannot be used during downtime.

Impersonate. You are easily able to impersonate any job role which you have had opportunity to observe within the past day, even briefly. You gain a +1d6 bonus if you have been able to observe and mimic an example.

Quick Change. You are able to don a quick disguise in one round instead of five minutes. This must be a disguise you've successfully used before.

Beguiling. You are able to temporarily beguile and captivate a target with your words as a CHA vs. MENTAL DEFENSE check. A successful check charms the target until they shake off the condition. The target must be able to understand you and have a LOGIC attribute of at least 3.

Craftsman [1d6 years]

You made your living by practising your craft as a carpenter, electrician, mechanic, or other professional skilled worker.

Prerequisites: [crafting] or [technical].

Attributes: STR +1, AGI +1, LOG +1, CHA +1

Skill Choices: [technical], [artistic], [crafting]

Handyman. Choose four [crafting] skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Toolkit. You gain a set of high quality tools.

Tradesman. You can make 3d6 × \$10 per week by plying your trade.

Builder. Assuming raw materials are available, you can make an item of equipment in one day by rolling a LOG check vs. the item's value (up to \$20).

Fixer. You gain a +1d6 bonus to any attempt to repair something.

Cultist [1d6 years]

You were either part of a cult, or you have intensively studied cults or the occult.

Prerequisite: religion.

Attributes: AGI +1, INT +1, LOG +1, CHA +1

Skill Choices: religion, history, politics, philosophy, knives, meditation, disguise, [social], hypnotism, occult, astrology

Devotion. You are utterly devoted to your cause. Your single-mindedness grants you +4 MENTAL DEFENSE.

Occultist. You have knowledge of the paranormal; things that were not meant to be known. You gain 6 ranks (3d6) in the *occult* skill. Once per day you may spend 5 minutes to cast an augury which gives you the answer to a yes-or-no question.

Sacrificial Dagger. You start play with a high-quality dagger that has either the Serrated Blade or the Sharpened customization.

Poison Resistance. Part of your cult's observances involve drinking poison. You gain SOAK 5 (poison).

Fanatic. You may be slightly unhinged; you are completely immune to the Fear status track.

Occult & Magic

This book does not contain details of magic, being more grounded in the Action genre. However, WOIN does have extensive magic rules which you are encouraged to use if you want to include the occult or other magic in your game.

See *O.L.D. The Fantasy Heroic Roleplaying Game*, or *Elements of Magic*, which is the magic chapter from *O.L.D.* available separately in softcover format. There you will find details of magical skills and secrets, along with alchemy and other "elements" of magic. Using those rules, characters can throw firebolts, summon dark creatures, enchant their foes, and more.

If you do use those rules, the Cultist in this book should also have access to [magical] skills. You should also allow careers such as the Mage, Cleric, Necromancer, Druid, and Diabolist from *O.L.D.*



Dark Crusader [1d6 years]

You prowl the streets at night. More than just a vigilante, you are a symbol. You have learned how to instill fear into the hearts of criminals, and the very mention of your name is enough to make hardened gang members look nervously over their shoulders.

Prerequisites: stealth.

Attributes: AGI +1, INT +1, WIL +1, REP +1

Skill Choices: stealth, climbing, jumping, acrobatics, intimidation, thievery, [combat]

Dark Knight. You operate best at night, knowing how to use the shadows to your advantage. Once per day, during the hours of darkness, you gain a +1d6 bonus to all dice pools for one minute.

Fearful Legend. Criminals fear you, and rightly so. You may make a REP vs. MENTAL DEFENSE attack to inflict the frightened condition (Fear status track) on a target until they shake it off.

Vanish. You are renowned for your ability to simply disappear; some even believe it to be supernatural. Once per day, during the hours of darkness, you may effectively turn invisible until you attack.

Utility Belt. You gain one gadget of your choice.

Costume. You gain a costume which acts as armor with SOAK 8. This special costume does not require armor training to use effectively even when it is of high quality or better, and can be upgraded one stage by taking this exploit again, become high quality, exceptional, and so on. You may repeat this exploit up to five times, upgrading your costume each time.

Detective [1d6 years]

You become a detective, expert at spotting clues and finding your man. Even if you leave the profession, you still retain enough contacts to call in favors and request information.

Prerequisites: none.

Attributes: AGI +1, INT +2, CHA +1

Skill Choices: interrogation, pistols, driving, bureaucracy, perception, intimidate, stealth, tracking, law

Clues. If there are any clues to find at a crime scene, you automatically find them within 5 minutes.

Criminal Record. You can freely access police databanks and automatically discover any information held on file by the police about a suspect.

Plate Number. You can request a registration plate number lookup, and automatically determine the registered owner and address of a vehicle.

Diplomat [1d6 years]

You have represented your country elsewhere.

Prerequisites: [social].

Attributes: INT +1, CHA +2, REP +1

Skill Choices: [social], bureaucracy, law, politics, local knowledge

Diplomatic. Choose four [social] skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Diplomatic Pouch. You have a diplomatic pouch in which any small sized item can be carried through customs without inspection.

Embassy. You have access to your home country's ambassadorial embassy and residences in any country (if there are any), which can provide food, shelter, basic equipment, and medical care.

Diplomatic Immunity. You gain diplomatic immunity to very low-level and petty crimes in any country which contains an embassy for your country.

Diver [1d6 years]

Whether it was a commercial job, or for the military or police, you feel most at home in a wet suit. You became a diver, able to explore the ocean depths.

Prerequisites: swimming.

Attributes: STR +1, AGI +1, END +1, INT +1

Skill Choices: swimming, perception, hardy, oceanography, sailing

Like a Fish. You gain a SWIM speed equal to your regular SPEED.

Hold Breath. You can hold your breath for a number of minutes equal to your END dice pool.

Murky Depths. You can see well underwater and in other dark environments, gaining darksight to a distance of 5' per point of INT.

High Diver. You never take damage when falling into water from any height.



Drifter [1d6 years]

Somehow you lost your way. Drinking, gambling, with no clear objective, you drifted through the fringes of society. Perhaps you never fit in; perhaps you are a war veteran who found home was no longer "home."

Prerequisites: none.

Attributes: END +1, INT +1, CHA +1, LUC +1

Skill Choices: carousing, gaming, flirtation, performing, bluffing, appraisal, thievery

Unseen. You know how to blend in so that nobody pays any attention to you. You gain a +1d6 bonus when attempting to do so.

Driver [1d6 years]

Cars are your "thing." You've spent more time behind the wheel than most people spend sleeping, either as a racing driver, such as in Formula 1 or NASCAR, a getaway driver, a stunt driver, or even a military driver.

Prerequisites: driving.

Attributes: AGI +1, INT +1, LUC +1, REP +1

Skill Choices: driving, engineering, reactions

Getaway. If a vehicle is within one move increment of you, you can get in, start the engine, and drive away at the vehicle's SPEED all with just two actions (one turn).

Racer. You can push a vehicle to extreme speeds, increasing its SPEED by 2.

Evasive Driving. When you are driving a vehicle, it gains +4 DEFENSE.

Shoot 'n' Drive. While driving, you may take a free side-arm shot once per round.

Action Careers

Engineer [1d6 years]

You became an engineer, proficient at manipulating technology and repairing vehicles, devices and engines.

Prerequisites: *engineering.*

Attributes: STR +1, AGI +1, LOG +1, LUC +1

Skill Choices: *computers, [technical], bureaucracy*

Technical Knowledge Base. Choose four *[technical]* skills.

You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Jury-Rig. You can temporarily repair and jury-rig a broken item of size Medium or smaller by spending five minutes with it. The item will operate for a number of minutes equal to your LOG check. If you spend one hour with it, it will operate for a number of hours equal to your LOG check. If you spend a day with it, it will operate for a number of days equal to your LOG check.

Upgrade. You can modify a piece of electronic equipment of size Small or smaller to upgrade it permanently to a high quality item. This process takes one hour, but the item can only be used by you due to unfamiliar and jury-rigged controls, and renders it monetarily worthless.

Engine-Tuner. A vehicle to which you have an hour's access increases its maximum SPEED by 1. This does not stack with other engineers' use of this exploit, should others be present.

Engine-Master [requires Engine-Tuner]. You can increase your vehicle's speed by 2 for a number of hours equal to your LOG check, after which the engine cannot be used for 24 hours. This does not stack with other engineers' use of this exploit, should others be present.

Explosives. You can create explosives from common items and surroundings. The explosive takes 30 minutes to make, and causes 3d6 heat damage to all within 5'. The explosive can be stored, but only for up to two hours.

Saboteur. You are able to disable any mechanical or electronic device to which you have access. This exploit does not open a locked door (disabling the lock just means it remains stuck in whatever configuration it is currently in). This takes you five minutes.

Explosives Expert [1d6 years]

You were either a bomb disposal or a demolitions expert. You just love the smell of napalm in the morning. Something about the smell of explosives, or maybe the very loud boom they make, is very pleasing to you. Of course, you can't discount the whiz of shrapnel, oh, and the display, the coruscating fireballs...

Prerequisites: none.

Attributes: AGI +1, INT +1, LOG +1, LUC +1

Skill Choices: *explosives, hardy, perception, reactions, electronics, thievery*

Home Cooking. You can make an explosive out of regular household items (a minimum of 4 components) with a minute of work. This explosive deals 2d6 heat damage to all within 5'. The explosives can be stored, but only up to four hours.

Booby Trapping. Using a home-cooked device (made as above), a grenade, or similar explosive, you can rig a door, trunk, or object to explode when opened or at a specific time. This takes 2 actions and is obvious. By spending 5 minutes you can hide it; anyone activating it gets an opposed check (their INT vs. your AGI) to notice the trap before it is set off.

Boom-Boom! Explosive devices, such as grenades, do +1d6 damage when you use them.

Shaped Charge. You know exactly how to target explosives. You may direct any area of effect attack with a radius so that it explodes in a cone in a single direction. The cone size is equal to the diameter (not radius) of the original explosion, so a 5' radius explosion can be directed into a 10' cone.

Disarm Bomb. If you have a minute to spare, you can disarm any explosive device. If it is timed, it dramatically happens at the last second.

Duck and Cover. You know how to avoid damage from explosives and similar effects. You take half damage from area of effect attacks.

Don't Step There! You always notice explosive devices and traps within 10' of you, even if an attribute check would normally be required.

Firefighter [1d6 years]

Fighting fires is a noble calling, and you resolutely put yourself at risk to help others.

Prerequisites: none.

Attributes: AGI +1, END +1, INT +1, LUC +1

Skill Choices: climbing, carrying, jumping, carousing, explosives, local knowledge

Fire Resistant. You've been through many fires, and have developed a resistance to it. You gain natural SOAK 5 (heat).

Ladder Climber. You spend a lot of time climbing ladders, broken stairs, even drainpipes and walls. You gain a CLIMB speed equal to your regular SPEED.

Fireman's Lift. When carrying another person, you are not encumbered or slowed in any way.

Door Breaker. Your dice pool explodes when you are breaking down a door.

Hold Breath. Like a swimmer, you have learned to hold your breath; in your case it's so that you do not inhale noxious fumes or smoke. You can hold your breath for one minute per point of INT.

Extinguish. You can extinguish flames in an adjacent square by spending one action.

Drop and Roll. You can completely remove the Fire status track from yourself or an adjacent creature by spending two actions.

Gambler [1d6 years]

You became an expert gambler, proficient at games of skill and chance.

Prerequisites: [gaming].

Attributes: INT +1, CHA +1, LUC +1, REP +1

Skill Choices: [gaming], [social], thievery

Good Game. Once per day, when you are in a situation where you can gamble for cash, roll 1d6 and multiply by \$100. You win that much money.

Lucky Streak. You may replenish your LUCK attribute an extra time each day.

Cheat. You know a couple of tricks. In a game of chance, you may reroll any 1s in your dice pool.

Gangster [1d6 years]

Eventually your life of crime led you to "better" things as you fell into a gang or crew.

Prerequisites: intimidate.

Attributes: STR +1, INT +1, CHA +1, REP +1

Skill Choices: intimidation, thievery, driving, pistols

Intimidating. Intimidation is your way of life, especially in the criminal underworld. When attempting to intimidate a criminal, you gain a +1d6 bonus.

Protection Racket. A protection racket is a lucrative and steady stream of income. Within your REP sphere you have a route. You gain your REP × \$100 each week. This exploit cannot be used during downtime.

Guerilla Fighter [1d6 years]

Either as a dangerous lone wolf or as part of an organized resistance, you're experienced with waging war on the go, mounting military strikes and melting away quickly afterward. After taking a grade in this career, roll 1d6; on a 2 or less, the next career you take must be Prison.

Prerequisites: survival.

Attributes: END +1, INT +1, LUC +1, REP +1

Skill Choices: bravery, pistols, rifles, stealth, tactics, survival, perception, disguise

Ambush Expert. During an ambush turn you can take a second action.

Blend In. If you are a wanted fugitive or actively being pursued by someone, you can disappear into a crowd twice per day.

Hit-and-Run. You can move from out of line of sight, into firing position, make an attack action, and then back to out of line of sight twice per day.

Always Ready. Sleep in armor with no penalty. Anyone sneaking up on you while you sleep must make a *Difficult* [16] AGI check to do so.

Sabotage. You can prepare booby-traps using home-made devices as an explosives expert. There is no duration for how long one of your home-cooked devices remains potent, and it may be rigged to go off at any time.

Hacker [1d6 years]

Hacking into computer systems to find information or manipulate events comes easily to you.

Prerequisites: computers.

Attributes: LOG +1, INT +1, LUC +1, REP +1

Skill Choices: computers, reactions, cryptology, appraisal, forgery, linguistics, electronics, bureaucracy

Hacking Rig. You gain a high quality laptop or portably computer designed for hacking on the move.

Red Lights (requires Hacking Rig). You can use your hacking rig to change traffic lights to any configuration you wish.

Bank Job. A virtual bank job gains you \$1,000 and +1 REP.

City Hall. You can hack into security agencies, including the police and intelligence agencies, to gain information about any individual whose name you know, assuming those agencies have that information. This takes you one hour.

Security Override. You can remotely unlock an electronic lock for up to one minute.

CCTV. You are able to access the CCTV cameras of a given location. This gives you poor quality video, and no audio.

Heavy Gunner [1d6 years]

A real weapon is the kind that requires a strap, and if it doesn't kick like a mule when you fire it, the gun just isn't for you. Whether a specialist for a security team or mercenary group, or a member of a military heavy weapons team, you've spent plenty of time around big guns.

Prerequisites: heavy weapons.

Attributes: STR +1, END +1, INT +1, WIL +1

Skill Choices: carrying, hardy, heavy weapons, running, gunnery, engineering

Lay Down Fire. You can spray an area 15' × 15' (3 squares by 3 squares), doing 1d6 damage to every target within that area when using a heavy weapon designated *auto*.

This Ain't Heavy. Choose one heavy weapon; when you carry one of these weapons, it does not count against your carrying capacity.

Long Range. Increase the range of heavy weapons you wield by 10'.

Heavy Specialty (requires This Ain't Heavy). You deal +1d6 damage with the weapon you chose when you took the This Ain't Heavy exploit. You can repair it if broken (it takes 1 minute), and draw it as a free action.

Infiltrator [1d6 years]

The pinnacle of special operations, either police, military or freelance, the infiltrator aptly describes the occupation of many men and women whose job it is to infiltrate enemy locations and accomplish dangerous missions. An infiltrator needs a range of skills beyond the mere ability to kill that is the hallmark of the assassin.

Prerequisites: stealth, [combat].

Attributes: STR +1, AGI +1, END +1, INT +1

Skill Choices: [combat], stealth, thievery, escape arts, acrobatics, climbing

Quick-Hide. You can disappear while in plain sight. You can make a *stealth* check even while under observation to move your speed and become effectively invisible for a round. You may then make regular stealth checks as normal, but cannot repeat this feat against the same observer.

Laborer [1d6 years]

You did a regular physical job, whether skilled or unskilled, performing manual work for a fair wage. You may have been in construction, a grave digger, even a street-sweeper or cleaner; or perhaps a delivery person, baker, brewer or other worker.

Prerequisites: none.

Attributes: STR +1, END +1, CHA +1, LUC +1

Skill Choices: [crafting], carousing, hardy, computers, [outdoor], bureaucracy, engineering, [vehicle]

Jack of All Trades. You gain three skills from your skill choices list above at rank 3 (2d6). This does not increase a skill above 3 ranks.

