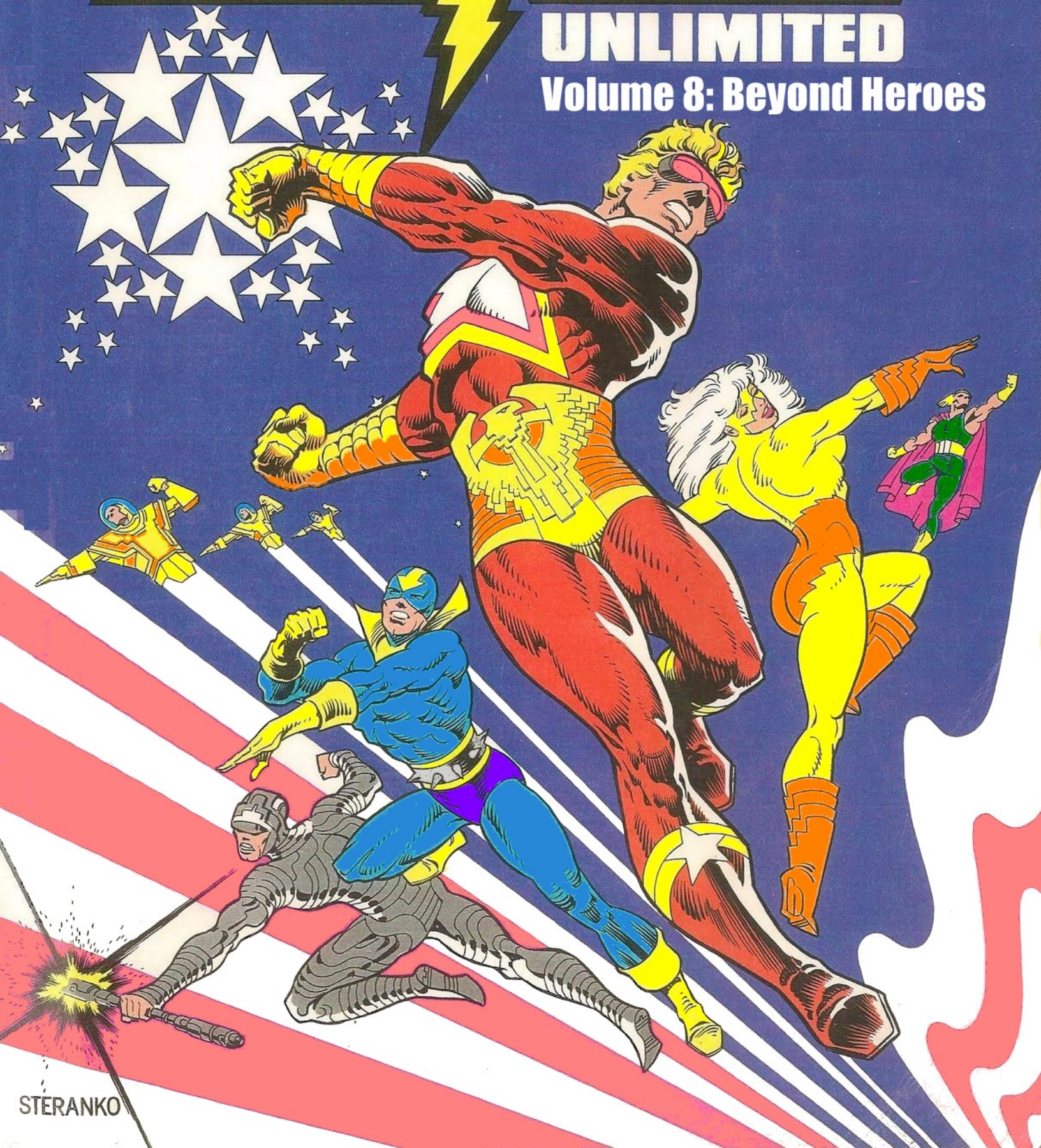


Advanced

# HEROES

UNLIMITED

Volume 8: Beyond Heroes



STERANKO

## Advanced Heroes Unlimited Book VIII: The Beyond Heroes Universe

Design: Marco Ferraro

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## Foreword

Book 8 features all the house rules I put up on my original palladium website. This includes not just my Heroes Unlimited stuff but also pulp hero, Palladium Fantasy and Rifts.

## **Section 1: Attribute Revisions**

The first step in creating a character is to roll-up the eight attributes: IQ, ME, MA, PS, PP, PE, PB, and SPD. Roll 3D6 for each attribute. The higher the number, the greater the ability. If the player rolls 16, 17, or 18, it is considered exceptional, and the player rolls an additional D6 for the attribute.

There are three options for rolling:

A player may roll 4D6 for each attribute and pick the best one.

A player may roll 3D6 eight times, and then assign each roll to a different attribute.

A combination of the above two.

There are cap limits for normal humans, and gifted humans as shown below.

	<u>Max normal human</u>	<u>Max gifted human</u>
IQ	10	18
ME	10	20
MA	10	20
PS	15	26
PP	15	20
PE	10	20
PB	10	20
SPD	18	27
HPs	8	24
SDC	18	30

For an attribute to exceed that of a gifted human it must be psionically, magically or mechanically enhanced somehow.

## Intelligence Quotient (IQ)

Intelligence Quotient (I.Q.): Indicates the intelligence of the character. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. IQ represents the character's ability to comprehend information and use various skills (the percentage bonus is added to all new skills regardless of when they are taken). Further, this bonus is added every time the character goes up a level. For example; Jay has reached second level and would normally add +5% to one of his skills. Since he has an IQ of 17 he gains another +2% for a total of +7%.

It also represents the base percentage score for attempting an unknown skill (for instance, detecting a hidden or prowling character). So if Lily has an IQ of 13 her attempt at an unknown skill would be 13%.

**Perception** - represents how well he can notice little clues, suspicious activity, impending danger, movement around him and see through attempts at deception. The Perception check is also used when the character has a good chance of noticing something that they might not be looking for, but is potentially important. Add +5 to the Perception skill for each Heightened Sense or psionic sensory power possessed, and having any Espionage training.

**Deduction** - This is the character's reasoning and common sense.

**Skills** – This is how many secondary skills the character starts with.

IQ	1	2	3	4	5	6	7	8	9	10
Skill Bonus	-6%	-5%	-4%	-3%	-2%	-1%				
Perception	1%	2%	4%	6%	8%	10%	15%	20%	25%	30%
Deduction	1%	2%	3%	4%	6%	8%	10%	15%	20%	25%
Skills	0		1		2		3		4	

IQ	11	12	13	14	15	16	17	18	19	20
Skill Bonus						+1%	+2%	+3%	+4%	+5%
Perception	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%
Deduction	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%
Skills	5		6		7		8	9	10	11

IQ	21	22	23	24	25	26	27	28	29
Skill Bonus	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%
Perception	85%	90%	95%	96%	97%	98%	99%		
Deduction	80%	85%	90%	95%	96%	97%	98%	99%	
Skills	12	13	14	15	16	17	18	19	20

IQ	30	31	32	33	34	35	36	37
Skill Bonus	+15%	+16%	+17%	+18%	+19%	+20%	+21%	+22%
Skills	21	22	23	24	25	26	27	28

IQ	39	40	41	42	43	44	45	46
Skill Bonus	+23%	+24%	+25%	+26%	+27%	+28%	+29%	+30%
Skills	29	30	31	32	33	34	35	36

IQ	47	48	49	50
Skill Bonus	+31%	+32%	+33%	+34%
Skills	37	38	39	40

## Mental Endurance (ME)

ME measures the amount of mental and emotional stress the character can withstand. It is the character's ability to resist mind attacks, mental fatigue, traumatic shock and insanity. This includes bonuses to Save against Psionics, Insanity and Magic.

**ISP Recovery** – The use of a particular psionic ability draws upon the character's Inner Strength Points or ISP. Each specific psionic power will indicate exactly how many ISP are required to perform that ability. When a psionic has exhausted all of his ISP he is unable to perform any more psionic feats until he has had sufficient rest.

A person's base ISP is his Mental Endurance (ME) x 2 +D20.

ISP Recovery shows much ISP is recovered for every hour of sleep.

**PPE** – Each time a spell is cast, it will temporarily use a portion of the caster's PPE reserve (Potential Psychic Energy). Different spells require different amounts of PPE; each spell description will indicate the amount necessary to cast it. The higher level the spell, the greater the cost.