Danger Pay. Some work is dangerous. Perhaps you worked high on a skyscraper or cleaned toxic waste. You gain \$1,000 bonus money and +1 REP.

Union. You were a member of a union. Your pay is higher (gain +2 REP) and you gain 1 rank (1d6) in *law* and *bureaucracy*.

Worker's Clothes. Over the years you have patched together a "uniform" of sorts which protects you from the sorts of hazards you typically encounter in your vocation: hard hat, goggles, high-durability clothing, gloves, sturdy boots, and so on. This constitutes light armor with a SOAK of 5, but is a custom piecemeal outfit which can only be worn by you. The uniform also includes an engineer's toolkit, hearing protection, and a respirator, and it protects you from non-extreme environmental effects.

Lawyer [1d6 years]

You became a lawyer, learning the complexities of the legal system, and you know how to get yourself and others out of (or into) trouble.

Prerequisites: law.

Attributes: LOG +1, WIL +1, CHA +1, REP +1

Skill Choices: law, interrogation, bluffing, bureaucracy, local knowledge, negotiating

Get Out of Jail Free. When arrested for a minor offense, you are able to use legal techniques and your connections to keep yourself out of jail.

Court Records. You have access to court records; you can look up the criminal record of any named individual given an hour's notice and a computer connection (or physical access to a courthouse, a police station, or some other place where such records are kept).

Orator. You can be very persuasive, and you know how to bend a jury or other group of people to your point of view. You can influence up to 12 people within 30' with a 15-minute speech. Make a CHA mental attack; if the attack is successful, the group moves one stage along the Charm status track.

Ambulance Chaser. You spent time making money the only way you could: settling personal injury cases for a quick buck. You start play with a bonus \$1,000.

Crusader. A principled public defender or prosecutor, you're in it because of your ideals. You'll make the world a better place using the power of law. You gain the following skills at 1 rank (1d6): *intimidation, bureaucracy, conviction*. This does not increase a skill beyond one rank.

Medic [1d6 years]

You enter the medical profession. If you have gained a doctorate at college, you do so as a doctor; otherwise you are referred to as a nurse, medic, or nurse practitioner.

Prerequisites: medicine.

Attributes: AGI +1, INT +1, LOG +1, CHA +1

Skill Choices: computers, medicine, bureaucracy, psychology

Medical Knowledge Base. Choose four [medical] skills.

You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Consultant (requires Doctorate). Your expertise is sought by other doctors. Your REP increases by 2 and you start play with a bonus \$1,000.

Bedside Manner. You gain a medical kit. Your long-term care is of such quality that your patient gains an additional 1d6 HEALTH per day. You may only have one patient under your long-term care at a time.

Ward Management (requires Bedside Manner). You are an expert at running and managing a ward or sickbay. The number of patients you can have under long-term care is increased to the value of your LOG attribute.

Diagnosis. You gain +1d6 bonus to identify or treat diseases. Make a Difficult [16] LOG check before advancing any attributes. If you succeed, you discovered a new disease or illness which is named after you; you also gain 1 bonus REP attribute point.

Psychologist. An expert in matters of the mind, you gain +2 MENTAL DEFENSE. Once per day you can automatically remove a mental (WIL-based) status from yourself or an adjacent ally by spending two actions.

Healing Hands. Using basic medical equipment, you can heal 1d6 points of HEALTH to an adjacent creature as a single action. Any given creature can only benefit from your healing in this way once per day.

Exceptional Healing Hands (requires Healing Hands). Your Healing Hands ability restores 2d6 points of HEALTH.

Resuscitation (requires Exceptional Healing Hands). You can revive a seemingly dead creature with a LOG check. The creature must have "died" within the last five minutes, and the difficulty value of the check is 20 + the damage of the attack that killed it. The creature wakes up with 1 HEALTH.

Action Careers

Miner [1d6 years]

There's nothing like a few years spent down a coal mine to build character.

Prerequisites: none.

Attributes: STR +1, END +1, WIL +1, LUC +1

Skill Choices: *carrying, climbing, survival, [technical], mining, appraising, carousing, picks, hammers*

Underground Sense. When underground you can always determine direction and depth, and you can determine a route to the surface.

Darksight. You have spent so much time below ground that you've developed darksight to a distance of 30'.

Mining Hazards. You gain a +2d6 bonus to spot underground hazards and traps.

Toxic Gases. The underground is full of toxic fumes, and you've become used to them. You gain a poison SOAK of 5.

Identify Substance. You can identify by sight any mineral- or metal-based substance automatically.

Ninja [1d6 years]

The skills and tactics of Japan's warriors of subterfuge, sabotage, and deception are known to you, either through a Ninja master that took you in as an apprentice, or by traveling to the ancestral homeland and earning the right to train among those who still practice ninjutsu.

Prerequisites: *martial arts.*

Attributes: AGI +1, END +1, INT +1, CHI +1

Skill Choices: *acrobatics, climbing, disguise, perception, stealth, martial arts*

Poison. With one minute of preparation, you can craft poison and apply it to one weapon; for one minute, that weapon deals +1d6 poison damage; you must deal enough damage to bypass a target's SOAK to deal this poison damage.

Fast Climb. You gain a CLIMB speed equal to your regular SPEED.

Gas Poison (requires Poison). By spending an action, you can deliver your poison as a dust or small burst of gas that ignores the target's SOAK. You can throw this with a range increment of 2.

Weapon Mastery. You can draw and sheathe a sword, staff, club, spear, naginata, kusarigama, or shuriken as a free action. Choose one of these weapons; you receive a +1d6 to damage with this weapons.

Death Strike. Once per day you may strike a creature that is not aware of your presence or does not realize you are an enemy with surprising, lethal force. Make an attack roll using your CHI attribute; if you hit, you deal double damage.

Shadow Warrior. You may move at full SPEED while hidden if you succeed in your AGI (*stealth*) check.

Performer [1d6 years]

You became a musician or other performer, and made your way working bars, clubs, and theaters.

Prerequisites: *[performance].*

Attributes: CHA +2, LUC +1, REP +1

Skill Choices: *carousing, [performance]*

Triple-Threat. You gain the skills *singing, dancing, and acting* at 1 rank (1d6). This does not increase the rank of an existing skill.

Gigs. You can make money by playing at bars and doing local performances. You can automatically make an amount equal to a CHA check × \$10 per day by doing this. This exploit cannot be used during downtime.

Captivating. You have the ability to captivate people with your musical ability. While using your musical instrument or voice, all those who can hear you become beguiled (unable to attack you) until you stop. This requires a CHA vs. MENTAL DEFENSE check and a full two actions each turn.

Lullaby. Your music can make people drowsy. While using your musical instrument or voice, all those who can hear you become weary (-1d6 to all physical attribute checks and -1 SPEED) until you stop. This requires a CHA vs. MENTAL DEFENSE check and a full two actions each turn.

Fearful. You can use voice or music to instil fear in those who hear it. While using your musical instrument or voice, all those who can hear you become nervous (-1d6 to all interactions with you or with a target or object of your choice) until you stop. This requires a CHA vs. MENTAL DEFENSE check and a full two actions each turn.

Pilot [1d6 years]

You became a pilot, learning to fly aircraft big or small.

Prerequisites: piloting.

Attributes: AGI +1, INT +1, LOG +1, LUC +1

Skill Choices: reactions, piloting, computers, astronomy, gunnery, navigation

Push the Limits. You can exceed an aircraft's normal maximum SPEED by 2.

Evasive Flying. An aircraft which you pilot gains a DEFENSE bonus equal to your AGI attribute dice pool.

Cruise Control. You are able to easily navigate without an attribute check.

Evasive Maneuver [requires Evasive Flying]. As an action, you may designate one incoming missile per round and gain an additional +5 DEFENSE against it.

Stay on Target [requires Evasive Flying]. While in the rear arc of a target ship, you negate any bonus it gets from Evasive Flying.

Police Officer [1d6 years]

You join the police or other security force and begin a career as a uniformed officer.

Prerequisites: none.

Attributes: AGI +1, INT +1, LOG +1, REP +1

Skill Choices: interrogation, pistols, law, driving, bureaucracy, perception, intimidate

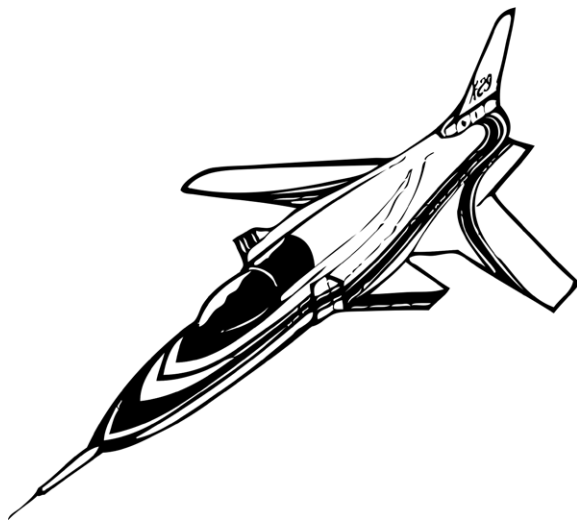
Trouble Sense. You are easily able to spot trouble before it happens. You gain a +1d6 bonus to INITIATIVE checks.

Out of Place. You know the signs of suspicious behavior. You gain a +1d6 bonus to checks made to spot unusual or criminal activity.

Freeze! You can compel a target to "freeze!" with a CHA vs. MENTAL DEFENSE check. If successful, the target stops in his tracks and is stunned until he shakes that condition off. The target must be able to understand you and have an INT attribute of 3 or more. You can only do this to a given target once.

Backup. In an allied urban environment, you can call for backup once per day in the form of 1d6 police officers; they arrive within 5 minutes and follow your orders.

Anti-Surveillance. You are so familiar with surveillance devices, blind spots, and avoidance techniques that, by moving half your speed, you can render yourself invisible to electronic monitoring equipment.



Politician [1d6 years]

You entered politics at a local level and started to rise through the ranks.

Prerequisites: local knowledge.

Attributes: LOG +1, WIL +1, CHA +1, REP +1

Skill Choices: [social], politics, economics, geography, history, local knowledge

Corruption. Not all politicians are corrupt, but you succumbed to temptation. You start play with \$2,000 bonus money, but your next career must be the Prisoner career. You may not return to the Politician career after taking this exploit. You may only take this exploit during character creation, and only if this is not your last career.

Idealist. You have a platform of ideology, and this gives you great mental strength. You gain +2 MENTAL DEFENSE. Decide what your ideological platform is.

Local Elections. You won a local election and started representing your community. You gain +1 REP. You can make a REP mental attack against a target within 30' to push them one stage down the Charm status track.

Regional Elections (requires Local Elections). You won a regional election and represented the greater community. You gain +2 REP. Your REP attack to influence people can now affect a number of people equal to your CHA score.

Public Speaker. You are able to sway and influence crowds. You can spend 5 minutes talking to a crowd and make a REP check equal to 1% the size of the crowd (so for a crowd of 2,000 you must beat 20 in your check). If successful, you influence the crowd in some manner, pushing it one stage along the Charm or Anger tracks.

Action Careers

Priest [1d6 years]

You joined the clergy and practiced religion, tending to your flock.

Prerequisites: religion.

Attributes: INT +1, WIL +1, CHA +1, LUC +1

Skill Choices: perception, crafting, bureaucracy, cryptography, linguistics, [trivia], meditation, leadership, performing, religion.

Confessional. Your insights into the morality of living things enables you to draw confessions from others. Given an hour of conversation, you gain a +2d6 bonus to checks designed to gain information from another creature.

Unshakable Faith. Your faith lends you peace of mind and an inner tranquillity which is hard to penetrate. You gain +5 to your MENTAL DEFENSE.

Respect. Your position in the clergy grants you a certain reverence from others. Sentient opponents take a -1d6 penalty to attack you on their first attack as long as you have not attacked them first.

Prisoner [2d6 years]

Your life of crime caught up with you, and you ended up in prison and served time; alternately, perhaps you were a political prisoner, a hostage, or a prisoner of war. It was a tough environment and you spent most of your time on the inside just trying to survive.

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, REP +1

Skill Choices: intimidation, survival, [subterfuge skills], [unarmed fighting], knives

Prison Tough. You are mentally and physically toughened. Each time you go to prison you gain a permanent +1 bonus to your DEFENSE and MENTAL DEFENSE.

Shiv. You are easily able to improvise weapons using your surroundings—glasses, rocks, and so on. You always count as carrying a knife or club and can use the *brawling* skill with knives and clubs.

Private Eye [1d6 years]

You snoop, bribe, tail, and occasionally get socked a few times a month in order to pay the bills. You know all the shady spots in town.

Prerequisites: none.

Attributes: INT +1, CHA +1, LUC +1, REP +1

Skill Choices: pistols, bluffing, bribery, perception, insight, tracking, intimidate, [subterfuge]

Snoop. You've got a good sense of when something just isn't quite right; once per day when you roll a check to determine if someone is lying to you, reroll all results of 1 and 2.

My Buddy on the Force. You have a contact in the police force who can quietly conduct a routine check (background, vehicle registration, etc.) for you once per day.

Great Detective. You are used as an informal consultant by authorities who recognize your expertise. You are permitted access to crime scenes and evidence, and are often called upon by the authorities to lend your opinion and share your deductions.

Hard-Boiled. Cynical and rumpled, you gain a +4 bonus to MENTAL DEFENSE.

Reporter [1d6 years]

As an intrepid reporter, you are skilled at getting to the truth.

Prerequisites: none.

Attributes: INT +1, LOG +1, CHA +1, REP +1

Skill Choices: insight, perception, linguistics, literature, law, politics, economics, geography, journalism, interrogation, carousing

Discern Lie. You always know when somebody is lying to you.

Ask the Right Questions. You may spend a LUC die to ask an NPC a yes/no question. The GM will answer truthfully as the NPC gives away the answer either verbally or in some more subtle way.

Research Skills. You gain 3 ranks in computers, journalism, and one skill from a choice of law, politics, or economics.

Big Scoop. You uncovered a big secret, and revealed it in the news. Decide what this scoop was. You gain +2 REP. Roll 1d6; on a 6 you won a Pulitzer Prize for it. You may take this exploit multiple times.

Inside Source. You have a contact in or connected to the police force, the mayor's office, the governor's mansion, an exclusive club, or a similar place where movers and shakers circulate. You can call on this contact for inside information or a juicy lead once per month. You may take this exploit multiple times, gaining a new contact each time.

Tabloid Hack. You worked as the lowest of the low, a tabloid journalist interested only in shocking your readers. Sadly, it's a profitable job, and you start play with \$1,000 extra money. However, if you take this exploit, you lose any contacts you had from the Inside Source exploit, and may not take that exploit in future, as your credibility is forever tarnished.

Sailor [1d6 years]

At home on the sea, you spent time aboard a ship mastering the art of sailing.

Prerequisites: none

Attributes: AGI +1 INT +1 LUC +1 END +1

Skill Choices: *carousing, climbing, clubs, fishing, knives, leadership, navigation, sailing, swimming*

Any Port. You may take this exploit multiple times. Each time you take it, you may designate an additional port town. At that location, you will have one contact upon whom you can (generally) rely, and one bar at which you can drink for free.

Grog. While you may well enjoy a drink, you never suffer any penalties from intoxication via alcohol.

Hold Breath (requires Swimmer). You gain two additional countdown dice when holding your breath.

Lookout. Lookout duty is a mandatory part of a sailor's life. You gain +1d6 to perception checks.

Sea Legs. You adapt to the motion of a ship; this makes you very hard to knock down. When you are knocked prone, you may make a Challenging [13] AGI check; if you succeed, you remain standing.

Seasick. You are immune to the Nausea status track.

Sea Weather. You are able to ignore the effects of rain, wind, mist, and fog.

Swimmer. You gain a SWIM speed equal to your regular SPEED.

Scientist [1d6 years]

You take your science with you as investigate phenomena in strange locations. Field scientists are viewed by academia as adventurous types, and include archaeologists, meteorologists, zoologists, oceanographers, geologists, botanists, astrophysicists, and much more.

Prerequisites: one [scientific] skill.

Attributes: INT +1, LOG +1, WIL +1, REP +1

Skill Choices: *computers, [scientific], [technical], survival, perception*

Scientific Knowledge Base. Choose four [scientific] skills.

You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Analytical Eye. You are able to identify the resistances, immunities, and vulnerabilities of any creature you can see with a *Difficult* [16] LOG check. This requires two full actions of observation.

Improviser. In the field, you need to improvise. Using your scientific know-how, you can create a crude object or device from your surroundings. This requires a LOG check, with a difficulty value equal to the purchase value of the object, and takes 30 minutes.

Experimental Device. You may produce an experimental device once per day which allows you to use your LOG attribute in place of any other attribute for one attribute check. The device breaks permanently after you use it.

Scout [1d6 years]

You became a scout—a specialized special forces soldier able to operate alone and perform reconnaissance.

Prerequisites: stealth, tracking.

Attributes: AGI +1, END +1, INT +1, WIL +1

Skill Choices: *stealth, perception, survival, tracking, climbing, running*

Ambusher. You gain a +1d6 bonus to access the ambush turn.

Hustle. Your SPEED increases by 2.

Hostile Terrain. You do not suffer penalties for moving across difficult terrain.

Swimmer. You gain a SWIM speed equal to your regular SPEED.

Climber. You gain a CLIMB speed equal to your regular SPEED.

Sensei/Sifu [1d6 years]

You run a dojo, wu kwan, or kwoon, teaching others the martial arts.

Prerequisites: martial arts 3 ranks.

Attributes: AGI +1, INT +1, WIL +1, REP +1

Skill Choices: martial arts, philosophy, tactics, insight, leadership, teaching, local knowledge

Inspiring. You inspire respect in your students. Those within 30' of you can claim a +1d6 bonus to any attribute roll once per day.

Teacher. You are able to "lend" somebody one rank in a skill for up to one day. Only one person at a time can benefit from this ability.

Protégé (requires Inspiring and Teacher). You gain a protégé. This is a martial artist who has half your grade. The protégé accompanies you and assists you. If your protégé dies, you must take this exploit again in order to replace him or her. You may only have one protégé at a time.

Heirloom Weapon. You gain one high quality Eastern weapon.

First Aid. Used to injuries in the dojo, you are able to heal an adjacent ally 1d6 HEALTH by using one action. Any given creature can only benefit from this ability once per day.

Smuggler [1d6 years]

You spent time as a smuggler, moving stolen or illegal goods from one country to another.

Prerequisites: piloting or sailing.

Attributes: AGI +1, CHA +1, LUC +1, REP +1

Skill Choices: thievery, navigation, carousing, piloting, sailing, bluffing, appraisal, pistols

Smuggle. You know how to hide objects, either about your person or in a location. You gain a +2d6 bonus to attempts to hide items.

Haggler. You're a born haggler, and can reduce the cost of any purchase by 3d6%. This does not stack with any other exploits which reduce purchase costs.

Fence. In an urban environment, you can sell goods for 75% of normal cost rather than 50%.

Seat of Your Pants. Smugglers rely a lot on old-fashioned luck and bravado. They can recharge their LUCK pool an extra time per day.

Sniper [1d6 years]

You mastered the art of lying very still for long periods of time and shooting people a long way away. Sniping is a job which requires great endurance, patience, and accuracy.

Prerequisites: stealth, rifles.

Skill Choices: END +1, INT +1, WIL +1, LUC +1

Skill Choices: rifles, stealth, perception, concentration, climbing

Vantage Point. You gain an additional 1d6 to attack with a ranged weapon if you are at least 30' higher than your target. This stacks with the regular bonus for high ground.

Steady Eye. All weapon range increments increase by 50%.

Good Position. You cannot be pinned down in combat.

Socialite [1d6 years]

You aim to be famous for being famous, and mastered the art of networking.

Prerequisites: [social].

Attributes: CHA +2, REP +2

Skill Choices: [social]

High Class. You are in your element when in high-class social gatherings. In such environments, you gain a +1d6 bonus to all attribute checks. Unfortunately, you are less comfortable—or welcome—in lower-class environments, and suffer a -1d6 penalty to all social interactions in such situations.

Soldier [1d6 years]

The army prides itself on their sense of duty and their courage. Your tour of duty in the army featured deployment to a dangerous environment where you engaged enemy forces in infantry-based ground battles.

Prerequisites: completed one year of Boot Camp career (q.v.).

Attributes: STR +1, END +1, WIL +1, REP +1; and each time you take this career, roll 1d6—on a roll of 6, you gain a medal and a bonus +1 REP.

Skill Choices: carrying, [combat], hardy, survival, leadership, carousing, bravery, perception

Battle Scars. You've received so many battle scars that you sometimes don't even notice minor injuries. You gain a natural SOAK bonus of 2.

Quick Naps. You've learned to manage with little sleep. As long as you get 4 hours, you count as fully rested.

Get on With It. Your unit doesn't have much patience for whining about bumps, bruises, or scrapes. Once per day you can pause for two actions and recover 2d6 HEALTH.

Shake It Off. You gain a +1d6 bonus when attempting to shake off a condition.

Platoon Leader. You grant your entire party a +1d6 INITIATIVE bonus as long as they are within 30' of you.

Spy [1d6 years]

You're an international spy. Your employer may be MI-6, the CIA, the KGB, or some other intelligence organization. You have a wide remit, dealing with both domestic and external threats, and you perform undercover investigations into military and civilian issues.

Prerequisites: none.

Attributes: AGI +1, INT +1, CHA +1, LUC +1

Skill Choices: *interrogation, law, [subterfuge], computers, pistols, [social], [gaming]*

False Identity. You are able to create a false identity, complete with background records, in one day. This identity is good enough that people can look you up on various databases, and the details will match.

Golden Gun. You gain a high-quality pistol of your choice. This pistol already has the extra damage upgrade (+1d6 damage). It is not actually golden.

Off the Grid. You know how to disappear without trace, dropping off the grid completely. No checks or abilities that can discern your location will find you unless you want them to.

Safe House (requires Off the Grid). You can use a safe house in any sizable town or city to grant your Off the Grid ability to your entire party.

Monologue. Once per day you can make a CHA vs. MENTAL DEFENSE attack against an enemy. If successful, your target explains their plan with a short monologue.

Miraculous Escape. Once per day you may automatically succeed in one attempt to escape handcuffs or other restraints.

"Q" Branch. You start play with one gadget of your choice from *Action Equipment*.



Street Thug [1d6 years]

You inhabited the fringes of society and ended up as a thug on the street, committing petty crimes for small amounts of money.

Prerequisites: none.

Attributes: STR +1, END +1, CHA +1, LUC +1

Skill Choices: *intimidation, running, brawling, clubs, knives, pistols*

The Filth! You have developed an uncanny ability to detect cops. When attempting to sniff out a police officer or similar authority figure, you gain a +1d6 bonus.

Street Tough. Life on the streets is tough. You gain a natural +2 SOAK.

Student [1 year]

High school, or its equivalent, is a place of learning...and sometimes of adventure!

Prerequisites: 18 years of age or under

Attributes: INT +1, LOG +1, CHA +1, LUC +1

Skill Choices: *[academic], [scientific], [sporting]*

Walker. Before you learned to drive you had to walk everywhere. You gain SPEED +1.

Mentor. One of your teachers is a mentor to you. Choose one skill. Your mentor has 10 ranks (4d6) in that skill and can use it to assist you. Describe your mentor and specify how you get in contact.

Wrong Crowd. You got in with the wrong crowd. You gain 1 rank (1d6) in *carousing, intimidation, and thievery*. This does not increase a skill beyond 1 rank.

Chess Club. You joined the Chess Club, or a similar club arranged around a purely intellectual pursuit, like debate or mathematics. Gain LOG +1, and 3 ranks (2d6) in *chess* (or a similar subject).

Wheels. You acquired a car at an early age. It's not a great car, but it's a car. Gain a car with a value of up to \$1,000.

Stuntman [1d6 years]

You've rolled brand new cars, fallen from tall buildings, jumped open drawbridges, kissed dirt, and even been on fire in the name of entertainment.

Prerequisites: none.

Attributes: AGI +1, END +1, LUC +1, REP +1

Skill Choices: [physical], [vehicle], hardy

Broken Every Bone. You've broken what seems like most every bone in your body at one time or another. You gain natural SOAK 5.

Fast-Healer. You need to show up on set every day if you want to make it in the stuntman business. When you roll for natural healing each day, add an extra 2d6.

Patched Up. Once per day you can patch yourself up, recovering 2d6 HEALTH. This takes two actions.

Resilient. You have an extra 2d6 HEALTH.

Jumping Off Buildings. You take half normal falling damage.

Grit Your Teeth. You are immune to the Pain status track. It's not that you don't feel pain, it's that you're used to it.

Survivalist [1d6 years]

Some choose to spend time in the wild, testing their mind and body against nature, living off the land, and existing with animals.

Prerequisites: any [outdoor] skill

Attributes: END +1, INT +1, WIL +1, LUC +1

Skill Choices: geography, reactions, [crafting], fishing, hunting, climbing, swimming, carrying, medicine, survival, cooking, animal handling, tracking, navigation

Spot Poison. A survivalist needs to know what to eat and what not to. By sniffing and taking very tiny tastes, you are able to detect the presence of poison.

Poison Resistance. You gain SOAK (5) to poison. If you take this exploit a second time it increases to SOAK (10). A third time, you become immune to poisons.

Animal Knowledge. You know a lot about animals. You automatically know the vulnerabilities and abilities of any creature of the beast creature type.

Move Without Trace. You know how not to leave tracks. You gain +1d6 to checks related to avoiding or evading trackers and to avoiding detection by non-visual senses such as scent.

Improvised Weapon. You can craft a spear, knife, or bow from your natural surroundings. This takes you five minutes, and the item does not count as an improvised weapon when you use it.

Teacher [1d6 years]

Your calling is teaching others. You are a mentor figure, a font of learning, and a source of inspiration.

Prerequisites: any [academic], [artistic], [performance] or [scientific skill], or linguistics.

Attributes: INT +1, LOG +1, CHA +1, LUC +1

Skill Choices: teaching, insight, leadership, linguistics, [scientific], [academic], [artistic]

Advice. You may freely donate your LUC dice to anybody within 30'. The dice must be used immediately.

Role Model. Allies within 30' of you gain +2 MENTAL DEFENSE.

Textbook. Choose any non-physical skill (one you don't use STR, AGI, or END with): you are carrying a textbook about that subject on your person. While you have that textbook, you also have that skill at the same number of ranks as your LUC score. You may change your textbook (and switch to a different non-physical skill) by visiting a library, bookstore, or other source of books.

Professor. You became a professor. You gain +1 REP and you have published a textbook. Name your textbook. When dealing with people in your field of study, your REP dice explode.

Trader [1d6 years]

Life as a trader can mean profit, but it can also bring ruin.

Prerequisites: none.

Attributes: INT +1, CHA +1, LUC +1, REP +1

Skill Choices: appraisal, [social], carousing, [crafting], bureaucracy, accounting, law, local knowledge, bribery, forgery

Sale of the Century. You worked hard on a great deal, and it netted you \$1,000. You may repeat this exploit, gaining \$1,000 each time.

Trade Routes. You know the best, most profitable trade routes. Your fuel costs are reduced by 20%.

Haggler. You know how to get a good deal. You reduce the cost of any purchase by 2d6%.

Vigilante [1d6 years]

Something about the world asks—no, demands—that you rise above the law. You might battle crime, fight against a corrupt corporation, or combat dirty politicians, but you are often at odds with the law, using measures they can't.

Prerequisites: none.

Attributes: AGI +1, END +1, INT +1, REP +1

Skill Choices: [subterfuge], [combat], intimidation

Inside Contacts. You know people—you have a reliable ear in the underworld, a police detective neighbor who talks too much, a wiretap on the commissioner's phone, or some such. You can spend 4 hours to make a *Challenging* [13] INT check to learn valuable information about a target. For every stage you exceed the minimum check, you learn one more piece of information; for example, an INT check result of 16 would tell you two pieces of information, an INT check result of 21 would tell you three pieces of information, and so on.

My City. Choose a city or other area. In that area, you receive +1d6 on checks made to hide or move quietly.

Iconic Vehicle. If you possess a vehicle, it gains two enhancements. If you don't yet have one, you receive a vehicle with one enhancement.

Signature Weapon. You gain a high-quality melee weapon of your choice. You do +1d6 damage when using this weapon.

Warrior-Monk [1d6 years]

You became a member of a martial monastic order, and were trained in philosophy and martial arts. You should also take grades in a martial arts career.

Prerequisites: religion or martial arts.

Attributes: AGI +1, END +1, WIL +1, CHI +1

Skill Choices: [artistic], acrobatics, dancing, martial arts, philosophy, religion, staves

Defensive Stance. You gain +4 to your MELEE DEFENSE as long as you are unarmed and not wielding a shield or wearing armor. This does not stack with Drunken Fist.

Drunken Fist. When intoxicated through alcohol, you gain +4 to both your MELEE and RANGED DEFENSE. This does not stack with Defensive Stance.

Elemental Fist (requires Iron Fist, CHI 2+). Your fist glows with elemental energy. The damage type becomes heat, and does an additional +1d6 damage.

Iron Fist. Your unarmed damage increases by 1d6. This does not stack with other exploits or equipment which increase unarmed damage, except for Elemental Fist.

Iron Skin. Your training grants you +2 natural SOAK.

Martial Leap. Increase both your vertical and horizontal Jump distances by 5'.

Martial Technique Base. You gain two of the following universal exploits: Trip, Throw, Sidestep, Flying Kick. You may take this exploit again to gain the remaining two exploits.

Mountain Stance (requires Defensive Stance). You become as immobile as a mountain. No knockdown or knockback attempt by a creature of your size or smaller will work against you.

Weapon Synthesis. When using any Eastern weapon, you gain one free unarmed melee attack whenever you make two weapon attacks.

Zen Mind. You gain +4 to your MENTAL DEFENSE.

Martial Arts & Chi

Martial arts can be acrobatic displays of great skill, or they can harness mystical powers of great force.

Any character can learn the *martial arts* skill, which gives them skill in unarmed fighting. They can also learn exploits like Flying Kick, or other martial arts techniques, which do not rely on supernatural powers.

For those who want to delve more deeply into the mystical side of martial arts, the CHI attribute comes into play. While a flying kick or a punch requires an AGI or STR attack as normal, CHI powers are supernatural in nature—these powers allow characters to run across water, levitate, heal wounds, or perform miraculous feats.

CHI is dealt with separately. It is perfectly possible to build an accomplished martial artist without the use of CHI—the *martial arts* skill and a selection of unarmed combat exploits are all that's needed. Some careers, such as the Warrior-Monk or the Ninja help to focus that training.

However, if you want your character to perform mystical feats, you will need to use the CHI rules as well. Not all settings will use these rules; it is up to the GM how martial arts work in the campaign.

Martial Arts

Many careers offer training in unarmed combat by some means or another, but the truly dedicated devote years of their lives to perfecting a martial art, or in some cases, several. Many others learn a smattering of skills from several disciplines, perhaps as a specialty for covert operations or to assist in assassination attempts gone wrong.

Martial arts consist of a myriad of techniques—kicks, punches, throws, trips, locks, and more—which can be learned by anybody. This is different to the use of CHI, which is a supernatural force which enables people to perform seemingly magical feats; CHI is dealt with elsewhere. Learning a martial art is just like taking any other career. You gain attributes and skills, along with an exploit, and you can train in multiple martial arts careers if you wish. Truly mastering a martial art takes many years.

Careers in the general careers section above, such as the Ninja, Sensei/Sifu, and the Warrior-Monk, refer to occupations rather than training in a specific martial art (though they grant martial arts ability). While these can be used to create a martial arts-oriented character, it can be beneficial to also select a martial arts career from this section to complement it. Arguably the Boxer, also included in the general careers section, is also a martial artist, but boxing, like being a ninja, is an occupation as much as it is a martial art.



Martial Arts Careers

Aikido [1d6 years]

Blending the force of your attacker with your own movements, you have mastered the art of redirecting a foe's movement to your advantage, placing them in disadvantageous positions with joint locks and a chilling understanding of functional anatomy.

Prerequisites: martial arts.

Attributes: AGI +1, INT +1, WIL +1, CHI +1

Skill Choices: acrobatics, escape artist, reactions, martial arts

Curriculum Exploits. Choose any three soft exploits from the Universal Exploits for Martial Artists sidebar.