**PPE Recovery** – is how much PPE a character recovers for each hour of sleep.

ME	1	2	3	4	5	6	7	8	9
Psionics Save	-6	-5	-4	-3	-2	-1			
Insanity/Magic Save	-7	-6	-5	-4	-3	-2	-1		
ISP Recovery	1					2			
PPE	1		2		3		4		5
PPE Recovery	1						2		

ME	10	11	12	13	14	15	16	17	18
Psionics Save							+1		+2
Insanity/Magic Save								+1	
ISP Recovery	3		4	5	6	7	8	9	10
PPE		6		7	8	9	10	11	12
PPE Recovery		3		4		5	6	7	8

ME	19	20	21	22	23	24	25	26	27
Psionics Save		+3		+4		+5		+6	
Insanity/Magic Save	+2		+3		+4		+5		+6
ISP Recovery	11	12	13	14	15	16	17	18	19
PPE	13	14	15	16	17	18	19	20	21
PPE Recovery	9	10	11	12	13	14	15	16	17

ME	28	29	30	31	32	33	34	35	36
Psionics Save	+7		+8		+9		+10		+11
Insanity/ Magic Save		+7		+8		+9			+10
ISP Recovery	20	21	22	23	24	25	26	27	28
PPE	22	23	24	25	26	27	28	29	30
PPE Recovery	18	19	20	21	22	23	24	25	26
ME	37	38	39	40	41	42	43	44	45
Psionics Save		+12		+13		+14		+15	
Insanity/ Magic Save	+11		+12		+13		+14		+15
ISP Recovery	29	30	31	32	33	34	35	36	37
PPE	31	32	33	34	35	36	37	38	39
PPE Recovery	27	28	29	30	31	32	33	34	35
ME	46	47	48	49	50				
Psionics Save	+16		+17		+18				
Insanity/ Magic Save		+16		+17					
ISP Recovery	38	39	40	41	42				
PPE	40	41	42	43	44				
PPE Recovery	36	37	38	39	40				

## Mental Affinity (MA)

MA is the character's ability to inspire allies to trust him without reservation, to read a person's expression or mood, to calm down police officers, gain a citizen's trust, get insight into the motives of NPCs, and intimidate his enemies by his presence. This is useful during morale checks.

**Loyalty** - The ability to inspire allies to trust you without reservation. This can also be used to rally troops during combat.

MA	1	2	3	4	5	6	7	8	9
Trust/ Intimidate	1%	2%	3%	4%	5%	6%	7%	8%	9%
Loyalty	1%		2%	3%	4%	5%	6%	7%	8%
MA	10	11	12	13	14	15	16	17	18
Trust/ Intimidate	10%	15%	20%	25%	30%	35%	40%	45%	50%
Loyalty	9%	10%	15%	20%	25%	30%	35%	40%	45%
MA	19	20	21	22	23	24	25	26	27
Trust/ Intimidate	55%	60%	65%	70%	75%	80%	85%	90%	91%
Loyalty	50%	55%	60%	65%	70%	75%	80%	85%	90%
MA	28	29	30	31	32	33	34	35	
Trust/ Intimidate	92%	93%	94%	95%	96%	97%	98%	99%	
Loyalty	91%	92%	93%	94%	95%	96%	97%	98%	

## Physical Strength (PS)

PS is the character's sheer natural brawn.

Normal people (PS 1-15) can leap 7.5 centimetres high and 15 centimetres across per PS point.

Gifted people (PS 16-26) can leap 9 centimetres high and 18 centimetres across per PS point. Add 1 cm to the distance for both (times PS) for every 10 PS beyond this (eg. at 50, 60, 70, etc).

+10% distance if make a running jump at full SPD.

**Damage** - SDC Bonus and Hand to Hand Damage.

**Carry** - Carrying capacity in pounds. Lift is equal to Carry x2. Throw is equal to the maximum weight that can carry thrown a distance of PS x2.5cms.

**Bonus** - Saving throw bonus for Drugs, Poisons, Disease, Toxins and Magic.

PS	1	2	3	4	5	6	7	8	9
Damage	1	1	1	1	1	1	D4-2	D4-2	D4-2
Carry	7	14	21	28	35	42	49	56	63
Bonus	-6	-5	-4	-3	-2	-1			

PS	10	11	12	13	14	15	16	17	18
Damage	D4-2	D4-1	D4-1	D4-1	D4	D4	D4+1	D4+2	D4+3
Carry	70	88	96	104	126	135	160	187	216
Bonus							+1		

PS	19	20	21	22	23	24
Damage	2D4	2D4+1	2D4+2	2D4+3	D12	D12+1
Carry	247	280	315	352	391	432
Bonus		+2			+3	

PS	25	26	27	28	29	30
Damage	D12+2	D12+3	D12+4	D12+5	3D6	D20
Carry	475	520	567	616	667	720
Bonus		+4		+5		

PS	31	32	33	34	35
Damage	D20 +2	D20 +4	D20 +6	D20 +8	3D10
Carry	775	832	891	952	1015
Bonus					+7

PS	36	37	38	39	40
Damage	3D10 +2	3D10 +4	3D10 +6	3D10 +8	4D10
Carry	1080	1147	1216	1287	1360
Bonus			+8		



PS	41	42	43	44	45
Damage	4D10+3	4D10 +6	4D10 +9	5D10 +2	5D10 +5
Carry	1435	1512	1591	1672	1755
Bonus		+9		+10	
PS	46	47	48	49	50
Damage	5D10 +8	6D10 +1	6D10 +3	6D10 +6	6D10 +9
Carry	1840	1927	2016	2107	2200
Bonus		+11			+12
PS	51	52	53	54	55
Damage	7D10 +3	7D10 +7	8D10 +1	8D10 +5	8D10 +9
Carry	2295	2392	2491	2592	2695
Bonus			+13		
PS	56	57	58	59	60
Damage	9D10 +3	9D10 +7	10D10 +1	10D10 +5	11D10
Carry	2800	2907	3016	3127	3240
Bonus	+14			+15	
PS	61	62	63	64	65
Damage	12D10 +5	13D10	13D10 +5	14D10	14D10 +5
Carry	3355	3472	3591	3712	3835
Bonus		+16			+17
PS	66	67	68	69	70
Damage	15D10	15D10 +5	16D10	16D10 +5	17D10 +1
Carry	3960	4087	4216	4347	4480
Bonus			+18		
PS	71	72	73	74	75
Damage	17D10 +7	18D10 +3	18D10 +9	19D10 +5	20D10 +1
Carry	4615	4752	4891	5032	5175
Bonus	+19			+20	
PS	76	77	78	79	80
Damage	20D10 +7	21D10 +3	21D10 +9	22D10 +5	23D10 +2
Carry	5320	5467	5616	5767	5920
Bonus		+21			+22
PS	81	82	83	84	85
Damage	23D10 +9	24D10 +6	25D10 +3	26D10	26D10 +7
Carry	6075	6232	6391	6552	6715
Bonus			+23		

PS	86	87	88	89	90
Damage	27D10 +4	28D10 +1	28D10 +8	29D10 +5	30D10 +3
Carry	6880	7047	7216	7387	7560
Bonus	+24			+25	
PS	91	92	93	94	95
Damage	31D10 +1	31D10 +9	32D10 +7	33D10 +5	34D10 +3
Carry	7735	7912	8091	8272	8455
Bonus		+26			+27
PS	96	97	98	99	100
Damage	35D10 +1	35D10 +9	36D10 +7	37D10 +5	38D10 +4
Carry	8640	8827	9016	9207	9400
Bonus			+28		
PS	101	102	103	104	105
Damage	39D10 +3	40D10 +2	41D10 +1	42D10	42D10+9
Carry	9595	9792	9991	10,192	10,197
Bonus				+30	
PS	106	107	108	109	110
Damage	43D10 +8	44D10 +7	45D10 +6	46D10 +5	47D10 +4
Carry	10,504	10,710	10,918	11,128	11,340
Bonus		+31			+32
PS	111	112	113	114	115
Damage	48D10 +3	49D10 +3	50D10 +3	51D10 +3	52D10 +3
Carry	11,554	11,770	11,988	12,208	12,430
Bonus			+33		
PS	116	117	118	119	120
Damage	53D10 +3	54D10 +3	55D10 +3	56D10 +3	57D10 +3
Carry	12,654	12,880	13,108	13,338	13,570
Bonus	+34			+35	
PS	121	122	123	124	125
Damage	58D10 +3	60D10 +4	62D10 +5	64D10 +6	66D10 +7
Carry	13,804	14,040	14,278	14,518	14,760
Bonus		+36			+37
PS	126	127	128	129	130
Damage	68D10 +8	70D10 +9	73D10	75D10 +1	77D10 +2
Carry	15,004	15,250	15,498	15,748	16,000
Bonus			+38		