Improved Throw (requires Throw). Your throwing distance increases by 5' and deals +1d6 damage.

Reactive Lock (requires Arm Lock). You may use the Arm Lock exploit to make an attack as a reaction when an attacker misses you with a melee attack.

Paralyzing Strike. Spend 2 actions to make a precise strike that both deals damage and immobilizes the target until they shake the condition off.

Aikido Weapons. You may use your *martial arts* skill with swords, knives, and staves.

Brazilian Jujutsu [1d6 years]

Taking your opponents down with expert technique and leverage, you take them to the ground, where you are a master combatant.

Prerequisites: martial arts.

Attributes: STR +1, AGI +1, END +1, REP +1

Skill Choices: acrobatics, meditation, martial arts

Ground Fighter. Opponents do not gain a bonus to hit you in melee when you are prone.

Universal Martial Arts Exploits

The following Universal Exploits are useful to any martial artist. When a martial arts career allows you to choose a bonus Universal Exploit, you may choose it from this list. Each exploit is additionally designated either "hard" or "soft." The career will tell you whether you may choose hard or soft exploits.

- Arm Lock (soft)
- Disarm (hard, soft)
- Flying Kick (hard)
- Knockback (hard)
- Knockdown (hard)
- Leaping Attack (hard)
- Piledriver (soft)
- Quick Stand (soft)
- Roll With It (soft)
- Sidestep (soft)
- Spinning Kick (hard)
- Throw (soft)
- Trip (soft)
- Whirlwind Frenzy (hard)

Momentous Knockdown (requires Knockdown). You do not pay a dice cost to perform the Knockdown exploit; however both you and the target are prone after a successful attempt.

Forced Submission (requires Arm Lock). If both you and your target are prone, and you have successfully applied an Arm Lock, you may make a melee attack against his MENTAL DEFENSE to force him to submit. If successful, your target is reduced to zero HEALTH but does not fall unconscious.

Escape. When pinned, locked, or held by another combatant, you may use a reaction to make an immediate attempt to escape the pin.

Capoeira [1d6 years]

Training with a capoeira master, you've become more adept at the acrobatic martial art, able to tumble, cartwheel, and flip around your enemies with ease.

Prerequisites: dancing, martial arts.

Attributes: AGI +1, INT +1, LUC +1, CHI +1

Skill Choices: acrobatics, dancing, jumping, reactions, martial arts

Curriculum Exploits. Choose any three hard exploits from the Universal Exploits for Martial Artists sidebar.

Ginga. You gain +2 to your DEFENSE attribute against melee attacks.

Asymmetric Advantage. If you are engaged in melee with two or more opponents, you gain +1d6 to attack for every two opponents actively engaging you in melee combat. In other words, if you are being attacked by four foes, you gain +2d6 to attack.

Rasteira (requires Trip). If an adjacent enemy makes a movement action, you may take a trip attack against them as a reaction.

Asymmetric Adept (requires Asymmetric Advantage). For every foe past the first actively engaging you in melee combat, you gain +1 MELEE DEFENSE.

Roda. Capoeira works better to music. When music is playing publicly, you can make an additional unarmed attack per round as a free action. You cannot attach any exploit to this attack.

Capoeira Weapons. You may use your *martial arts* skill with knives.



Gun Fu [1d6 years]

You have mastered the synthesis of modern weaponry with ancient martial arts, able to maximize the power and accuracy of firearms by integrating the forms of various styles into one terrifying dance of explosive death.

Prerequisites: pistols.

Attributes: AGI +1, INT +1, LUC +1, CHI +1

Skill Choices: pistols, reactions, running, tactics, martial arts, jumping

Rapid Reload. You may fire firearms with the *single* trait twice per round instead of once.

Sliding Fusillade. For two actions, you can take your full movement in a straight line and make up to two attack actions.

Firing Forms. By spending all of your actions, you can take as many attack actions as there are targets, up to your INT attribute. You may only fire at a given target once, and each cumulative shot beyond the first takes a -1d6 penalty.

Leaping Ballistics. When you perform a jump, you may make one gun attack for free.

Curved Bullet. You may spend a LUC die to curve a bullet round a corner once per round, effectively negating your target's cover. You must still have line of sight; this ability negates cover, but does not create new lines of sight.

Cover Me! Any sidearm you use automatically gains the *auto* trait, making it especially suitable for suppressive fire.

Dual Pistols. You are considered to have the *ambidextrous* trait while holding two sidearms, even if you do not have that trait.

When Doves Fly. Once per day you can cause a number of white doves to fly across the background.

Action Careers

Gun Kata [1d6 years]

You have learned the unusual but beautiful art of melee gun combat, where the gun is considered a total weapon and katas are performed which statistically inflict the maximum damage on the largest number of targets while avoiding statistically likely trajectories of return fire.

Prerequisites: pistols.

Attributes: AGI +1, INT +1, WIL +1, CHI +1

Skill Choices: pistols, martial arts, acrobatics, reactions, dancing

Gun Punch. Once per round, while holding a sidearm, your martial arts attack does the damage of your gun.

Multipunch (requires Gun Punch). If you are dual-wielding pistols, all of your martial arts attacks do the damage of your gun.

Close Down. When attacked by somebody with a gun 10' or less away from you, you immediately move adjacent to them and perform a martial arts attack as a reaction.

Bullet Catcher. Once per turn as a reaction you can catch a single bullet fired at you as long as you are aware of the attack. This does not help against weapons with the *auto* trait.

Return Trajectories. Your skill in *pistols* can be used as part of your DEFENSE pool against firearms.

Statistical Pose. You are able to adopt positions statistically most unlikely to be struck by gunfire. You gain +4 RANGED DEFENSE against firearms.

Jujutsu [1d6 years]

Trained in fighting an armed opponent with your feet and fists, you are a fluid warrior in combat, adapting to best use your enemy's movements against them.

Prerequisites: martial arts.

Attributes: STR +1, AGI +1, END +1, CHI +1

Skill Choices: meditation, melee weapon, stealth, martial arts

Curriculum Exploits. Choose any two hard or soft exploits from the Universal Exploits for Martial Artists sidebar.

Breaking Fall. You take half damage from falls, throws, and trips.

Fluid Resistance. Once per turn, after taking damage from a melee attack, you automatically make a counter-attack as a reaction.



Reactive Disarm (requires Disarm). Once per turn, after a melee attack misses you, you automatically make a reactive attack which, if successful, disarms your attacker.

Reactive Takedown (requires Trip). Once per turn, after a melee attack misses you, you automatically make a reactive attack which, if successful, trips your attacker.

Jujutsu Weapons. You may use your *martial arts* skill with swords, spears, polearms, and staves.

Karate [1d6 years]

You learned a striking art which focuses on punches, kicks, and knee and able strikes, as well as open hand strikes.

Prerequisites: martial arts.

Attributes: STR +1, AGI +1, WIL +1, CHI +1

Skill Choices: meditation, martial arts

Curriculum Exploits. Choose any three hard exploits from the Universal Exploits for Martial Artists sidebar.

Wax On, Wax Off. You develop patience while performing rote training tasks. You gain +2 MELEE DEFENSE and +2 MENTAL DEFENSE.

Knife Hand Strike. You strike with the edge of your hand, stunning your foe with a successful hit.

Crane Stance. You adopt a stance by spending an action. You cannot move while in this stance. If any foe attempts to engage you in melee combat, you gain a free attack as a reaction against him. This attack takes place before your foe's attack. Once you have made this attack, your stance ends.

Double Punch. You may use one action to make two unarmed attacks against a single foe. You may not add additional exploits to these two attacks.

Conditioning. Your unarmed attacks do +1d6 damage.

Karate Weapons. You may use your *martial arts* skill with swords, spears, polearms, and staves.

Krav Maga [1d6 years]

Studying one of the newest and most practical martial arts has taught you to end a fight as soon as it starts and to make the most out of your attacks with the least effort.

Prerequisites: martial arts.

Attributes: STR +1, AGI +1, END +1, CHI +1

Skill Choices: perception, reactions, throwing, martial arts

Curriculum Exploits. Choose any three hard exploits from the Universal Exploits for Martial Artists sidebar.

Know the Arena. In any location, you automatically note any escape routes from the vicinity that aren't hidden. You are easily able to improvise weapons using your surroundings—discarded bottles, rocks, and so on—such that you always count as carrying a knife or club.

Brutal Counter. After an enemy makes a successful melee attack on you, you gain +1d6 damage in melee against that foe. If any other enemy strikes you, your bonus damage switches to that target.

Weak Points. You are adept at targeting weak or vulnerable points in your foes, and can ignore SOAK by spending one LUC die.

Impromptu Weapon. No matter the size of an impromptu weapon (so long as it is Tiny or larger), you can deal slashing, blunt, piercing, or blunt damage with it by making a thrown ranged attack. This does not count as an improvised weapon.

Kung Fu [1d6 years]

Through intense and dedicated training, you've begun to unlock the secrets of the ancient martial arts of China. You can sense and feel the essence of your being and are able to manipulate not only that life energy, but also your body, to its maximum effect. With these skills at your disposal, you are a fearsome opponent in combat and able to perform feats of finesse and strength that dazzle your peers.

Prerequisites: martial arts.

Attributes: AGI +1, END +1, WIL +1, CHI +1

Skill Choices: acrobatics, meditation, perception, reactions, staves, martial arts

Curriculum Exploits. Choose any two hard or soft exploits from the Universal Exploits for Martial Artists sidebar.

One-Inch Punch. When pinned or grappled, you may make an unarmed attack against your foe as a free action and add +1d6 damage to it.

Double Strike. With one action you may strike two opponents with a melee attack each. You cannot add additional exploits to these attacks.

Sticking Hands. You remain in constant contact with your foe's arms and hands, allowing you to easily deflect attacks and counter. You gain +2 MELEE DEFENSE against one adjacent opponent, and may counterstrike with a basic (no additional exploits) unarmed attack against that foe as a reaction to any missed attack.

Active Resistance. Once per day, spend an action to prepare and gain SOAK to one type of damage equal to your CHI for one minute. This resistance stacks with any others you or your equipment possess.

Kung Fu Weapons. You may use your *martial arts* skill with any Eastern melee weapon.

Muay Thai [1d6 years]

Dedicated conditioning is a part of your daily routine, and you cannot count the number of times you've struck out against a tree trunk with your leg, but it doesn't matter: your body truly is a living weapon. You have mastered the art of Thai boxing.

Prerequisites: martial arts.

Attributes: STR +1, END +1, WIL +1, CHI +1

Skill Choices: acrobatics, climbing, jumping, reactions, martial arts

Curriculum Exploits. Choose any three hard exploits from the Universal Exploits for Martial Artists sidebar.

Mae Maei. You gain +2 natural SOAK.

Thip. You make a devastating kick; on a successful hit, instead of dealing damage the target is dazed until they shake the condition off.

Chok-Te. Gain a cumulative +1d6 to attack every time you make an unarmed attack which misses. Once an attack hits, your bonus resets to zero.

Ti Khao and Sok. You leap quickly (up to your jump distance) and drive the momentum of your jump into a knee or elbow strike that ignores a target's SOAK; you take an amount of damage equal to half of what you deliver to the target.

Action Careers

Northern Shaolin [1d6 years]

Focusing on the use of your legs and staying quick on your feet, you practice styles like Baguazhang, Eagle Claw, Northern Praying Mantis, or Chángquán.

Prerequisites: martial arts.

Attributes: AGI +1, END +1, WIL +1, CHI +1

Skill Choices: *hardy, melee weapon, nature, running, martial arts*

Curriculum Exploits. Choose any three soft exploits from the Universal Exploits for Martial Artists sidebar.

Fast Feet. You gain a +2 SPEED bonus.

Shifting Forms. You gain a +2 MELEE DEFENSE bonus.

Rolling Defense (requires Roll With It). When you use the Roll With It combat exploit, you finish the maneuver standing.

Chi Healing. Once per day you may roll your CHI dice pool and recover that much HEALTH. This takes one minute.

Pankration [1d6 years]

The truest expression of a person's fighting ability, some people would say, is the ancient art of wrestling—you count yourself among those people. After hundreds of matches, you know exactly the best way to grapple and pin an opponent in any situation.

Prerequisites: martial arts or boxing.

Attributes: STR +1, END +1, WIL +1, LUC +1

Skill Choices: *acrobatics, climbing, reactions, running, boxing*

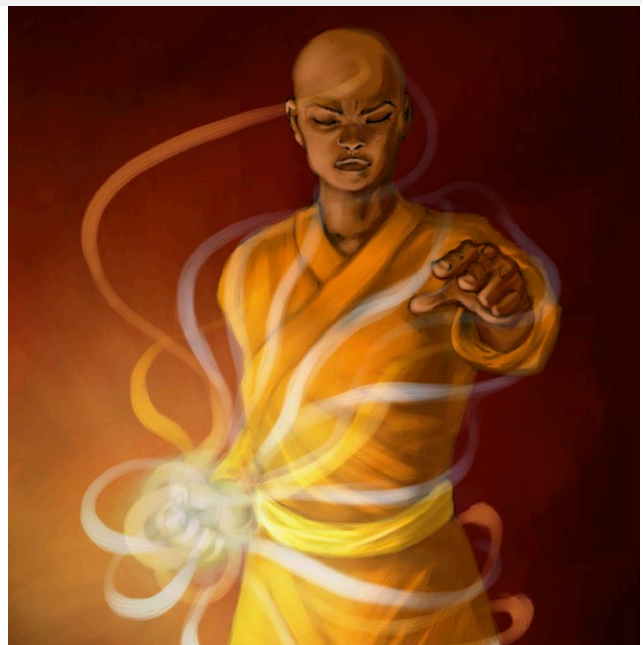
Curriculum Exploits. Choose any three soft exploits from the Universal Exploits for Martial Artists sidebar.

Olympic Stance. Spend 1 action to enter an Olympic stance. While in an Olympic stance your movement is halved, but you gain +4 MELEE DEFENSE.

Straight Kick. You make a devastating kick; on a successful hit, instead of dealing damage the target is *sickened* until they shake the condition off.

Great Bear (requires Bear Hug). If you choose not to move in a round when applying a bear hug, you do double damage to your target.

Takedown (requires Knockdown). You may use the Knockdown exploit with no die penalty.



Savate [1d6 years]

Training with a champion of the sport or learning the hard way on the meaner streets in Marseille or Paris, you've studied the martial art of France and can put it to great use.

Prerequisites: martial arts.

Attributes: AGI+1, END +1, LUC +1, CHI +1

Skill Choices: *acrobatics, climbing, jumping, running, martial arts*

Curriculum Exploits. Choose any three hard exploits from the Universal Exploits for Martial Artists sidebar.

Assault Savate. Increase your jump distance by 50%. With a successful attack you may feint an opponent, just barely touching them and steal or place one small item, like a playing card or wallet, on their person without their notice.

Pre-Combat Savate. Any turn that you jump, add +2d6 damage to any attack you make as you land. You must jump more than 5' to gain this bonus.

Combat Savate. When you take damage from a melee attack, you may take the blow's momentum and use it to your advantage, gaining an attack bonus equal to the damage caused to the next melee attack you make.

Long Kick. Once per turn you may kick a target 10' from you with a lunge.

Heavy Shoe. A heavy shin kick immobilizes your foe until they shake the condition off.

Southern Shaolin [1d6 years]

Your body is a weapon, and your hands are deadly indeed. Using styles like Fujian White Crane, Wing Chun, Southern Praying Mantis, Bak Mei and Dragon, you are a master of Nanquan—the Southern Fist.

Prerequisites: martial arts.