PS	131	132	133	134	135
Damage	79D10 +3	81D10 +5	83D10 +7	85D10 +9	87D10 +1
Carry	16,254	16,510	16,768	17,028	17,290
Bonus	+39			+40	
PS	136	137	138	139	140
Damage	89D10 +3	91D10 +5	93D10 +7	95D10 +9	97D10 +1
Carry	17,554	17,820	18,088	18,358	18,630
Bonus		+41			+42
PS	141	142	143	144	145
Damage	99D10 +3	101D10 +6	103D10 +9	105D10 +2	107D10 +5
Carry	18,904	19,180	19,458	19,738	20,020
Bonus			+43		
PS	146	147	148	149	150
Damage	109D10 +8	111D10 +1	113D10 +4	115D10 +7	118D10
Carry	20,304	20,590	20,878	21,168	21,460
Bonus	+44			+45	
PS	151	152	153	154	155
Damage	120D10 +3	122D10 +7	124D10 +1	126D10 +5	128D10 +9
Carry	21,754	22,050	22,348	22,648	22,950
Bonus		+46			+47
PS	156	157	158	159	160
Damage	130D10 +3	132D10 +7	134D10 +1	136D10 +4	138D10 +8
Carry	23,254	23,560	23,868	24,178	24,490
Bonus			+48		
PS	161	162	163	164	165
Damage	140D10 +2	142D10 +7	144D10 +2	146D10 +7	148D10 +2
Carry	24,804	25,120	25,438	25,758	26,080
Bonus	+49			+50	
PS	166	167	168	169	170
Damage	150D10 +7	152D10 +2	154D10 +7	156D10 +2	158D10 +7
Carry	26,404	26,730	27,058	27,388	27,720
Bonus		+51			+52
PS	171	172	173	174	175
Damage	160D10 +2	162D10 +8	164D10 +4	166D10 +2	168D10
Carry	28,054	28,390	28,728	29,068	29,410
Bonus			+53		

PS	176	177	178	179	180
Damage	170D10 +8	172D10 +6	174D10 +4	176D10 +2	179D10
Carry	29,754	30,100	30,448	30,798	31,150
Bonus	+54			+55	
PS	181	182	183	184	185
Damage	181D10 +8	183D10 +5	185D10 +2	187D10 +9	189D10 +6
Carry	31,504	31,860	32,218	32,578	32,940
Bonus		+56			+57
PS	186	187	188	189	190
Damage	191D10 +3	194D10	196D10 +7	198D10 +4	200D10 +1
Carry	33,304	33,670	34,038	34,408	34,780
Bonus			+58		
PS	191	192	193	194	195
Damage	202D10 +8	204D10 +6	206D10 +4	208D10 +2	211D10
Carry	35,154	35,530	35,908	36,288	36,670
Bonus	+59			+60	
PS	196	197	198	199	200
Damage	213D10 +8	215D10 +6	217D10 +4	219D10 +2	221D10
Carry	37,054	37,440	37,828	38,218	38,610
Bonus		+61			+62

## Physical Prowess (PP)

PP shows the degree of dexterity and agility of the character.

**Combat Bonus** - This is the character's ability to Strike, Parry, Dodge and Roll.

**Initiative** – Bonus to determining who goes first.

**Attacks** – How many attacks per melee the character has.

To simplify matters only attribute scores which have a bonus have been displayed.

PP	1	2	3	4	5	6
Combat Bonus	-5	-4	-3	-2	-1	
Initiative	-6	-5	-4	-3	-2	-1
Attacks	1					2

PP	16	18	19	20	22	23	24	26	27
Combat Bonus	+1	+2		+3	+4		+5	+6	
Initiative			+1			+2			+3
Attacks				3			4		

PP	28	30	31	32	34	35	36	38	39
Combat Bonus	+7	+8		+9	+10		+11	+12	
Initiative			+4			+5			+6
Attacks	5			6			7		

PP	40	42	43	44	46	47	48	50
Combat Bonus	+13	+14		+15	+16		+17	+18
Initiative			+7			+8		+9
Attacks	8			9			10	

## Physical Endurance (PE)

Demonstrates the character's stamina and durability. The amount of physical punishment, and resistance to fatigue and disease, are determined by PE.

A character can carry the maximum weight load (see P.S.) for the PE times 4 minutes. Carrying the maximum weight while running or fighting can only be done for the PE times 2 minutes. If a character lifts the maximum weight (see PS), then it can only be held for as many melee rounds (15 seconds each) as the character has points of PE.

A character can run at maximum speed for one minute for each point of PE.

**Coma/death** save is 1% per attribute point, eg PE 19 = 19%.

**Save Bonus** - are bonuses to Save vs Disease, Drugs, Poisons and Toxins.

To simplify matters only attribute scores which have a bonus have been displayed.

**Hit Points** – This is a permanent bonus added to the character's hit points.

**Heal HPs** – How many hit points per day the character heals.

**Heal SDC** – How many structural damage capacity per day the character heals.

**AR** – Armour Rating indicates exactly how much protection is afforded by the character's skin and how easily it is penetrated. The higher the AR the better. If an attack roll with all bonuses is less than the AR of the of the character then it doesn't penetrate his skin and bounces off or maybe the weapon was a dud. If an attack roll to strike, including all bonuses, is higher than the AR it penetrates the skin, inflicting damage to the physical body's SDC and/or Hit Points once the SDC runs out.

**Chi** - Chi is a fundamental "energy" that flows through the world. It comes in two flavours, or "polarities". Positive Chi powers living things and is usually associated with sunlight. Negative Chi is associated with the dead, darkness, and the light of the moon. All living beings have Positive Chi. It's the energy of life that flows through the earth and through every living thing.

While most people are unaware of Chi, there is one thing that everyone uses it for, healing the body's tissues and blood must be flowing with a minimum amount of Chi in order to do any kind of repairs . A character must have at least one point of Chi in order to be healed from any damage. It doesn't matter how good the medical care is, a body without Chi can't heal itself. So, at zero Chi there is no recovery of SDC or hit points. Everyone's starting Chi is equal to their adjusted PE attribute number (after all skills and bonuses have been added in) .

Anyone, who has at least one point of Positive Chi left, can get back all lost Chi simply by getting a full night's sleep. Interrupted sleep, where the character gets between four and six hours of rest, will result in recovery of only half the lost Chi .

PE	1	2	3	4	5	6	7	12
Save Bonus	-6	-5	-4	-3	-2	-1		
Hit Points	-4	-3	-2	-1				
Heal HPs	1						2	3
Heal SDC	2						3	4
AR	1							

PE	16	18	19	20	21	22	23	24	25	26
Save Bonus	+1	+2		+3		+4		+5		+6
Hit Points					+1		+2		+3	
Heal HPs	4		5		6	7	8	9	10	11
Heal SDC	5		6		7	8	9	10	11	12
AR		2				3				4
PE	27	28	29	30	31	32	33	34	35	36
Save Bonus		+7		+8		+9		+10		+11
Hit Points	+4		+5		+6		+7		+8	
Heal HPs	12	13	14	15	16	17	18	19	20	21
Heal SDC	13	14	15	16	17	18	19	20	21	22
AR				5				6		
PE	37	38	39	40	41	42	43	44	45	46
Save Bonus		+12		+13		+14		+15		+16
Hit Points	+9		+10		+11		+12		+13	
Heal HPs	22	23	24	25	26	27	28	29	30	31
Heal SDC	23	24	25	26	27	28	29	30	31	32
AR		7			8			9		
PE	47	48	49	50						
Save Bonus		+17		+18						
Hit Points	+14		+15							
Heal HPs	32	33	34	35						
Heal SDC	33	34	35	36						
AR	10			11						

### Physical Beauty (PB)

PB is the character's ability to Charm and Impress others.