Attributes: ATR +1, END +1, WIL +1, CHI +1

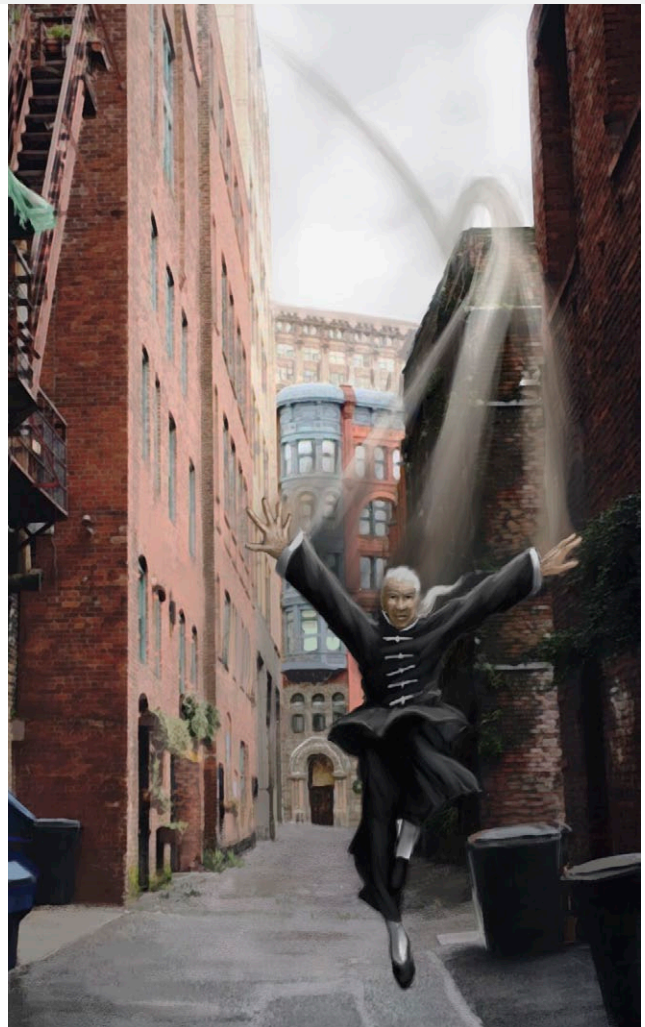
Skill Choices: climbing, hardy, melee weapon, nature, martial arts

Curriculum Exploits. Choose any three hard exploits from the Universal Exploits for Martial Artists sidebar.

Empty Hand. Whenever you successfully perform a Disarm combat exploit, instead of the target dropping its weapon, you take it in hand and may make one free attack with it on the target.

God Fist (requires Knockback). When you use the Knockback combat exploit, you double the distance a target is moved. The target becomes stunned until they shake the condition off.

Flowing Attacker. For each 5' you travel during a turn, you may make one attack. For every attack after the first, you take a cumulative -1d6 to the attack roll. Once you miss, your attack streak ends. This uses all of your actions for the turn.



Once per Turn

A character may use any given exploit once per turn, but is free to combine multiple exploits into a single maneuver. For example, an soldier might choose to disregard cover, stand out in the open (Reckless Attack) and take careful aim (Aim) in order to disarm an opponent (Disarm). He gets +3d6 to his attack rolls from the recklessness and careful aim, and -3d6 for the disarm attempt.

However, his opponents get a +2d6 bonus to attack him for the next round. Another common combination is a Charge and a Knockdown.

Once a character has used an exploit (or a multiple exploit combination), including a reactive exploit, he cannot use that exploit (or any of the exploits used in the combination) until his next turn begins.

Paying for Effects

The concept of buying effects with your attack dice is fundamental to the combat system of WHAT's O.L.D. Is N.E.W. Without "buying" extra damage dice or desired effects, a successful attack will tend to do very little damage. High damage, therefore, is achieved by a large attack dice pool being partially spent on damage and effects.

For example, an elite ninja might have enormous agility and lots of training, and as such have a big attack dice pool of 8d6 with her martial arts. Normally, she only does 1d6 damage. However, she can spend some of her pool, exchanging some of those 8d6 for extra damage or an effect such as knockdown. The ninja has exchanged some of her accuracy for higher damage.

A Fistful of Chi

Chi is a supernatural, mystical power represented by your CHI attribute. It is an optional system for imbuing martial artists with pseudo-magical abilities.

Shaolin monks and bushido samurai are masters of *chi* (though the latter might call it *ki*), but they are certainly not the only users of this mystical energy and not all characters will completely understand what it is. Despite this ignorance, the CHI stat can be central to how action stars perform stunts, extreme survivalists push to the next plateau, soldiers carry on with multiple bullet wounds, and other characters perform their equally heroic feats.

CHI doesn't give you the ability to perform a roundhouse kick or an armlock—those combat maneuvers can be learned by anybody simply by taking the relevant exploits. CHI allows you to do seemingly magical things: walk on water, levitate, withstand extreme punishment, heal wounds, and so on.

Be it heart, *ki*, aligned chakras, a reservoir of rage, the eye of the tiger, or simply holding one's focus in times of stress, CHI often plays a critical role in the action genre.

CHI Attribute

You may use your CHI attribute in place of another attribute whenever you are using your martial arts skill to make an attribute check. This will usually be an attack roll. Note that some martial arts also allow you to use your martial arts skill with certain weapons.

CHI Points

Characters have a number of CHI points equal to their CHI attribute. Adopting stances depletes this store.

Once per day, characters can meditate (or imbibe alcohol, or rock out to their favorite tunes, or some other task that puts them in the right frame of mind) for five minutes to regain all their CHI points.

Stances

Using CHI involves taking a stance. Stances represent different manifestations of your character's inner power—for example, the mountain stance (*Hin*) allows a martial artist to perform incredible feats of strength, while the lightning stance (*Phanyu*) is associated with preternaturally

fast movement. A stance might not always be a physical posture; sometimes it may be a mental attitude.

Mechanically, a stance is an exploit. Each stance grants you a number of benefits. Adopting a stance is a free action, costs 1 CHI point, and lasts until the start of your next turn. You may only adopt one stance at a time.

In total, you may learn a number of stances equal to your CHI dice pool; in other words, if your CHI attribute is 10 (4d6) you may learn up to four stances. However, you must have a CHI attribute of 10 or more before you can learn any stances.

Hin (Mountain) Stance

The strength of your CHI manifests in an incredible sense of balance and resilience for physical stress. You are as indomitable as a mountain, able to bear incredible weight, make parts of your body invulnerable, and strike with so great a focus and force that nearly any object will shatter under your blows. Your opponents learn that you are well-suited to suffer a flurry of strikes, and to fear the power of your own.

- You may use your CHI attribute in place of your STR attribute for the purpose of attribute checks.
- You become immobile. No attack roll from a creature your size, one size larger, or smaller than you, can move you.
- You cannot move from your location, although you may act normally in that location.

Daichin (Warrior) Stance

Your soul is that of the warrior, destined to compete, to fight, and to win. When your CHI surges forth it can be incredibly deadly, able to reach preternatural heights of physical awareness that turns you into a legendary combatant. Your opponents quickly become wary of the precision of your blows, your amazing reflexes, and how closely you can bring both body and mind into perfect attunement.

- You can bring your mind and body into perfect alignment. Increase all three of your DEFENSES to the highest of these three values.
- You gain +1d6 to all damage rolls.
- You cannot heal or be healed.



Wéifēng (Wind) Stance

When using your CHI you become lighter, faster, and fleet-er than any normal human could ever be, able to move with the silence of a subtle gust of wind, run across water and tree branches, dash with incredible speed, and dodge so quickly as to become a blur. Your opponents are impressed by your reflexes and rattled by how talented you are at dodging their attacks.

- You may use your CHI attribute in place of your AGI attribute for the purpose of attribute checks.
- You double your SPEED.
- You can walk across the surface of any liquid.
- You can ignore a number of attacks equal to your CHI dice pool until the beginning of your next turn as long as you take your full movement during your turn. You must choose to ignore an attack before the attack roll is made.

Phanyu (Lightning) Stance

Your fists and feet are like lightning, and when using CHI you strike your enemies in the blink of an eye with explosive force. Dodging attacks is second nature to you, and your response of battering blows is nearly invisible to the naked eye. Your opponents are brought down quickly by your aggressive flurries, if they even see them coming.

- You may use your CHI attribute in place of your AGI attribute for the purpose of attribute checks.
- You gain an additional action which can be used to make a melee attack.
- You charge your body and wait to dodge an attack until the very last possible moment, moving so fast that you seem not to move at all. You negate the next attack against you that you are aware of.
- You turn into a veritable whirlwind of deadly fists and feet. You can spend all your actions to make one melee attack against every adjacent opponent.

Toka (Stone) Stance

You are as enduring as rock and tough to the core, and your CHI manifests by protecting you from harm. Your skin and limbs can harden like stone, and eventually you learn to stand against any force, no matter how great. Your opponents are dumbfounded by your resilience and defeated by your unwillingness to falter against their attacks.

- You may use your CHI attribute in place of your END attribute for the purpose of attribute checks.
- You make your body remarkably resilient to attack. You gain SOAK equal to your CHI attribute.
- You become immune to critical hits.
- You become immune to one energy type, chosen when you enter the stance. Choose from fire/heat, cold, sonic, or electricity.

Sūrya (Sun) Stance

The essence of your CHI is as pure as sunlight and you can manifest it to be just as nourishing. You are able to heal wounds, alleviate the pains others, and even bring the recently deceased back to life. Enemies are frustrated by your presence on the battlefield and confounded when your allies are restored by your abilities.

- You glow with inner light; the area 30' around you is as bright as daylight.
- You can heal another creature by touch, restoring HEALTH equal to your CHI attribute with one action.
- You can use all your actions to spread a warmth of energy that mends wounds and heals injuries. You restore HEALTH equal to your CHI to all allies within 30'.
- All allies within the light of your glow (30') gain +4 MENTAL DEFENSE.
- You gain +1d6 HEALTH at the end of your turn.

Umfula (River) Stance

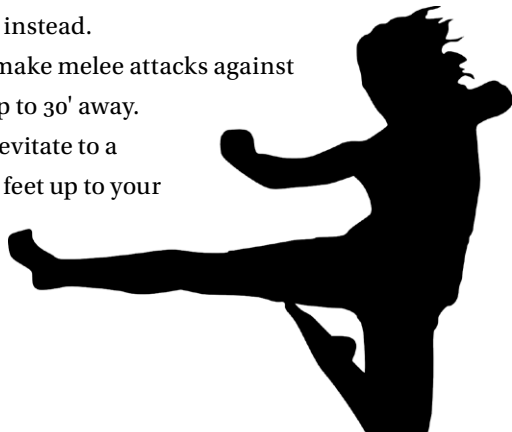
Your CHI makes you intimately familiar to the energies that flow through all living creatures, and your incredible awareness allows you to bend them to your whim. You are able to sense the CHI of another, align the minds of your allies, and express supreme concentration in the face of attacks that would leave the mind of any other person completely destroyed. Your opponents are disturbed by your cerebral fortitude and undone by their own mental assaults.

- You may use your CHI attribute in place of your AGI attribute for the purpose of attribute checks.
- You focus your CHI against your attacker, swirling the power they wield against you and gracefully turning it back. When a melee attack misses you, the attacker causes its melee damage to itself.
- If you are knocked prone, you automatically stand again for free.
- You are immune to mental attacks
- You can spend one action to step through the space in between. You briefly cross the backdoors of existence, teleporting up to 30' to a location you can see.

Yuèliàng (Moon) Stance

You can physically manifest your CHI with surprising ease, using it to perform feats that defy belief. You are able to wield it as a weapon that harms the souls of other creatures, or gather it for deadly attacks that can level buildings. Your opponents are bewildered and taken aback by your supernatural powers.

- You double your JUMP distances.
- You can wrap your fists in mystical energy to punch your target's very soul. When you make a melee attack, you target your foe's MENTAL DEFENSE instead.
- You can make melee attacks against targets up to 30' away.
- You can levitate to a height in feet up to your CHI attribute.



Ma-eum (Mind) Stance

Your understanding of CHI has revealed the void behind all things, and you have attained some mastery over this oblivion. You are able to hamper the CHI of others, take it away from them, or even negate the use of mystical power nearby. Your opponents are left powerless before you, defeated in the wake of your control over the nothing that is everything.

- You may use your CHI attribute in place of your INT attribute for the purpose of attribute checks.
- When you successfully attack an enemy, you drain 1 CHI point from them.
- CHI stances within 30' of you cost double the normal number of CHI points.
- You are able to sense the presence of CHI within 100', and the number of CHI points that person has.

Gèxìng (Heart) Stance

Your control over CHI opens windows to the souls of those you look upon. By utilizing your abilities, you can manipulate the emotions of others, completely conceal your own, and empower others to reach further and fight harder. Your opponents are simultaneously filled with both wonder and great malice when in your presence.

- You may use your CHI attribute in place of your CHA attribute for the purpose of attribute checks.
- Your deceptions have so much conviction that to all others it is an unquestionable truth. You tell perfect lies. These can be as outlandish as you like and creatures are allowed to disbelieve it, but no power, technology, magic, or check can reveal that you are not speaking the truth.
- You may make a mental attack against a creature within 30'. If successful, it becomes your thrall, gaining the dominated condition. It can shake this condition off as normal.
- You automatically sense lies and deceptions. You do not necessarily learn the truth, but you are aware of untruths.
- You may freely donate your LUC dice to allies within 30' on their turn. They must use the donated dice immediately.

Universal Exploits

Universal exploits are distinct exploits a character has learned; any character can learn a universal exploit as long as he qualifies for it. A universal exploit costs XP equal to half the cost of a new grade to purchase; it is the only type of exploit that can be purchased directly with XP. Characters begin play with one free universal exploit of their choice plus either *Aim* or *Feint*.

Prerequisites: Most exploits have pre-requisites in terms of attribute scores or previous exploits. In order to purchase a universal exploit, a character must meet those pre-requisites.

Achilles Heel (requires LOG 5+, Aim, any [academic skill]). Identifying a weakness in your target, you pay 2d6 and bypass its SOAK score. This exploit can only be performed once per target.

Aim. This is identical to the Feint exploit, but for ranged combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the Aim or Feint exploit for free.

Always Prepared (requires LOG 8+). You have a brilliant tactical mind, and are always prepared. You may declare a single action which you took prior to the encounter (even if you didn't know the encounter was going to take place) which helps you in this exact scenario. This must be an action you were capable of.

Analytics (requires LOG 6+). Studying your target's behaviour, you notice a pattern to its actions. You grant all allies within 30' a +1d6 bonus to attack the target until the start of your next turn. This costs one action.

Arm Lock (requires AGI 8+, martial arts skill). This exploit, which costs 2d6 to execute when you make an unarmed attack, puts your target's arm in a painful and restrictive position. He immediately drops anything held in that arm. The lock remains in place until he makes an AGI attack action to escape it, and while it is in place you can inflict 1d6 damage per round for free. You can also move at half speed, and your victim must accompany you.

Bear Hug (requires STR 8+). You grab your target with both arms, squeezing him. You can only bear hug a target of your size category or smaller. Once established, you cause your unarmed damage per round for free,

and can move at half speed, moving your victim with you. It takes a STR or AGI attack action to escape your bear hug.

Blinding Attack (requires AGI 6+). This is a temporary blinding attack—throwing sand in an opponent's face, pulling his hat down over his eyes, throwing a cloak or blanket over him. Pay 1d6; the opponent is blinded for one round.

Blindfighter. Skilled at using senses other than sight for combat, you may ignore blindness and the Sight status track for melee combat.

Blind Shot (requires LUC 5+). While in full cover, you may pay 2d6 to take a shot without looking at what you are shooting at or exposing yourself. You use your LUCK attribute instead of your AGI or INT for this shot.

Brush Off (requires STR 8+). You contemptuously brush aside some melee attacks. Once per turn you may remove one die of damage from a successful melee attack against you, as long as the attacker is your size or smaller.

Burst of Speed (requires piloting skill). Your mount, ship, or vehicle gains a speed boost of 2 hexes or squares for the turn.

Charge. When making a melee attack, move up to your speed in a straight line and then attack at the end of it and pay 2d6. You gain +1d6 damage to your attack. You must move at least 10'.

Cleave (requires STR 8+). When using STR as your attack attribute, you follow through in one mighty swing, and make an additional attack at -1d6 against an adjacent foe if the first one hits.

Crippling Strike (requires AGI 5+; Deadly Strike). Pay 1d6; a leg wound slows your foe for 3 rounds.

Dart In (requires Charge). You move your SPEED, make a melee attack at -1d6, and then move your SPEED back again to your starting position. You cannot combine this exploit with other exploits, not can you dart in while on difficult terrain.

Deadly Critical. Critical hits on one specific designated weapon occur on a roll of double sixes, not triple sixes. You must designate the weapon when you take this exploit. You may take it multiple times for multiple weapons; if you lose the weapon, the exploit does not transfer over to a new weapon of the same type.