PB	1	2	3	4	5	6	7	8	9
Charm/ Impress	1%	2%	3%	4%	5%	6%	7%	8%	9%
PB	10	11	12	13	14	15	16	17	18
Charm/ Impress	10%	12%	14%	16%	18%	20%	24%	28%	32%
PB	19	20	21	22	23	24	25	26	27
Charm/ Impress	36%	40%	45%	50%	55%	60%	65%	70%	75%
PB	28	29	30	31	32	33	34	35	
Charm/ Impress	80%	85%	90%	95%	96%	97%	98%	99%	

## Speed (SPD)

Speed is how fast a character can run. The speed attribute divided by 1.47 (round up) is the characters running speed in miles per hour. The maximum speed for a human speed is 23 miles per hour (approximately Speed 33) Any speed over 33 is superhuman. A high Speed gives a one time bonus to initiative and dodge.

Attribute	1	2	3	4	5	6
Initiative	-6	-5	-4	-3	-2	-1
Dodge	-5	-4	-3	-2	-1	

Attribute	16	17	20	23	24	25
Initiative			+1		+2	
Dodge	+1	+2	+3	+4		

Attribute	28	29	30	31	32	33	34	35
Initiative	+3				+4			
Dodge	+5			+6			+7	

## Hit Points (HPs)

Hit points are like life points because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he dies. The individual players keep score of how many hit points their character has by subtracting the damage from his character's hit points each time that character is hit by a weapon. Likewise, the game master keeps score of how much damage the player inflicts upon his opponent. When a character has zero hit points, he is in a coma and will soon die unless extensive medical aid is applied. A character can take one point of damage below zero (negative 1, -2, -3, etc.) for each Hit Point. eg. Lacey has 30 HPs. If she takes damage, even once her HPs reach zero she can still take an additional 30 points before dying.

Hit points are determined by PE + the species bonus, plus an equal amount per level. With most humans it would be PE +6, +6 HPs per level.

## Structural Damage Capacity (SDC)

Each of the hero categories automatically provides a base SDC. Additional physical SDC are gained from physical skills. In this way you can build and toughen your character as much as you would like. All SDC points are accumulative.

When a character is hurt, the damage is first subtracted from his SDC points. S.D.C. damage is painful, but not deadly. It is only after all SDC has been depleted that damage is subtracted from hit points. Hit point damage is serious, and potentially life threatening.



## Section 2: Skills and Training

Characters can learn new skills the same way as we do; either by enrolling in and completing a course or having someone else instruct them. Whichever method is used will require at least 6 months for the character to learn it well enough to gain a base percentage in it. The person teaching it must also be competent and patient enough to teach it properly. As always all this remains at the GM's discretion.

Feel free to modify the packages according to how courses are taught in your own city.

Players may roll on the traditional education level table or the expanded one.

### Traditional Education Level Table

<b>01-09 High School Graduate</b>	Bonus +5%, 2 skill programs, 10 secondary skills)
<b>10-18 Military</b>	Bonus +10%, 2 skill programs, 8 secondary, W.P. Automatic Pistol and Hand to Hand: Basic
<b>19-27 Trade School or On The Job Training</b>	Bonus +20%, 2 skill programs, 8 secondary skills
<b>28-36 One Year of College</b>	Bonus +10%, 2 skill programs, 8 secondary skills
<b>37-45 Two Years of College</b>	Bonus +15%, 2 skill programs, 8 secondary skills
<b>46-54 Three years of College</b>	Bonus +15%, 3 skill programs, 8 secondary skills
<b>55-63 Four Years of College</b>	Bonus +20%, 3 skill programs, 10 secondary skills
<b>64-72 Military Specialist</b>	Bonus +20%, 6 skills from Espionage program, 4 W.P.s, 1 additional skill program(can include 6 more Espionage skills, or 6 more W.P.s, or any other program), 8 secondary skills
<b>73-81 Bachelor's Degree</b>	Bonus +25%, 3 skill programs, 10 secondary skills
<b>82-90 Master's Degree</b>	Bonus +30%, 3 skill programs, 10 secondary skills)
<b>91-0 Doctorate or Ph.D</b>	Bonus +35%, 4 skill programs, 10 secondary skills

## Expanded Education Level Table

### **01-03 Wild Self Education:**

Everything is self taught as the character lives in the wilds with no help or assistance. Basic Math (40%). Wilderness skills include Prowl, Wilderness Survival, Climbing and Swimming. Character can select two Secondary Skills.

### **04-06 Fringe Self Education:**

By skulking around the fringes of society, the character picks up a rudimentary education. Base Minimum Skills: Speak Native Language, Basic Math. Automatically receives Prowl. Select four Secondary skills.

### **07-09 Street Education:**

No formal education, instead all skills are learned from parents (if any) and on the streets. The character is not necessarily a criminal, low-life, or an anti-authority punk, although gang membership is possible. Base Minimum Skills: Speak Native Language, Basic Math. Automatically gets Literacy: Native Language at 30%, Prowl, Streetwise and W.P. Knife or W.P. Blunt (pick one). Select four Secondary Skills.

### **10-12 Basic Schooling (Elementary School, Grade 6):**

This is typically a rural character from a poor family that only completed an Elementary School Education. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select One Basic skill program. Select four Secondary Skills.

### **13-15 Military Draftee:**

These are either relatively young

people turned into soldiers, or people from less educated lifestyles (think Billy Bob the farmer, who hasn't gone to school). Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and One Basic Skill Program, plus four Secondary skills.

### **16-18 Basic Schooling (Junior High School, Grade 9):**

This is typically a character who for some reason, dropped out of school before completing a High School education. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select One Basic skill program. Select six Secondary Skills.

### **19-21 High School Graduate or General Equivalency Degree:**

This is education for the average person who has completed basic education at a school or series of schools, but not the advanced education a college provides. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select Two Basic Skill Programs. (+5% to Base Minimum Skills and Skill Programs.) Select eight Secondary skills.

### **22-23 Basic Military Training:**

This is your average soldier who enlisted in the military from school and received the training to do his job. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program

- and choose One Primary MOS Skill Program. (+10% to Base Minimum Skills and Military Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.
- 24-25 Basic Police:**  
This is an average beat cop. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Police Skill Program and choose One Police Skill Program. (+10% to Base Minimum Skills and Police Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.
- 26-27 Student Martial Artist:**  
A student undergoing martial arts training, yet not completely skilled. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Character has Hand to Hand Martial Arts (or equivalent) plus four physical skills. Also Choose Two Basic Skill Programs and eight Secondary Skills.
- 28-29 Part-Time Inventor:**  
This is the kind of person that likes to mess around in their garage, basement or attic creating items. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose two Gizmoteer skill program. (+10% to Base Minimum Skills and Gizmoteer Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.
- 30-31 One Year of College:**  
This is education equivalent to one year of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Two Basic Skill Programs. (+10% to Base Minimum Skills and Skill Programs) Select eight Secondary skills.
- 32-33 Advanced Military Training:**  
This is specialized training that a person has received to help them perform their jobs and is typically found among NCO types. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and One Secondary MOS Skill Program(+15% to Base Minimum Skills and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 34-35 Enforcer/Bodyguard:**  
A more advanced and experienced version of the basic thug. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose Three Rogue Skill Program(+15% to Base Minimum Skills and Rogue Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 36-37 Private Eye/Detective:**  
This is either a senior police detective or a former military/espionage agent/police person who has taken up private work. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic

- Math. Choose One Espionage Skill Program and Two Police Skill programs (+15% to Base Minimum Skills and Espionage/Police Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 38-39 Military Martial Artist:**  
Another form of advanced military training, where the special focus is martial arts instead of other military skills. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and choose One (non-Exclusive) Martial Art style (+15% to Base Minimum Skills and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 40-41 Dreamer Gizmoeteer:**  
A person who is constantly dreaming up new ideas and creations, and has developed some significant time to making them work. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose Three Gizmoeteer Skill Programs (+15% to Base Minimum Skills and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 42-43 Two Years of College:**  
This is education equivalent to two years of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Four Basic Skill Programs. (+15% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 44-45 Military Specialist Training:**  
This is similar to advanced training, but is usually reserved for special areas of operations in military service. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and Two Secondary MOS Skill Programs. (+20% to Base Minimum Skills and Military Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 46-47 Con Man:**  
A mid-level criminal that prefers guile to physical intimidation. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Three Rogue Skill Programs. (+20% to Base Minimum Skills and Rogue Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 48-49 Federal Agent:**  
Federal Agents are a specialized form of national police that handle internal incidents within the country. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Two Espionage/Police Skill Programs and One Police Skill Program

- (+20% to Base Minimum Skills and Espionage/Police Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 50-51 Worldly Martial Artist:**  
A martial artist who snuck out and spent some time learning about the world instead of meditating. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Exclusive style or two non-Exclusive martial art styles or one non-Exclusive style and either the Special Martial Arts Bonus or the Special Abilities of the Master. (+20% to Base Minimum Skills and Martial Art skills.) Choose Three Basic Skill Programs and ten Secondary Skills.
- 52-53 Tinker Gizmoteer:**  
A wild-eyed genius who constantly creates new items. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Three Gizmoteer Skill Programs. (+20% to Base Minimum Skills and Gizmoteer Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 54-55 Three Years of College:**  
This is education equivalent to three years of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Five Basic Skill Programs.
- (+20% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 56-57 Military Warrant Officer Training:**  
These are former enlisted types who have been given (or taken at their option) collegiate style training that makes them nominal officers, but instead of being line officers (those given a place in the chain of command...aka command officers), these are usually technical specialists in their field. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and One Secondary MOS Skill Program. (+25% to Base Minimum Skills and Military Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.
- 58-59 Professional Thief:**  
A professional criminal who concentrates on high-end thefts. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Professional Thief Skill Program and choose three Espionage/Rogue Skill Programs. (+25% to Base Minimum Skills and Espionage/Rogue Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 60-61 Espionage Agent:**  
The typically international espionage agent of a country.

- Base Minimum Skills:  
Read/Write Native Language,  
Speak Native Language, Basic  
Math, Advanced Math. Choose  
Four Espionage Skill Programs.  
(+25% to Base Minimum Skills  
and Espionage Skill Programs)  
Choose Three Basic Skill  
Programs and ten Secondary  
Skills.
- 62-63 Dedicated Martial Artist:**  
Base Minimum Skills:  
Read/Write Native Language,  
Speak Native Language, Basic  
Math, Advanced Math. Choose  
one Primary (Exclusive) form  
and one Secondary form, or three  
(3) Secondary forms, or One  
Exclusive form and the Special  
Martial Arts Bonus or two  
Secondary forms and the Special  
Martial Arts Bonus. The Special  
Martial Arts Bonus may be  
substituted with the Special  
Abilities of the Master. (+25% to  
Base Minimum Skills and  
Martial Art Skills) Choose Two  
Basic Skill Programs and ten  
Secondary Skills.
- 64-65 Research & Development  
Specialist:**  
A highly paid specialist who  
works for a major economic,  
political, or military  
organization. Base Minimum  
Skills: Read/Write Native  
Language, Speak Native  
Language, Basic Math,  
Advanced Math. Choose Four  
Gizmoteer Skill Programs (+25%  
to Base Minimum Skills and  
Military Skill Programs) Choose  
Three Basic Skill Programs and  
ten Secondary Skills.
- 66-67 Four Years of College:**  
This is education equivalent to  
four years of college, without a  
specific discipline or area of  
study. Base Minimum Skills:  
Read/Write Native Language,  
Speak Native Language, Basic  
Math, Advanced Math, Research.  
Select Six Basic Skill Programs.  
(+25% to Base Minimum Skills  
and Skill Programs) Select ten  
Secondary skills.
- 68-69 Military Officer Training:**  
Straight from N&S's Academy  
Officer, these are the guys that  
go to college and receive their  
commission as line officers in the  
military (certain special  
education programs that  
specialize in making officers is  
also represented by this). Base  
Minimum Skills: Read/Write  
Native Language, Speak Native  
Language, Basic Math,  
Advanced Math. Receives the  
Basic Military Skill Program and  
choose One Primary MOS Skill  
Program and Three Secondary  
MOS Skill Programs. (+25% to  
Base Minimum Skills and  
Military Skill Programs) Choose  
Two Basic Skill Programs and  
ten Secondary Skills.
- 70-71 Hit Man:**  
A professional assassin. Base  
Minimum Skills: Read/Write  
Native Language, Speak Native  
Language, Basic Math,  
Advanced Math. Choose Four  
Espionage/Rogue Programs.  
(+25% to Base Minimum Skills  
and Espionage/Rogue Skill  
Programs) Choose Four Basic  
Skill Programs and ten  
Secondary Skills.

**72-73 Black Ops Agent:**

A highly trained espionage specialist for handling those difficult missions. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Espionage Skill Programs. (+25% to Base Minimum Skills and Espionage Skill Programs) Choose Two Basic Skill Programs and ten Secondary Skills.

**74-75 Instructor Martial Artist:**

An advanced martial artist who teaches his knowledge. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Primary (Exclusive) style and one Secondary style, or three (3) Secondary styles. Also choose either the Special Martial Arts Bonus or the Special Abilities of the Master. Note: One secondary form can be replaced with the Special Martial Arts Bonus or the Special Abilities of the Master. (+25% to Base Minimum Skills and Martial Art skills). Choose Two Basic Skill Programs and ten Secondary Skills.

**76-77 Master Gizmoteer:**

A highly creative genius who spends his time creating new and wonderful creations. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Gizmoteer Skill Programs (+25% to Base Minimum Skills and Gizmoteer Skill Programs). Choose Two Basic Skill

Programs and ten Secondary Skills.

**78-79 Bachelor's Degree:**

This is education equivalent to one or two years of college, in a specific discipline allowing them to gain a Bachelor's Degree in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Three Basic Skill Programs. (+15% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

**80-81 Master's Degree:**

This is education equivalent to three to four years of college, in a specific discipline allowing them to gain a Master's Degree in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Four Basic Skill Programs. (+20% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

**82-83 Warmaster:**

The most highly trained professional soldier in the world. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and Three Secondary MOS Skill Programs and choose One (non-Exclusive) Martial Art style. (+25% to Base Minimum Skills and Military Skill Programs) Choose Two

- Basic Skill Programs and ten Secondary Skills
- 84-85 Super Villain:**  
The head of a large criminal organization. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Espionage/Rogue Programs. (+25% to Base Minimum Skills and Espionage/Rogue Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.
- 86-87 Super Agent:**  
The best of the best of the best. 007 doesn't have anything on these guys. Choose Five Espionage/Military Skill Programs. (+25% to Base Minimum Skills and Espionage/Military Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.
- 88-89 Business Tycoon:**  
Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Six Basic Skill Programs. (+20% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.
- 90-91 Ancient Master Martial Artist:**  
The ultimate martial artist who has devoted a significant portion of his life to mastering the martial arts. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Primary (Exclusive) form and one Secondary form, or three (3) Secondary forms. Also receives both the Special Martial Arts Bonus and the Special Abilities of the Master. (+25% to Base Minimum Skills and Martial Art skills). Choose Two Basic Skill Programs and ten Secondary Skills.
- 92-93 Mad Scientist Gizmoteer:**  
The mad scientist is the ultimate gizmoteer, building all kinds of machines depending on their whims. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Gizmoteer Skill Programs (+25% to Base Minimum Skills and Gizmoteer Skill Programs). Choose Four Basic Skill Programs and ten Secondary Skills.
- 94-95 Doctorate or Ph.D:**  
This is education equivalent to four to six years of college, in a specific discipline allowing them to gain a Doctorate or Ph.D in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Six Basic Skill Programs. (+25% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 96-97 Multiple Master's Degrees:**  
This is education equivalent to three to four years of college, in more than one discipline, allowing the character to gain Bachelor's Degrees in several areas. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research.



- Select Seven Basic Skill Programs. (+25% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 98-99 Post Graduate Training:**  
This is education equivalent to six to eight years of college, in a specific discipline allowing them to gain be considered as a Post Graduate for that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Seven Basic Skill Programs. (+30% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.
- 00 Multiple Doctorates:**  
This is education equivalent to eight to ten years of college, in more than one discipline, allowing the character to gain Doctorates or Ph.Ds in several areas. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Ten Basic Skill Programs. (+30% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.

## Training Packages

These are skill packages broken down by how much of the training is completed, for players who may want a character with incomplete training.