Deadly Strike (requires AGI or STR 5+). You inflict an additional 1d6 damage with a successful hit. For a ranged attack, this is likely a head shot. This can only gain you one bonus damage die.

Death from on High (requires Charge). You pay 2d6 and drop down on your opponent from at least 5' above him. This counts as a charge but knocks your opponent prone and does 2d6 extra damage instead of 1d6.

Die Hard (requires WIL 8+). While at negative HEALTH you are still conscious, and can take one action per round. You still form the death countdown pool as normal. If you take any further damage, you fall unconscious as normal.

Disarm (requires AGI 6). Pay 3d6; the target drops its weapon or other hand-held item.

Dive for Cover (requires AGI 7+). If a ranged attack misses you, you may immediately move half your speed and either throw yourself prone or get behind cover if it is in range. This is a free action.

Dodge (requires AGI 6+). Once per turn you may, as a reaction, remove one to-hit die from an attack against you. You must declare this before the attack is rolled, and you must be aware of the attack.

Double Tap (requires AGI 7+; Aim). Once per turn you may fire two quick shots at your target at the cost of just one action, paying 2d6.

Dual Defense (requires AGI 8+). When dual-wielding, you can use both weapons defensively; you count as wielding a large shield until your next turn, but you cannot attack until your next turn.

Draw a Bead (requires INT 5+). The penalty for firing at a target engaged in melee is reduced from 2d6 to 1d6.

Far Shot. You increase range increments by 50%.

Feint. This is identical to the Aim exploit, but for melee combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the Aim or Feint exploit for free.

Fleet. You are faster than you look. You gain +2 SPEED beyond that granted by your STR and AGI attributes. This does not stack with other SPEED bonuses.

Flying Kick (requires AGI 8+; martial arts skill). You move up to your speed and launch a flying kick, dealing your martial arts damage with a bonus 1d6 damage.

Fortitude. You gain a permanent +2 MELEE DEFENSE, able to shrug off many attacks

Improviser. You are adept at using bar stools and other items as weapons. You suffer no attack penalties for improvised melee weapons.

Iron Will. You gain a permanent +2 to MENTAL DEFENSE, able to shrug off many mental attacks.

Jury-Rig (requires LOG 6+; engineering skill). You modify a weapon (yours or an adjacent ally's) to either increase its range by 50% or its damage by +1d6 until the start of your next turn.

Knockback (requires Knockdown). The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown (requires STR 5+). The target is knocked prone for a cost of 2d6.

Leaping Attack (requires AGI 8+, Charge). You leap into the air as you make a melee attack. You gain +1d6 damage, but if you miss your opponent gets a free attack against you.

Lightning Reflexes. You gain a permanent +2 to RANGED DEFENSE, able to dodge many ranged attacks.

Lucky Escape (requires LUC 6+). You may avoid all damage from one attack as a free reaction. You can only do this once per day.

Lunge. You increase your reach by 5' for one attack at a cost of -1d6.

Mighty Blow (requires STR 8+). When using STR as your melee attack attribute, you may use all of your actions to make one gigantic swing. If you hit, you do double damage (the combined total of the damage you would have done had they been separate attacks).

Mighty Sunder (requires Sunder). Half the damage from your sunder also applies to the target weapon's wielder.

Opportunist Stomp. You can stomp on an adjacent prone opponent as a free action. This is an unarmed attack and uses your natural damage value.

Opportunity Strike. You can make an attack as a free action attack against a foe who disengages from melee combat with you.

Pep Talk (requires CHA 6+). You can spend your ambush turn (if you have access to it) giving your allies a pep talk. They all gain a +1d6 bonus to INITIATIVE in the ensuing combat.

Pile Driver (requires STR 8+, wrestling skill). You grab your opponent, lift him, and then drop to the ground, driving his head into the ground. After you make an attack with this exploit, both you and your opponent end up prone. The exploit costs 3d6 and, if the attack is successful, the target takes double damage and is stunned until he shakes the condition off.

Point-Blank Shot. You get +1d6 to hit ranged targets within 10'. This does not stack with the +1d6 from using a sidearm against an adjacent foe.

Predictive Reflexes (requires INT 6+). You are good at reading the situation. You gain a permanent +1d6 bonus to your INITIATIVE checks.

Protector (requires END 5+). You can intercept an attack meant for an adjacent ally. If the attack hits your ally, you take the damage instead. If you have a shield, the ally also benefits from your shield's defense bonus.

Quick Draw (requires AGI 6+). You are an expert at drawing a sidearm quickly. Whenever you have a sidearm on your person, you are always considered to be holding it.

Quick Stand (requires AGI 6+, martial arts skill). Once per turn you can stand immediately from prone as a free action.

Quick Step. You can move 5' as a free action.

Reckless Act. Utterly disregarding your own safety, you make yourself a target as you unleash your attacks. Attackers gain a +2d6 bonus to attack you until your next turn, but you gain +1d6 bonus to your attack rolls.

Ricochet (requires INT 8+; Aim). You can pay 4d6 to "bounce" a ranged attack off of one surface in order to hit a target to whom you would not normally have line of sight. This does not negate the target's cover bonuses; it merely creates a line of sight to a target where there previously was none.

Roll With It (requires AGI 5+). By voluntarily falling prone, you reduce damage by 2d6. You cannot use any instant-stand exploits in combination with this exploit.

Scattershot. When using a shotgun, you can attack two adjacent targets within 15' of you with a single attack action at a cost of 1d6.

Sidestep (requires AGI 8+). When an attacker charges you, you casually step aside, causing him to rush right on past you. If the attacker's attack misses, he continues onwards in a straight line to the extent of his movement,

unless something blocks his way. If he collides with a solid object, he takes 1d6 blunt damage.

Spinning Kick (requires AGI 8+, martial arts skill). A quick turn, and your foot lashes out to strike your opponent. This exploit costs 2d6, but can strike any adjacent opponent (even one behind you), and includes a free knockdown effect.

Spray. When using a weapon designated auto you may spend all your actions to spray a 30' cone, making one attack against every target not in cover within the cone. Make one attack roll and apply it to the RANGED DEFENSE of all within that area.

Stop Right There! Enemies which try to move past you (move within your reach) are subject to a free action attack, which stops their movement if successful.

Strafe. When using a weapon designated "auto" you may, as a single action, spray an area 15' × 15' with fire. Everyone in that area takes 1d6 damage of the appropriate type. This is the only attack you can make with this weapon this turn.

Sunder. You target your opponent's weapon or shield with the intention of breaking it. The weapon has same MELEE DEFENSE as its wielder; you take -2d6 to strike a weapon and no penalty to strike a shield.

Taunt (requires CHA 8+). You taunt your target, enraging it, and make a CHA vs. Mental Defense attack. If successful, the target focuses all its attacks on you until the start of your next turn.

Throw (requires STR or AGI 7+; Trip or Knockdown). For 2d6, the target is knocked prone and pushed back 5'. For 3d6, this can be increased to 10'. STR is the prerequisite if the qualifying exploit is knockdown; AGI if it is trip.

Throw Anything. You suffer no attack penalty for improvised ranged weapons (including throwing melee weapons, which count as improvised when used in this way).

Trip (requires AGI 6+). For 2d6, the target is knocked prone. If you are one size smaller than your target, you may use this exploit for only 1d6.

Whirlwind Frenzy (requires AGI 6+). You attack all adjacent targets, but only do 1d6 damage to each. You must still make an attack roll against each target. If you hit every target, all targets are pushed back 5', clearing a space around you.



Age

Your age is determined by the total of your character's years in each career. Age falls into three broad bands—*young*, *adult*, and *old*.

If you are *young* or *old*, choose any synonym for that word and insert it into your descriptor. It's up to you what adjective you choose. If you are *adult*, you do not need to add it to your descriptor.

Adding years. Players may always add extra years to their age at character creation or during downtime with no corresponding advancement. This allows players to play older characters without unduly high attributes. NPCs may similarly have years added. In Cinematic Mode, adult characters gain an additional LUC die, and old characters gain a further LUC die, representing experience.

Young Characters

Characters under 26 years of age are *young*.

Young characters are characterized by curiosity and brashness. You gain the following exploit. You lose the exploit when you are no longer categorized as young.

Example synonyms: young, youthful, adolescent, childish, teenaged, juvenile.

Young. Once per day, when rolling a dice pool, you may declare it to be an exploding dice pool. Any 6s that you roll may be rolled again, the new roll adding to the existing 6. If you roll a 6 again, repeat, until you roll less than a 6.

Old Characters

Characters over 59 years of age are *old*.

Old characters are characterized by experience. Old characters can no longer improve physical attributes (STR, AGI, END) through career advances or experience expenditure, although they may do so via other means (magic, cybernetics, etc.) The bonus gained from your hook increases to +2d6, and you gain the following exploit.

Example synonyms: old, elderly, mature, venerable, aged, aging, hoary.

Old. Once per day, when rolling a dice pool, you may declare it a careful dice pool. You may reroll any 1s you roll, with the new roll replacing the 1. If you roll a 1 a second time, however, you must keep the 1.

Trait

A character's trait is a dominant characteristic based on his attributes. It provides an ability or quality related to either his highest or lowest attribute. Traits include things like rugged, massive, alcoholic, inspiring, and so on. If someone were to describe your character, this is the first word they'd use—"Ben? You mean that suave spy?"

Choose either your highest or lowest attribute (both will give you an advantage; choosing the lowest doesn't give you a disadvantage—for example, a low WIL allows you to choose "alcoholic," which gives you a bonus SOAK score when intoxicated). Choose a corresponding trait (or roll for it if you prefer a little randomness).

Your trait forms part of your descriptor and should be noted on your character sheet. For example:

*Duke Roosevelt is an aging **rugged** Human bounty hunter who loves 50s music*

Alcoholic. You are usually drunk. While this can impair your judgment, it also enables you to shrug off injury. You gain +2 SOAK.

Alert. You do not lose access to the ambush turn when your target also gains access to it.

Ambidextrous. You do not suffer the usual -2d6 penalty to attacks made while dual-wielding a double weapon or a secondary offhand weapon.

Asthmatic/Anemic. Your poor health often prevents you from undertaking extended physical exertion. However, you have developed coping strategies which enable you to recover quickly from hardship. Once per day you may gather your strength and determinedly recover 1d6 HEALTH.

Athletic. Brawny and strong, you are able to plough through difficult terrain. Difficult terrain does not reduce your speed.

Brawny. You gain a +40 lb. carrying capacity.

Brilliant. Your mind is honed, sharp, and analytical. Once per day you may replace any other attribute check with an LOG check.

Clumsy. You often stumble or drop items. You are so used to falling that you take less damage than most from a fall. Reduce the height fallen by 10' when calculating falling damage.

Commanding. You have presence, and people listen to you. By spending two actions (a full turn) you can give an ally within earshot a single free action.

Coughing. Your constant coughing elicits sympathy from onlookers who are hesitant to attack an obviously ill person. You gain a +4 DEFENSE bonus against anyone you have not yet attacked.

Deadeye. Once per day you automatically hit with a ranged shot within two range increments as long as you do not exchange any attack dice for damage dice or combine it with another exploit.

Disfigured. Your appearance is memorable. However, it serves to instill fear when you need it to. You gain an additional 1d6 bonus to intimidation attempts.

Distracted. Your attention is always somewhere else and can be a cause of frustration for others. However, the right *non sequitur* can sometimes prove useful: once per day, as an ally is making an attribute check, you can make a completely random comment which jogs their memory and grants them a +2d6 bonus to the check.

Egotistical. You have a very high opinion of yourself, which manifests itself as extreme confidence and

CHARACTERISTIC TRAITS

Attribute	Highest Attribute	Lowest Attribute
STR	[1-2] Massive, [3-4] athletic, [5-6] brawny	[1-3] Feeble, [4-6] tottering
AGI	[1-2] Nimble, [3-4] deadeye, [5-6] ambidextrous	[1-3] Clumsy, [4-6] lame
END	[1-3] Rugged, [4-6] tough-as-nails	[1-3] Coughing, [4-6] asthmatic/anemic
INT	[1-3] Empathic, [4-6] alert	[1-3] Naive, [4-6] distracted
LOG	[1-3] Brilliant, [4-6] erudite	[1-3] Illiterate, [4-6] forgetful
WIL	[1-3] Stoic, [4-6] unflappable	[1-2] Alcoholic, [3-4] reckless, [5-6] spendthrift
CHA	[1-2] Commanding, [3] inspiring, [4] suave, [5-6] persuasive	[1-2] Unwashed, [3-4] disfigured, [5-6] obnoxious
REP	[1-2] Egotistical, [3-4] well known, [5-6] flamboyant	N/A



surety. You gain a +4 MENTAL DEFENSE bonus. Unfortunately, you sometimes ask “don’t you know who I am?”

Empathic. You easily understand how others feel. Once per day you can attempt to adjust another’s mood with a CHA vs. MENTAL DEFENSE check. If you succeed, you can make them either bad-tempered or happy. You must be able to converse with your target to do this.

Erudite. You remember a vast catalog of knowledge. At any time you may make a LOG check in place of any CHA check to interact with them by recalling a piece of trivia of interest to your target.

Feeble. You are physically weak and frail, which taught you the value of brains over brawn. Once per day you may use a LOG check in place of a STR check and accomplish your goal through cunning and ingenuity.

Forgetful. You constantly forget and misplace things; often they are still about your person. Once per day you may produce an item you didn’t know you were carrying. The item can be any type of item, but must be worth less than \$5.

Illiterate. You cannot read. Instead, you have learned to memorize common words which you need to recognize often. You gain a +1d6 bonus when attempting to recall visual information.

Inspiring. You are able to instill positive emotions in people with your words, using an action to give them a +1d6 bonus to their next attribute check if they are within 30’ of you.

Lame. You have a limp, and move slowly, possibly with a cane. This causes people to underestimate you, granting you a +1d6 bonus to INITIATIVE checks.

Massive. You are enormous and solid. You are immune to knockdown and knockback effects by anything of your size category or smaller.

Naive. Naivete can be an endearing trait in some; it can also act as an insulation. Once per day you may completely ignore a fear-based effect or condition.

Nimble. You gain a CLIMB speed equal to your regular SPEED.

Obnoxious. Your personality really repels people. You are an expert at insults, and can use an action to make a LOG vs. WIL check to enrage and distract others, causing them to suffer a -2d6 penalty until the beginning of your next turn.

Persuasive. You are adept at negotiating with others. When you purchase anything under \$1,000 in value, you are able to reduce the final price you pay for the item by 3d6 percent.

Reckless. Your poor judgment often lands you in trouble, but it leads to a certain confidence. If you completely ignore cover, you gain a +1d6 attack bonus as long as you are not using a shield.

Rugged. You are tough and shrug off hardships. Once per day you can spend two actions (a full turn) to recover to half your normal maximum HEALTH.

Spendthrift. You lack self-discipline and spend your money on trivialities and things you don't need. This can have its advantages, however; once per day you can pull a small item from your pocket that you forgot you'd bought, retroactively spending up to \$5.

Stoic. You are able to hide pain and discomfort. Once per day, when you would normally be reduced to zero HEALTH, you are reduced to 1 HEALTH instead.

Tottering. You find it a struggle to stand and require the use of a wheelchair which gives you a +1 SPEED bonus on normal terrain.

Tough as Nails. You gain a +2 natural SOAK bonus which stacks with any other SOAK scores you may have.

Unflappable. You are not easily distracted or surprised. The Feint exploit does not work on you.

Unwashed. Your unkempt appearance causes others to overlook you. You can hide in plain sight using INT in place of AGI.

Well Known. You are famous; people recognize you, for good or ill. You have learned to use this reputation. Once per day you may substitute your REP attribute for another attribute in order to make an attribute check.

Cinematic Mode

Combat in WGIN is a quite deadly affair, especially if you are accustomed to heroic fantasy games. Even an advanced character can be downed by just one or two shots.

For a more heroic feel, the GM can opt to use Cinematic Mode. In Cinematic Mode, characters and creatures also roll a LUC dice pool when calculating their total HEALTH. Lucky characters can be very resilient, though not necessarily deliberately so!

In Cinematic Mode, adult characters also gain an additional LUC die, and old characters gain a further LUC die, representing experience.

Derived Statistics

Derived statistics are values which are calculated based on existing statistics. You'll need to calculate each of the derived statistics in the section below, and record them on your character sheet. All derived statistics increase or decrease if their underlying statistics change through character advancement or for other reasons.