### Automatic Skills known by all characters

Choice of Pilot Auto, Pilot Motorcycle, or Pilot Truck  
Computer Operation  
Mathematic: Basic  
Read/Write Native Language  
Speak Native Language

### University Degrees

#### **Bachelor of Electrical Engineering**

##### 1st year

Computer Programming, Physics and Maths

##### 2nd year

Basic Radio, Computer Repair and TV/Video

##### 3rd year

Electrical Engineer, Radio Satellite and Laser Tech

##### 4th year

Radio Scrambler, Bionics/Cyberware and Robotics

#### **Bachelor of Mechanical Engineering**

##### 1st year

Chemistry, Physics and Maths

##### 2nd year

Computer Programming, Industrial Engineer and Metallurgy

##### 3rd year

Mechanical Engineer, Bionics/Cyberware and Robotics

#### **Bachelor of Science in Biology**

##### 1st year

Biology, Botany and Chemistry

##### 2nd year

Agriculture, Microbiology and Oceanography

3rd year

Pathology, Computer Programming and Pharmaceutical

**Bachelor of Science in Chemistry**1st year

Chemistry, Maths and Physics

2nd year

Pharmaceutical, Biology and Computer Programming

3rd year

Mining, Metallurgy and Microbiology

**Bachelor of Science in Parapsychology**1st year

History, Lore Religion and Anthropology

2nd year

Lore Geomancy, Archaeology and Sociology

3rd year

Lore Demon, Lore Undead and Psychology

**Bachelor of Science in Physics**1st year

Computer Programming, Physics and Maths

2nd year

Astronomy, Optics and Laser Tech

3rd year

Radiation Tech Industrial, Radiation Tech Medical and Meteorology

**Doctorate in Medicine**1st year

Chemistry, Biology and Maths

2nd year

Pharmaceutical, Botany and Physics

3rd year

Microbiology, Pathology and Forensics

4th year

Paramedic, Radiation Tech Medical and Psychology

5th year

Choose either MD or Vet or Bionic/Cyber Surgery

**First Responder Training****Firefighter Training Package**

Basic training takes 3-4 months varying with each country and even each city. At the end the firefighter will have the following skills;

Climb, First Aid, Pilot Truck, Radio Basic, SCBA, WP Axe

**Paramedic Training Package**

This is a two year university course though again this will vary between countries;

1st year

Biology, Bureaucracy, First Aid

2nd year

Drugs, Paramedic, Pilot Truck (specifically an ambulance)

**Police Officer Training Package**

Basic training takes 3-4 months varying with each country and even each city. At the end the officer will have the following skills;

First Aid, HTH Expert, Law, Offensive Driving, Pilot Auto, WP Pistol

**Special Weapons And Tactics Training Package**

Other countries have similar units; in Australia its the Star Force, in England CO19, in Canada ERT, in Israel Yamam, in Germany SEK and in France GIGN.

The character must already have been a police officer for at least years before he can do this training which takes 30 weeks. At the end he will have the following skills;

Demolitions, Prowl, Sharpshoot Modern, Sniper, WP Rifle, WP Machine Gun

Federal Agency Training  
**Federal Bureau of Investigation Training Package**

Other countries have similar agencies; in Australia its the AFP, in England Scotland Yard, in Russia the GRU and in France the DST.

Training takes 20 weeks after which the character will have the following skills; Forensics, HTH Expert, Interrogation, Investigative, Law, WP Pistol

**Central Intelligence Agency Training Package**

Other countries have similar agencies; in Australia its ASIO and ASIS, in England MI5 and MI6, in Russia the KGB, in Israel Mossad, and in France SDECE.

Training takes 18 months, after which the character has the following skills; Cryptography, HTH Expert, Intelligence, Interrogation, Investigative, WP Pistol

Military Training

**Combat Pilot Training Package**

After 24 weeks of basic pilot training the character gains;

First aid, Navigation, Pilot Combat Helicopter or Combat Jet, Read Sensory Instruments, WP Pistol, Weapon Systems

**Infantry Training Package**

After 22 weeks of basic infantry training the character gains;

Detect Ambushes, First Aid, HTH Basic, Land Navigation, WP Pistol, WP Rifle

**Naval Seaman Training Package**

After 7 weeks of basic naval training the character gains;

First Aid, Navigation, Pilot Combat Submersible or Warship, Read Sensory Instruments, WP Rifle, Weapon Systems

**Communications System Operator Package**

Must have done Infantry or Naval Seaman training first. Then its another 6 weeks after which the character gains the following;

Advanced Maths, Cryptography, Basic and Advanced Radio, Radio Satellite, Radio Scramblers, Radio Systems, and Surveillance Systems.

Skill Bonus: + 20% (or +2 if using attributes) on all communication skills.

**Electrical Engineer Package**

Must have done Infantry or Naval Seaman training first. Then its another 3 years after which the character gains the following;

Advanced Math, Basic and Advanced Electronics, Electrical Engineer, Computer Engineer, Computer Repair, Computer Programming, and either Avionics or Navionics.

Skill Bonus: + 20% (or +2 if using attributes) on all electrical skills.

**Engineer Corps Package**

Must have done Infantry or Naval Seaman training first. Then its another 3 years after which the character gains the following;

Architecture, Carpentry, Civil Engineer, Industrial Engineer, Fortification, Military Engineer, Masonry and Mining Engineer.

Skill Bonus: + 20% (or +2 if using attributes) on all engineer skills.

**Military Intelligence Package**

Must have done Infantry or Naval Seaman training first. Then its another 18 months after which the character gains the following;

Intelligence, Investigative plus choose 6 skills from the Espionage category. Skill

Bonus: + 20% (or +2 if using attributes) on all espionage skills.

### **Mechanical Engineer Package**

Must have done Infantry or Naval Seaman training first. Then its another 3 years after which the character gains the following;

Advanced Math, Basic and Advanced Mechanics, Automotive/Truck Mechanics, Mechanical Engineer, Weapons Engineer, Welding, and either Aircraft Mechanics, Helicopter Mechanics or Seacraft Mechanics.

Skill Bonus: + 20% (or +2 if using attributes) on all mechanical skills.

### **Medical Doctor Package**

Must already have a doctorate in medicine first. Then its another 17 weeks officer training after which the character gains the following; Computer Operation, WP Pistol, WP Rifle and a choice of 6 skills from Science or Medical. Skill Bonus: + 20% (or +2 if using attributes) on all medical and science skills.

### **Special Forces Package**

Must have done Infantry or Naval Seaman training first. Then its another 2 years after which the character gains the following;

HALO Parachuting, HTH Assassin, Prowl, SCUBA, Sniper, Survival Bonus: + 20% (or +2 if using attributes) on all espionage and military skills.

## The Point Buy System

Using this method each skill can be bought beginning at the listed initial percentage. Each time the same skill is rebought it increases by +5%. For example Research begins at 50%. If bought again it becomes 55%. Twice more again and it increases to 65%. Etc.

<u>Communication Skill</u>	<u>Cost</u>
Cryptography	20
Laser/Microwave	10
Optic Systems	10
Public Speaking	10
Radio: Advanced	20
Radio: Basic	10
Radio: Deep Space	15
Radio: Satellite Relay	15
Radio: Scramblers	15
Radio: Systems	15
Sign Language	10
Signals	10
Surveillance Systems	10
Telegraphy	10
TV/Video Advanced	20
TV/Video Basic	10

<u>Domestic Skill</u>	<u>Cost</u>
Animal Husbandry	10
Brewing	10
Cook	10
Dance	10
Engrave	10
Farming	10
Farming, Undersea	15
Fasting	10
Fishing	10
Gambling	10
Gaming	10
Gardening	10
General Repair/Maintenance	10
Leather Work	10
Meditation	10
Musical Instrument	10
Preserve Food	10
Sewing	10

<u>Domestic Skill</u>	<u>Cost</u>
Sing	10
Weaving	10

<u>Electrical Skill</u>	<u>Cost</u>
Artificial Intelligence	20
Avionics	15
Basic Electronics	10
Bionics/Cyberware	20
Chronal	25
Computer Engineer	15
Computer Repair	15
Electrical Engineer	15
Electronics: Advanced	20
Gizmoteer	25
Hotwiring	10
Hyper Drive Electronics	20
Jump Drive Electronics	20
Navionics	15
Planar Electronics	25
Robotic Electronics	20
Satellite Systems	15
Starship Electronics	20
Warp Drive Electronics	20