Recording Dice Pools

For each attribute and each skill, record the derived dice pool on your character sheet. These are noted on the character worksheet for convenience. They are as follows:

DICE POOLS BY VALUE

1-2	3-5	6-9	10-14	15-20	21-27
1d6	2d6	3d6	4d6	5d6	6d6

The actual attribute scores are not needed during play; you need only refer to the dice pools. The attribute scores are used during character creation to provide an expanding granular scale to attribute development.

HEALTH

Health is a mixture of physical and mental stamina. Roll an END dice pool and a WIL dice pool. If you have the *hardy* skill, you may roll that also. Record the total as your HEALTH. If the total is less than 10, then increase your HEALTH to 10. When you are hit, you take damage; when you reach 0 HEALTH you are unconscious.

SPEED

You need to determine your regular SPEED, and your CLIMB speed. Note that this process also applies to SWIM and other forms of movement.

Your SPEED is equal to the size of your STR dice pool plus your AGI dice pool. You may also add your *running* dice pool if you have that skill.

For *climbing*, *swimming*, etc., replace the *running* skill and **halve the final total** unless a career tells you otherwise. You only need to note these values if you have the appropriate skill—otherwise, it will work out to half your SPEED (without the running bonus).

Small (or smaller) characters suffer a -1 penalty to SPEED.

Action Careers

JUMP

This is the distance and height you may jump automatically. It should be recorded on your character sheet in units of feet, not squares (unlike SPEED) in the format 7'4'.

Your horizontal jump is equal to twice your AGI attribute in feet.

Your vertical jump is equal to your STR attribute in feet, but cannot exceed your horizontal jump.

These values assume a 10' run-up. From a standing start, they are halved.

Jumps exceeding these figures require attribute checks equal to the number of feet jumped horizontally or three times the number of feet jumped vertically.

CARRY

Your basic carry increment is equal to STR + END multiplied by 10. Record this value in pounds.

Each carry increment inflicts a -1d6 penalty to physical attribute checks and -1 to SPEED.

INITIATIVE

Initiative measures how quickly you can react in combat situations. It is equal to your INT dice pool. You may also add *tactics* or *reactions* dice pools.

DEFENSE

You have three DEFENSE scores: MELEE DEFENSE, RANGED DEFENSE, and MENTAL DEFENSE. All three scores have a minimum value of 10.

These scores are pre-calculated dice pools; because they are used frequently, the average value is used and noted on your character sheet. For each score, form a dice pool consisting of attribute, skill, and equipment, as normal (and subject to the normal dice pool limit). Use the following elements to form the dice pool:

Attribute (use one)

- For DEFENSE against melee, use the highest of your STR and AGI.
- For DEFENSE against ranged, use your AGI.
- For MENTAL DEFENSE use the highest of INT, LOG, and WIL.

Skill (use one)

- For MELEE and RANGED DEFENSE, you may use *acrobatics*, *dodging*, or *foresight*.
- For MENTAL DEFENSE you may use *concentration*, *meditation*, *bravery*, *discipline*, *religion*, *conviction*, *leadership*, *psychology*, or *rulership*.
- Skill with a melee weapon or unarmed combat applies to DEFENSE against melee attacks, but not ranged attacks.
- If you double-move in a round, you may use *running* for DEFENSE.

Equipment (use one)

- For MELEE DEFENSE, the quality of your weapon or shield can be used in your dice pool (you cannot benefit from more equipment quality dice than skill dice; see "Dice Pools" in *Action Core*).
- For RANGED DEFENSE, the quality of your or shield can be used (again, you cannot benefit from more equipment quality dice than skill dice).
- Remember you can only benefit from high-quality equipment (including armor) up to your skill level.

Having formed your DEFENSE and MENTAL DEFENSE dice pool(s), consult the table below to determine the corresponding static score. This is an average roll of the dice pool, and is used to speed up play (you could, theoretically, roll it as an opposed check each time).

Adjust your MELEE and RANGED DEFENSE scores according to your SIZE (see the table below).

DEFENSE SCORE BY TOTAL POOL SIZE

POOL	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6
DEFENSE	4	7	11	14	18	21	25	28	32

DEFENSE MODIFIER BY CREATURE SIZE

Size	Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal
DEFENSE Modifier	+8	+4	+0	-4	-8	-16	-32

You also need to adjust your MELEE and RANGED DEFENSE scores for any armor you may be wearing and/or any shield you may be wielding. Medium armor inflicts a -2 penalty, and heavy armor a -4 penalty. Light armor inflicts no penalty. (Wearing bulky protective armor makes you easier to hit.) Small shields give +2, medium shields +4, and large shields +6. (Shields help you deflect blows.)

The lowest any DEFENSE score can be is 10. If any of your final DEFENSE scores are below 10, increase them to 10.

Careers & Defensive Skills

As noted earlier, any time you take a career skill, you may take a DEFENSE skill instead. These aren't specifically called out in the careers, but all DEFENSE skills are always available to all careers.

The following skills (remember anything can be a skill—feel free to encourage your players to invent their own) are defensive skills:

Melee and Ranged Defense Skills

Examples: *acrobatics, dodging, foresight*

Mental Defense Skills

Examples: *concentration, meditation, bravery, discipline, religion, conviction, leadership, psychology, rulership*

Additionally, melee skills apply to MELEE DEFENSE, but not RANGED DEFENSE: you can add *boxing*, for example, or *swords* if you are armed with a sword—if so you can also add the sword's weapon quality.

You should train DEFENSE; otherwise you will get hit a lot. It's as important as training in weapons. You should aim to get your DEFENSE pool to at least 4d6 if possible.

Equip Your Character

Roll your REP dice pool and multiply the result by 20. You may also add your LUC dice pool before multiplying. The total is your starting money in dollars. If the final total is less than \$100, increase your starting money to \$100. You should now peruse the *Action Equipment* book and purchase weapons, armor, and other equipment for your character. Record the equipment you purchase on your character sheet.



Attacks

Finally, note down your attacks. You should have two or three, depending on your equipment. The first is an unarmed attack (*brawling, boxing, wrestling, martial arts*, depending on skills) and the others might be a melee and a ranged weapon.

- **Melee** attacks use STR or AGI.
- **Ranged** attacks use AGI or INT.

The damage value, range, and any notes are found in the weapon's entry in the *Action Equipment* book. You may also add the size of your STR dice pool or skill dice pool to a melee weapon damage, or the size of your skill dice pool to ranged weapon damage. So, if you have STR 6 (3d6), add 3 to your sword's damage.

Unarmed damage is 1d6 plus the number of dice in either your STRENGTH dice pool or your *unarmed* dice pool, plus 1d6 for each size category above Medium. For example, an unarmed Human with STR 4 does 1d6+2 damage, and a Large Mutant with STR 10 does 2d6+4 damage.

Some exploits increase your unarmed damage.

An attack is recorded in this format:

Automatic rifle 3d6 [2d6+2 ballistic damage; range 20; notes]

The first value (3d6 in the example) is your attack roll. This is a dice pool cumulating the appropriate attribute, skill, and equipment. Damage, range, and other notes are listed in parentheses after the attack roll.

Advancement

Throughout a campaign, characters can gain or improve skills, acquire new exploits, and increase attributes. Characters have two “currencies” to spend on advancement.

TYPICAL POINT VALUES AND ADVANCEMENT COST

Grade	Attr. Points	Skill Ranks	Max Dice Exploits	XP Pool	Cost	Total XP*
0	24	3	2	3d6	0	0
1	28	5	3	3d6	10	10
2	32	7	4	3d6	20	30
3	36	9	5	3d6	30	60
4	40	11	6	4d6	40	100
5	44	13	7	5d6	50	150
6	48	15	8	6d6	60	210
7	52	17	9	6d6	70	280
8	56	19	10	7d6	80	360
9	60	21	11	7d6	90	450
10	64	23	12	7d6	100	550
11	68	25	13	8d6	110	660
12	72	27	14	8d6	120	780
13	76	29	15	8d6	130	910
14	80	31	16	8d6	140	1,050
15	84	33	17	9d6	150	1,200
16	88	35	18	9d6	160	1,360
17	92	37	19	9d6	170	1,530
18	96	39	20	9d6	180	1,710
19	100	41	21	9d6	190	1,900
20	104	43	22	10d6	200	2,100

* The cumulative total of spent XP to reach this grade

Time. A character can take a new career grade by spending the required time (usually 1d6 years, but the career itself will provide specific information). This type of advancement requires downtime—periods when a character’s actions take place in the background—and it advances a character’s age.

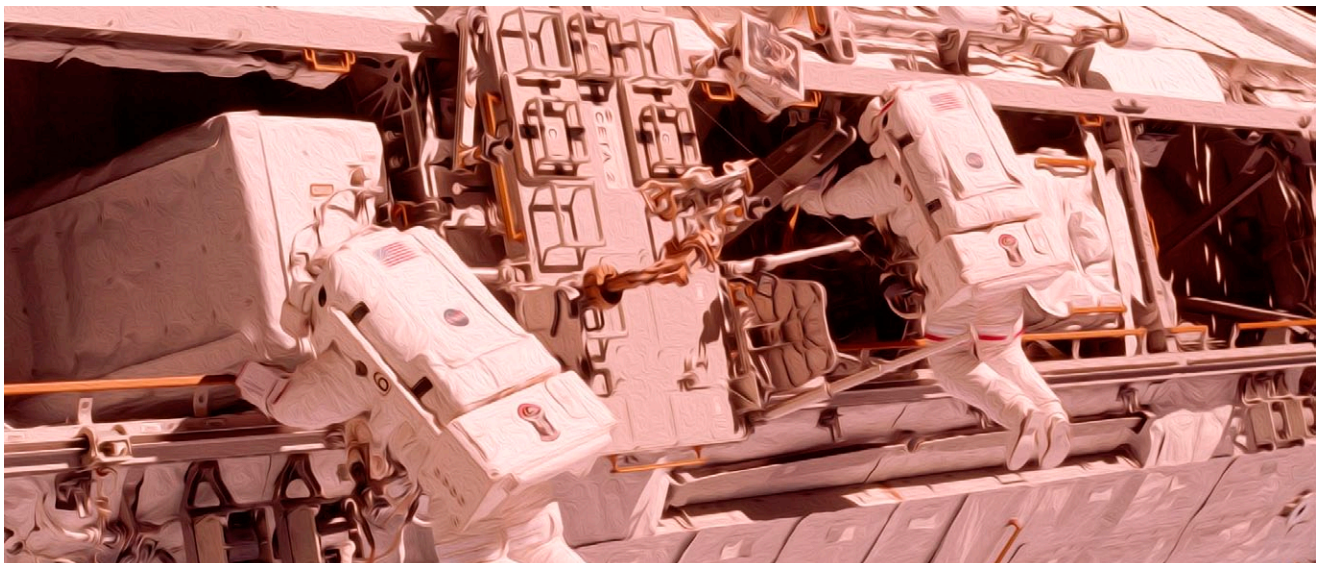
Characters can always spend more time in a career grade than the amount indicated. In particular, NPCs may take much longer to progress than PCs; it’s not unusual to see old NPCs with only a few career ranks.

Experience Points. The GM awards experience points (XP) for overcoming challenges, defeating enemies, and completing milestones. XP can be spent on new career grades. The cost is equal to 10 times the new grade—deduct the XP from the character’s total when he spends them. This type of advancement requires no time.

Advancements are accessed via career grades, and contextualize any given advancement.

INCREMENTAL ADVANCEMENT

Attribute or Skill	Advancement Cost (XP)	Attribute or Skill	Advancement Cost (XP)
1	3	8	24
2	6	9	27
3	9	10	30
4	12	11	33
5	15	12	36
6	18	13	39
7	21	14	42





Defeating Enemies and Overcoming Challenges

The core advancement assumption is that you need to defeat or overcome 10 encounters of Medium difficulty to advance to the next grade. The XP requirement for each grade is shown in the table below; it is equal to ten times the next grade. For a Medium difficulty encounter, characters gain XP equal to their own grade.

The GM evaluates how difficult the players found the encounter and awards XP accordingly. Round down when calculating half grade values.

ENCOUNTER XP AWARDS

Encounter Difficulty	XP Award
Trivial	No XP
Easy	Half grade (round down)
Medium	Equal to grade
Hard	Two times grade
Extremely hard	Three times grade

GMs are free to set different advancement rates. Changing the speed of character advancement can affect the tone of a campaign, and the GM should be sure to inform the players before play what the campaign's advancement rate is. To set a different advancement rate, simply increase or decrease the cost of a new career grade from 10 XP per grade to a higher or lower value.

Planning

If the PCs research and plan to the extent where they make a supposedly difficult encounter into easier encounter by virtue of their preparations and forethought, they are awarded XP for an encounter one difficulty level higher (for example, an encounter which turned out to be Easy because of good planning becomes a Medium encounter for the purposes of XP awards). Planning awards require GM discretion, and ensures that players aren't penalized for thinking their way around a problem.

Completing Milestones

The GM awards XP for completing major storyline milestones. Milestones are major non-combat challenges or obstacles which require substantial effort on the part of the characters. The award is equal to the character's existing grade (the same as for a Medium encounter). A grade 5 character, therefore, receives 5 XP for completing a milestone. The frequency with which the PCs complete milestones is fairly arbitrary, but a good guideline is to include one in every session of play.

Incremental Advances

Sometimes a character increases just her STR attribute by working out, or just her *pistols* skill at the shooting range. To do this, the character needs to spend XP. The cost of the increase is equal to three times the new score—so an increase from 9 to 10 STR costs 30 XP, while an increase from rank 2 to rank 3 in *pistols* costs 9 XP.

A universal exploit (but not a career exploit) can be purchased for half the price of a new grade.

You cannot spend time to make incremental advances; you must spend XP. Only full career grades can be purchased with time. Incremental advances take place in the background at the same time as regular activity, and are assumed to have involved current and prior training. Therefore a character gains the benefit of an incremental advance immediately upon spending the XP.

Incremental advances are not as cost effective as career grades, but they allow for fine-tuning and granular advancement. Note, however, that a character's maximum dice pool is always based on his overall grade, so incremental advancements should always be viewed as a supplementary advancement method.

Age

Each character's age should be tracked. Characters are categorized as young, adult, or old. For more information, see the aging rules.

Once a character reaches old age, their physical attributes (STR, AGI, END) can no longer be increased by non-supernatural, non-technological means. Career advances which would normally increase those attributes no longer do so, and incremental increases to those attributes can no longer be purchased.

The Alpha Squad

For those without the time or inclination to create new characters, or who just want to dive in straight away, this section presents a group of pre-generated iconic characters, the Alpha Squad: a team of mercenaries who hire themselves out, although mainly to underdogs. Each is designed as a starting Grade 5 character. Use these characters as-is, or tweak them to suit you. They differ from the versions found in the Starter Kit because they use the full character creation rules.

BEN MADJOS

A suave Human spy who likes to drink

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	5 (2d6)	AGI	7 (3d6)	END	5 (2d6)
INT	6 (3d6)	LOG	4 (2d6)	WIL	5 (2d6)
CHA	7 (3d6)	LUC	7 (3d6)	REP	1 (1d6)

HEALTH 16

MELEE DEFENSE 18; **RANGED DEFENSE** 14; **MENTAL DEFENSE** 11

SOAK 4 (bulletproof suit); **VULNERABLE** —

INITIATIVE 5d6

PERCEPTION 4d6

SPEED 6; **CLIMB** 3; **JUMP** 14'/5'

CARRY 100 lbs.

ACTIONS 2

NATURAL DAMAGE 1d6+2

Brawling 4d6 (1d6+2 blunt damage)

High-Quality Walther PPK 5d6 (3d6 ballistic damage; range 6)

Skills *gambling* 1 (1d6), *pistols* 2 (1d6), *survival* 1 (1d6), *rifles* 1 (1d6), *perception* 1 (1d6), *stealth* 1 (1d6), *running* 1 (1d6), *thievery* 1 (1d6), *driving* 1 (1d6), *tactics* 1 (1d6), *dodging* 1 (1d6), *brawling* 1 (1d6)

Gear bulletproof suit, high-quality Walther PPK (with +1d6 damage upgrade), thieves tools, \$100

Explorer. Driven by an inquisitive, exploratory nature, Ben gains bonus XP equal to his grade every time he enters a country new to him. He cannot gain this bonus more than once per month.

Suave. Ben's words are his weapon; he can distract, charm, and captivate people with ease. If Ben makes a CHA mental attack, he can even daze a target.

Aim. By spending one action aiming, Ben gains +1d6 to hit with a subsequent ranged attack made in the same turn.

Predictive Reflexes. Ben is good at reading the situation. He gains a permanent +1d6 bonus to INITIATIVE checks (factored, above).



Urchin. Having grown up as an orphan, Ben is very familiar with urban backgrounds, and is able to blend in easily. After spending one hour in a new city, he is able to name local crime figures.

Basic Training. Ben soon joined the army. He gained all of the following skills at 1 rank (1d6) (noted, above): *tactics*; *rifles*; *law*; *survival*.

Get On With It. Ben was soon deployed overseas. His platoon didn't have much patience for whining about minor injuries. Once per day he can pause for two actions and recover 2d6 HEALTH.

Quick-Hide. Ben quickly entered the special forces. He is able to disappear while in plain sight. He can make a stealth check even while under observation to move his speed and become effectively invisible for a round. He may then make regular stealth checks as normal, but cannot repeat this feat against the same observer.

Golden Gun. Ben starts play with a high-quality Walther PPK with the extra damage upgrade (included above).

Careers: Orphan, Boot Camp, Soldier, Infiltrator, Spy.

ALEJANDRA VANISTOS

A nimble Augmented burglar who loves automobiles

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	6 {3d6}	AGI	7 {3d6}	END	5 {2d6}
INT	7 {3d6}	LOG	6 {3d6}	WIL	3 {2d6}
CHA	3 {2d6}	LUC	7 {3d6}	REP	3 {2d6}

HEALTH 16

MELEE DEFENSE 19; **RANGED DEFENSE** 14; **MENTAL DEFENSE** 12

SOAK 5 (kevlar vest); **VULNERABLE** –

INITIATIVE 3d6

PERCEPTION 3d6

SPEED 7; **CLIMB** 7; **JUMP** 14'6'

CARRY 110 lbs.

ACTIONS 2

NATURAL DAMAGE 1d6+3

Shoe dagger 4d6 (1d6+2 damage)

Pistol 3d6 (2d6 ballistic damage; range 10)

Skills *engineering* 3 (2d6), *computers* 2 (1d6), *stealth* 2 (1d6), *thievery* 2 (1d6), *running* 1 (1d6), *climbing* 1 (1d6), *dodging* 1 (1d6), *knives* 1 (1d6),

Gear kevlar vest, thieves' tools, shoe dagger, pistol, integrated input jacks, \$1,100

Input jacks. Alejandra's cybernetic hand contains input jacks which grant a +1d6 equipment bonus to computer operations and cracking attempts.

Retinal implant. Alejandra can see in the dark up to 60'.

Adaptive. When incorporating new cybernetic alterations, Alejandra does not need to make a check for the process to take hold successfully. Additionally, she can incorporate an additional two alterations beyond the normal limit of their END attribute.

Inert. Augmented embrace technology over matters of spirit. Alejandra may never have a CHI score above zero.

Nimble. Alejandra's climbing speed is equal to her regular SPEED (factored, above).

Feint. Alejandra gets a +1d6 bonus to a melee attack roll taken in the same turn. The attack action must come immediately after the feinting action.

Analytics. Studying her target's behavior, Alejandra notices a pattern to its actions. She can grant all allies within 30' a +1d6 bonus to attack the target until the start of her next turn.



White-Hat. A child prodigy and computer-whiz in L.A., Alejandra is practiced at hacking and anti-hacking techniques. She can actively provide a computer system with a +4 DEFENSE score and gains a +1d6 bonus to electronic attacks.

Engine-Tuner. A horrible accident stripped Alejandra of her left hand. It was replaced with a cybernetic replacement with computer jacks built in. Alejandra naturally gravitated into a job as a mechanic. A vehicle in which Alejandra is an engineer increases its SPEED by 1. This does not stack with other engineers' abilities to use this exploit, should others be present.

Sixth Sense. Supplementing her income, Alejandra found that her engineering and computer skills were useful aids to thievery. Alejandra has a sixth sense when it comes to traps, and gains a +2d6 bonus to spot them and a +1d6 bonus to avoid or disarm them.

Grand Heist. Alejandra pulled off a robbery that gained her a bonus \$1,000 (included, above).

Prison Tough. Eventually, she was caught. Alejandra was mentally and physically toughened in prison, gaining a +1 bonus to her DEFENSE and MENTAL DEFENSE (included above).

Careers: Nerd, Engineer, Burglar x2, Prisoner.

Action Careers

DUKE ROOSEVELT

An aging rugged Human bounty hunter who loves 50s music

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR 5 (2d6)	AGI 6 (3d6)	END 9 (3d6)
INT 6 (3d6)	LOG 6 (3d6)	WIL 5 (2d6)
CHA 4 (2d6)	LUC 4 (2d6)	REP 2 (1d6)

HEALTH 20

MELEE DEFENSE 18; **RANGED DEFENSE** 14; **MENTAL DEFENSE** 11

SOAK 5 (kevlar vest); **VULNERABLE** —

INITIATIVE 7d6

PERCEPTION 3d6

SPEED 6; **CLIMB** 3; **JUMP** 12'/5'

CARRY 140 lbs.

ACTIONS 2

NATURAL DAMAGE 1d6+2

Boxing 4d6 (1d6+2 bludgeoning damage)

M4 Carbine (5.56mm assault rifle) 5d6 (2d6 ballistic damage; range 12)

Skills *negotiating* 1 (1d6), *poker* 1 (1d6), *rifles* 3 (2d6), *leadership* 1 (1d6), *law* 1 (1d6), *tracking* 2 (1d6), *running* 1 (1d6), *tactics* 3 (2d6), *dodging* 1 (1d6), *boxing* 1 (1d6)

Gear kevlar vest, rifle, smartphone, \$100

Explorer. Driven by an inquisitive, exploratory nature, Ben gains bonus XP equal to his grade every time he enters a country new to him. He cannot gain this bonus more than once per month.

Old. Once per day, when rolling a dice pool, Duke may declare it to be a careful dice pool. Any 1s he rolls may be rerolled, with the new roll replacing the 1. If he rolls a 1 a second time, however, he must keep the 1. Additionally, the bonus gained from his hook increases to +2d6. Old characters can no longer improve physical attributes (STR, AGI, END) through career advances or experience expenditure, although they may do so via other means (magic, cybernetics, etc.)

Rugged. Duke is tough and shrugs off hardships. Once per day he can spend two actions (a full turn) to recover to half his normal maximum HEALTH.

Aim. By spending one action aiming, Duke gains +1d6 to hit with a subsequent ranged attack made in the same turn.

Always Prepared. Duke has a brilliant tactical mind, and is always prepared. He may declare a single action which



he took prior to the encounter (even if he didn't know the encounter was going to take place) which helps him in this exact scenario. This must be an action he was capable of.

Programming. Duke was created as an army experiment shortly after WWII, using DNA from Teddy Roosevelt and Amelia Erhardt. He was specifically bred and engineered for a purpose. At the start of a fight his "programming" kicks in, granting him a +2d6 INITIATIVE bonus (included, above).

Basic Training. Given a solid army training, Duke gained all of the following skills at 1 rank (1d6) (included above): *tactics*; *rifles*; *law*; *survival*.

Ambusher. Duke was thawed and refrozen several times over the coming decades. He served in the Korean War as a scout. He gains a +1d6 bonus to access the ambush turn.

Ambush Expert. In the Vietnam War, Duke's ambush expertise increased as he operated as a guerrilla fighter in a special unit. During an ambush turn he can take a second action.

Datamining. After the Cold War, Duke got out and became a bounty hunter. He is able to locate a target's current location down to a specific city by accessing credit, criminal, customs, and other records if he has access to a computer link.

Careers: Experiment, Boot Camp, Scout, Guerrilla Fighter, Bounty Hunter.

ETERNAL SENPAI

A stoic adolescent Chosen kung-fu practitioner who writes haiku

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	4 (2d6)	AGI	8 (3d6)	END	8 (2d6)
INT	3 (2d6)	LOG	3 (2d6)	WIL	8 (3d6)
CHA	4 (2d6)	LUC	3 (2d6)	REP	2 (1d6)
CHI	10 (4d6)				

HEALTH 20

MELEE DEFENSE 18; **RANGED DEFENSE** 18; **MENTAL DEFENSE** 15

SOAK 0; **VULNERABLE** —

INITIATIVE 4d6

PERCEPTION 3d6

SPEED 5; **CLIMB** 3; **JUMP** 8'/4'

CARRY 120 lbs.

ACTIONS 2

NATURAL DAMAGE 1d6+2

Martial arts 5d6 (1d6+2 blunt damage)

Quarterstaff 5d6 (2d6+2 blunt damage)

Skills tactics 3 (2d6), negotiating 1 (1d6), trivia 1 (1d6), martial arts 5 (2d6), staves 3 (2d6), acrobatics 3 (2d6), perception 1 (1d6), religion 2 (1d6)

Gear quarterstaff, \$100

Stoic. Eternal Senpai is able to hide pain and discomfort. Once per day, when she would normally be reduced to zero HEALTH, she is reduced to 1 HEALTH instead.

Fast-Healing. Chosen heal faster than most people. Eternal Senpai may roll an extra 2d6 when determining how much she naturally heals each day.

Destiny. Once, when she would ordinarily die, Eternal Senpai does not die. Instead, she remains at 0 HEALTH until healed. Once she has used her extra "life" she cannot use it again.

Skill Focus. Eternal Senpai starts play with two bonus skills of her choice at 3 ranks (2d6). These are included, above.

Feint. Eternal Senpai gets a +1d6 bonus to a melee attack roll taken in the same turn. The attack action must come immediately after the feinting action.

Training. Eternal Senpai's training proves that the old ways are often the best, for more reasons than one. She receives a +1 bonus to all three DEFENSES (included, above).

Kung Fu Weapons. Eternal Senpai may use her martial arts skill with any Eastern melee weapon.



Double Strike. With one action Eternal Senpai may strike two opponents with a melee attack each. She cannot add additional exploits to these attacks.

One-Inch Punch. When pinned or grappled, Eternal Senpai may make an unarmed attack against her foe as a free action and gain +1d6 damage to it.

Flying Kick. Eternal Senpai moves up to her speed and issues a flying kick at the end of it, dealing her martial arts damage with a bonus +1d6 damage.

Whirlwind Frenzy. Eternal Senpai attacks all adjacent targets, but only does 1d6 damage to each. She must still make an attack roll against each target. If she hits every target, all targets are pushed back 5', clearing a space around her.

Wéifeng (Wind) Stance. As a free action, Eternal Senpai can enter the Wind stance until the start of her next turn by spending 1 CHI (she has 10 CHI points, which can be recovered once per day). While in Wind stance, she automatically gains the following benefits:

She may use her CHI attribute in place of her AGI attribute for the purpose of attribute checks.

She doubles her SPEED.

She can walk across the surface of any liquid.

She can ignore a number of attacks equal to her CHI dice pool (4) until the beginning of her next turn as long as she takes her full movement during her turn. She must choose to ignore an attack before the attack roll is made.

Careers: Martial Artist, Kung Fu ×4

Action Careers

LADY ANARCHY

A tough-as-nails young Mutant vigilante who fights for ecology

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR	4 (2d6)	AGI	6 (3d6)	END	10 (4d6)
INT	8 (3d6)	LOG	3 (2d6)	WIL	7 (3d6)
CHA	4 (2d6)	LUC	6 (3d6)	REP	3 (3d6)
CHI	1 (1d6)				

HEALTH 32

MELEE DEFENSE 14; **RANGED DEFENSE** 14; **MENTAL DEFENSE** 11

SOAK 6 (natural); **VULNERABLE** —

INITIATIVE 3d6

PERCEPTION 4d6

SPEED 8; **CLIMB** 5; **JUMP** 22'/14'

CARRY 140 lbs.

ACTIONS 2

NATURAL DAMAGE 1d6+2

High quality hockey stick 5d6 (3d6+2 blunt damage)

Skills *climbing* 1 (1d6), *stealth* 3 (2d6), *running* 3 (2d6), *perception* 1 (1d6), *hardy* 1 (1d6), *dodging* 1 (1d6), *survival* 1 (1d6), *clubs* 1 (1d6)

Gear high-quality hockey stick, \$100

Tough as Nails. Lady Anarchy gains a +2 natural Soak bonus which stacks with any other Soak scores she may have (included above).

Feint. Lady Anarchy gets a +1d6 bonus to a melee attack roll taken in the same turn. The attack action must come immediately after the feinting action.

Dodge. Lady Anarchy may use a reaction to remove 1d6 from an attacker's dice pool on one attack. This must be announced before the die roll.

Endurance. Lady Anarchy endured a lot, and has the scars to prove it. She gains +2 natural Soak (included above).

Always Ready. Lady Anarchy can sleep in armor with no penalty. Anyone sneaking up on her while she sleeps must make a *Difficult [16]* AGI check to do so.



Ambush Expert. During an ambush turn Lady Anarchy can take a second action.

Street Tough. Life on the streets is tough. Lady Anarchy gains a natural +2 Soak (included above).

Signature Weapon. Lady Anarchy's vigilante signature weapon is a hockey stick. She starts play with a high quality hockey stick and does +1d6 damage with it.

Fearless. Lady Anarchy is completely fearless. She is immune to the Fear status track, and cannot be intimidated.

Leaper. Lady Anarchy has mutant leaping powers. Her JUMP distances are increased by 10' (included above).

Careers: Survivor, Guerrilla Fighter x2, Street Thug, Vigilante

MACK MARLOWE

An empathic Human private eye who misses the golden age of cinema

Medium sentient humanoid (grade 5; max dice pool 5d6)

STR 3 (2d6)	AGI 5 (2d6)	END 6 (3d6)
INT 10 (4d6)	LOG 6 (3d6)	WIL 3 (2d6)
CHA 7 (3d6)	LUC 8 (3d6)	REP 7 (3d6)

HEALTH 24

MELEE DEFENSE 11; **RANGED DEFENSE** 11; **MENTAL DEFENSE** 19

SOAK 4 (padded trenchcoat); **VULNERABLE** –

INITIATIVE 5d6

PERCEPTION 5d6

SPEED 5; **CLIMB** 3; **JUMP** 12'/3'

CARRY 80 lbs.

ACTIONS 2

NATURAL DAMAGE 1d6+2

Brawling 4d6 (1d6+2 blunt damage)

Pistol 5d6 (2d6 ballistic damage; range 8)

Skills *brawling* 1 (1d6), *thievery* 1 (1d6), *gambling* 1 (1d6), *baseball* 1 (1d6), *pistols* 3 (2d6), *perception* 1 (1d6), *intimidate* 1 (1d6), *driving* 1 (1d6), *tracking* 1 (1d6), *dogging* 1 (1d6)

Gear padded trenchcoat, pistol, thieves tools, \$200

Empathic. Mack can easily understand how others feel.

Once per day he can attempt to adjust another's mood with a CHA mental attack. If he succeeds, he can make them either bad-tempered or happy. He must be able to converse with his target to do this.

Explorer. Driven by an inquisitive, exploratory nature, Mack gains bonus XP equal to his grade every time he enters a country new to him. He cannot gain this bonus more than once per month.

Aim. Mack gets a +1d6 bonus to a ranged attack roll taken in the same turn. The attack action must come immediately after the aiming action.

Improviser. Mack is adept at using bar stools and other items as weapons. He suffers no attack penalties for improvised melee weapons.



Ordinary. Mack's very nondescript nature makes him easily able to blend in unnoticed, giving him a +1d6 bonus to attempts to bluff, disguise, or otherwise remain visible but unremarked upon.

Trouble Sense. Mack is easily able to spot trouble before it happens. He gains a +1d6 bonus to INITIATIVE checks (included above).

Anti-Surveillance. Mack is so familiar with surveillance devices, blind spots, and avoidance techniques that, by moving half his speed, he can render himself invisible to electronic monitoring equipment.

Hardboiled. Cynical and rumpled, Mack gains a +4 bonus to MENTAL DEFENSE (included above).

Great Detective. Mack is used as an informal consultant by authorities who recognize his expertise. He is permitted access to crime scenes and evidence, and is often called upon.

Careers: Everyman, Police Officer ×2, Private Eye ×2

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