<u>Espionage Skill</u>	<u>Cost</u>
Brainwash	10
Concealment	10
Detect Ambushes	10
Detect Concealment/Traps	10
Disguise	10
Drugs	10
Escape Artist	10
Forgery	10
HTH Assassin	10
Imitate Voice	10
Impersonation	10
Intelligence	10
Interrogation Techniques	10
Investigative	10
Land Navigation	10
Microfilm/Microfiche Tech	10
Palm	10
Pick Locks	10
Pick Pockets	10
Tracking	10

<u>Mechanical Skill</u>	<u>Cost</u>
Advanced Mechanics	20
Aerospace Engineering	20
Aircraft Armour/Weaponery	15
Aircraft Mechanics	15
Automotive/Truck Mechanics	15
Basic Cybernetics	10
Basic Mechanics	10
Bioware Mechanics	25
Blacksmith	10
Build Enhanced Vehicle	25
Build Mechanized Armour	25
Chronal Mechanics	25
Construction Engineering	20
Cybernetic/Bionic Repair	20
Damage Control	20
Fashion Tools and Weapons	10
Helicopter Mechanics	15
Locksmith	15
Marine/Naval Engineer	20
Mechanical Engineer	20
Metallurgy	10
Planar Mechanics	25
Rail Mechanics	15
Robotics	25
Seacraft Mechanics	15
Spacecraft Mechanics	20
Welding	10

<u>Medical Skill</u>	<u>Cost</u>
Bioengineering	20
Bionics/Cyber	25
Criminal Sciences/Forensics	20
Doctor Veterinary Medicine	20
Field Surgery	15
First Aid	10
Genetics Engineer	15
Holistic Medicine	15
MD Cybernetics	20
Medical Doctor	20
Microbiology	20
Nurse	10
Paramedic	15
Pathology	20
Psychology	10

<u>Medical Skill</u>	<u>Cost</u>
Radiation Tech Medical	20
Sea Holistic Medicine	10
Xenology	20
Zoology	15

<u>Military Skill</u>	<u>Cost</u>
Demolitions	15
Fighter Combat	15
Flight System Combat	15
Fortification	15
HALO Parachuting	15
Mecha Combat	15
Military Engineer	15
Naval Engineer	15
Pilot Drone, Combat	15
Pilot Helicopter, Combat	15
Pilot Jet, Combat	20
Pilot Power Armour, Combat	20
Pilot Space Fighter	20
Pilot Spacecraft, Combat	20
Pilot Submersible, Combat	20
Pilot Tanks and APCs	15
Pilot Warship	20
Sniper	15
Weapons Engineer	15
Weapons Systems	15

<u>Physical Skill</u>	<u>Cost</u>
Acrobatics	15
Aerobics	10
Athletics	15
Blindfighting	20
Body Building	10
Climbing	10
Contortionist	10
EVA	15
Gymnastics	15
HTH Basic	10
HTH Boxing	15
HTH Brawling	10
HTH Expert	15
HTH Martial Arts	20
HTH Wing Chun Kung Fu	20
HTH Wrestling	15
Juggling	10

<u>Physical Skill</u>	<u>Cost</u>
Mountaineering	10
Parkour	10
Prowl	15
Running	10
SCBA	10
SCUBA	10
Skydive	10
Spelunking	10
Sport	10
Swimming	10
Tumbling	10
Zero Gravity Movement/Combat	15

<u>Pilot Skill</u>	<u>Cost</u>
Airplane	15
Automobile	10
Bicycle	10
Chronal Transport	30
Construction	10
Farm Equipment	10
Freight Hauler	10
Heavy Machinery	10
Helicopter, Commercial	15
Horsemanship	10
Jet, Commercial	20
Jet Pack	15
Lighter-than-Air Craft	10
Mecha, Civilian	20
Motorboat	10
Motorcycle	10
Navigation	10
Navigation, Chronal	30
Navigation, Planar	30
Offensive Driving	20
Planar Transport	30
Power Armour, Commercial	25
Read Sensory Instruments	10
Ride Animal	10
Sail boats	10
Shuttle (small) Spacecraft, Commercial	25
Snowmobile	10
Spacecraft (large), Commercial	25

<u>Pilot Skill</u>	<u>Cost</u>
Starship	25
Submersibles, Commercial	15
Truck	10

<u>Science Skill</u>	<u>Cost</u>
Agriculture	15
Anthropology	15
Archaeology	15
Architecture	15
Astronomy	15
Biology	10
Biotechnology	20
Botany	10
Chemistry	10
Chemistry, Alchemical	20
Chemistry, Pharmaceutical	15
Computer Hacking	15
Computer Programming	10
Engineer, Aerospace	15
Engineer, Civil	15
Engineer, Industrial	15
Engineer, Mining	15
Engineer, Spacecraft	20
Engineer, Undersea	15
Laser Technology	15
Maths	10
Meteorology	15
Nano Technology	15
Oceanography	15
Physics	10
Physics, Chronal	30
Physics, Planar	30
Politics	10
Psychology	10
Radiation Tech, Industrial	15
Radiation Tech, Military	15
Sociology	10
Toxicology	15
Undersea Agriculture	15
Xeno Ecology	20

<u>Technical Skill</u>	<u>Cost</u>
Accounting	10
Advertising	10
Art	10

<u>Technical Skill</u>	<u>Cost</u>
Brewing	10
BS Writing	10
Bureaucracy	10
Carpentry	10
Cobbling	10
Construct Basic Weapons	10
Construct Structure	10
Economics	10
Gem Cutting	10
Gemology	10
General Repair/Maintenance	10
Glassworks	10
History	10
Language	10
Law	10
Lore – Alchemy	25
Lore – Animal	10
Lore - Astral	25
Lore - Chronal	25
Lore - Conspiracies	10
Lore – Cults	10
Lore - Demons and Monsters	15
Lore - Dimensions	25
Lore - Dreamscape	20
Lore - Extraterrestrial	20
Lore – Farm	10
Lore - Fey	15
Lore – Folklore	10
Lore - Geomancy	15
Lore - Magic	15
Lore - Mythology	10
Lore – Nightbane	15
Lore – Nightlands	15
Lore - Religion	10
Lore - Undead	15
Lore – Witches	15
Lore – Wormwood	15
Masonry	10
Photography	10
Photography, Film	10
Plumbing	10
Pottery	10
Pyrotechnics	10
Research	10
Salvage	10

<u>Technical Skill</u>	<u>Cost</u>
Speed Reading	10
Survival	10
Survival, Urban	10
Writing	10

<u>Weapon Proficiencies Skill</u>	<u>Cost</u>
Archery	10
Armour Mastery	15
Artillery	10
Axe	10
Black Powder	10
Blade	10
Blunt	10
Build/Modify Armour	20
Chain	10
Clay Shot	20
Crack Shot	20
Crossbow	10
Energy Pistol	15
Energy Rifle	15
Fast Draw	20
Fast Reload	20
Fast Shot	20
Flame Thrower	10
Garrotte	10
Heavy Energy	15
Heavy Gun	10
Make/Modify Weapons	20
Mouth Weapons	10
Off Hand Weapon Use	20
Paired Weapons	20
Pistol	10
Reflex Mastery	20
Rifle	10
Sharpshoot Ancient	20
Sharpshoot Modern	20
Shield Mastery	15
Siege	10
Staff	10
Submachine Gun	10
Target	10
Weapon Mastery	20
Weapon Specialty	20

## The Attribute System

Using this system instead of rolling on a percentage to determine a skill's success the character rolls under the relevant attribute instead.

<u>Communication Skill</u>	
Cryptography	IQ
Laser/Microwave	IQ
Optic Systems	IQ
Public Speaking	MA
Radio: Advanced	IQ
Radio: Basic	IQ
Radio: Deep Space	IQ
Radio: Satellite Relay	IQ
Radio: Scramblers	IQ
Radio: Systems	IQ
Sign Language	IQ
Signals	IQ
Surveillance Systems	IQ
Telegraphy	IQ
TV/Video: Advanced	IQ
TV/Video: Basic	IQ

<u>Domestic Skill</u>	
Animal Husbandry	IQ
Cook	IQ
Dance	PP
Engrave	PP
Farming	IQ
Farming, Undersea	IQ
Fasting	PE
Fishing	ME
Gambling	IQ
Gaming	MA
Gardening	IQ
Meditation	MA
Musical Instrument	PP
Preserve Food	IQ
Sewing	PP
Sing	MA

<u>Electrical Skill</u>	
Artificial Intelligence	IQ
Avionics	IQ
Basic Electronics	IQ



Electrical Skill

Bionics/Cyberware	IQ
Chronal	IQ
Computer Engineer	IQ
Computer Repair	IQ
Electronics: Advanced	IQ
Electrical Engineer	IQ
Gizmoteer	IQ
Hotwiring	IQ
Hyper Drive Electronics	IQ
Jump Drive Electronics	IQ
Navionics	IQ
Planar	IQ
Robotic Electronics	IQ
Satellite Systems	IQ
Starship Electronics	IQ
Warp Drive Electronics	IQ

Espionage Skill

Brainwash	MA
Concealment	PP
Detect Ambushes	ME
Detect Concealment/Traps	ME
Disguise	PP
Drugs	IQ
Escape Artist	PP
Forgery	PP
HTH Assassin	PP
Imitate Voice	MA
Impersonation	MA
Intelligence	ME
Interrogation Techniques	MA
Investigative	MA
Land Navigation	IQ
Microfilm/Microfiche Tech	IQ
Palm	PP
Pick Locks	PP
Pick Pockets	PP
Tracking	ME

Mechanical Skill

Advanced Mechanics	IQ
Aerospace Engineering	IQ
Aircraft Armour/Weaponery	IQ
Aircraft Mechanics	IQ
Automotive/Truck Mechanics	IQ

Mechanical Skill

Basic Cybernetics	IQ
Basic Mechanics	IQ
Bioware Mechanics	IQ
Blacksmith	PS
Build Enhanced Vehicle	IQ
Build Mechanised Armour	IQ
Chronal Mechanics	IQ
Construction Engineering	IQ
Cybernetic/Bionic Repair	IQ
Damage Control	IQ
Fashion Tools and Weapons	IQ
Helicopter Mechanics	IQ
Locksmith	IQ
Marine/Naval Engineer	IQ
Mechanical Engineer	IQ
Metallurgy	IQ
Planar Mechanics	IQ
Rail Mechanics	IQ
Robotic Mechanics	IQ
Seacraft Mechanics	IQ
Spacecraft Mechanics	IQ
Welding	PP

Medical Skill

Bioengineering	IQ
Bionics/Cyber	IQ
Criminal Sciences and Forensics	IQ
Doctor of Veterinary Medicine	IQ
Field Surgery	IQ
First Aid	IQ
Genetics Engineer	IQ
Holistic Medicine	IQ
MD Cybernetics	IQ
Medical Doctor	IQ
Microbiology	IQ
Nurse	IQ
Paramedic	IQ
Pathology	IQ
Psychology	IQ
Radiation Tech Medical	IQ
Sea Holistic Medicine	IQ
Xenology	IQ
Zoology	IQ

<u>Military Skill</u>		<u>Physical Skill</u>	
Demolitions	PP	Skydive	PP
Fighter Combat	PP	Spelunking	PP
Flight System Combat	PP	Sport	PP
Fortification	IQ	Swimming	PS
HALO Parachuting	PP	Tumbling	PP
Mecha Combat	PP	Zero Gravity Movement/Combat	PP
Military Engineer	IQ		
Naval Engineer	IQ	<u>Pilot Skill</u>	
Pilot Drone, Combat	PP	Airplane	PP
Pilot Helicopter, Combat	PP	Automobile	PP
Pilot Jet, Combat	PP	Bicycle	PP
Pilot Power Armour, Combat	PP	Chronal Transport	PP
Pilot Space Fighter	PP	Construction	PP
Pilot Spacecraft, Combat	PP	Farm Equipment	PP
Pilot Submersible, Combat	PP	Freight Hauler	PP
Pilot Tanks and APCs	PP	Heavy Machinery	PP
Pilot Warship	PP	Helicopter, Commercial	PP
Sniper	PP	Horsemanship	PP
Weapons Engineer	PP	Jet, Commercial	PP
Weapons Systems	PP	Jet Pack	PP
		Lighter-than-Air Craft	PP
<u>Physical Skill</u>		Mecha, Civilian	PP
Acrobatics	PP	Motorboat	PP
Aerobics	PP	Motorcycle	PP
Athletics	PE	Navigation	ME
Blindfighting	PP	Navigation, Chronal	ME
Body Building	PE	Navigation, Planar	ME
Climbing	PP	Offensive Driving	PP
Contortionist	PP	Planar Transport	PP
EVA	PP	Power Armour, Commercial	PP
Gymnastics	PP	Read Sensory Instruments	PP
HTH Basic	PP	Ride Animal	PP
HTH Boxing	PP	Sail boats	PP
HTH Brawling	PP	Shuttle (small) Spacecraft,	
HTH Expert	PP	Commercial	PP
HTH Martial Arts	PP	Snowmobile	PP
HTH Wing Chun Kung Fu	PP	Spacecraft (large), Commercial	PP
HTH Wrestling	PP	Starship	PP
Juggling	PP	Submersibles, Commercial	PP
Mountaineering	PP	Truck	PP
Parkour	PP		
Prowl	PP	<u>Science Skill</u>	
Running	PE	Agriculture	IQ
SCBA	PP	Anthropology	IQ
SCUBA	PP	Archaeology	IQ

<u>Science Skill</u>		<u>Technical Skill</u>	
Architecture	IQ	Gem Cutting	PP
Astronomy	IQ	Gemology	IQ
Biology	IQ	General Repair/Maintenance	IQ
Biotechnology	IQ	Glassworks	PP
Botany	IQ	History	IQ
Chemistry	IQ	Language	IQ
Chemistry, Alchemical	IQ	Law	IQ
Chemistry, Pharmaceutical	IQ	Lore – Alchemy	IQ
Computer Hacking	IQ	Lore – Animal	IQ
Computer Programming	IQ	Lore - Astral	IQ
Engineer, Aerospace	IQ	Lore – Chronal	IQ
Engineer, Civil	IQ	Lore - Conspiracies	IQ
Engineer, Industrial	IQ	Lore – Cults	IQ
Engineer, Mining	IQ	Lore - Demons and Monsters	IQ
Engineer, Spacecraft	IQ	Lore - Dimensions	IQ
Engineer, Undersea	IQ	Lore - Dreamscape	IQ
Laser Technology	IQ	Lore - Extraterrestrial	IQ
Maths	IQ	Lore – Farm	IQ
Meteorology	IQ	Lore - Fey	IQ
Nano Technology	IQ	Lore – Folklore	IQ
Oceanography	IQ	Lore - Geomancy	IQ
Physics	IQ	Lore - Magic	IQ
Physics, Chronal	IQ	Lore - Mythology	IQ
Physics, Planar	IQ	Lore – Nightbane	IQ
Politics	IQ	Lore – Nightlands	IQ
Psychology	IQ	Lore - Religion	IQ
Radiation Tech, Industrial	IQ	Lore – Undead	IQ
Radiation Tech, Military	IQ	Lore – Witches	IQ
Sociology	IQ	Lore – Wormwood	IQ
Toxicology	IQ	Masonry	IQ
Undersea Agriculture	IQ	Photography	IQ
Xeno Ecology	IQ	Photography, Film	IQ
		Plumbing	IQ
<u>Technical Skill</u>		Pottery	PP
Accounting	IQ	Pyrotechnics	IQ
Advertising	IQ	Research	IQ
Art	IQ	Salvage	IQ
Brewing	IQ	Speed Reading	IQ
BS Writing	IQ	Survival	ME
Bureaucracy	IQ	Survival, Urban	ME
Carpentry	PP	Writing	IQ
Cobbling	IQ		
Construct Basic Weapons	PP		
Construct Structure	IQ		
Economics	IQ		

Weapon Proficiencies Skill

Archery	PP
Armour Mastery	PP
Artillery	PP
Axe	PP
Black Powder	PP
Blade	PP
Blunt	PP
Build/Modify Armour	IQ
Chain	PP
Clay Shot	PP
Crack Shot	PP
Crossbow	PP
Energy Pistol	PP
Energy Rifle	PP
Fast Draw	PP
Fast Reload	PP
Fast Shot	PP
Flame Thrower	PP
Garrotte	PP
Heavy Energy	PP
Heavy Gun	PP
Make/Modify Weapons	IQ
Mouth Weapons	PP
Off Hand Weapon Use	PP
Paired Weapons	PP
Pistol	PP
Reflex Mastery	PP
Rifle	PP
Sharpshoot Ancient	PP
Sharpshoot Modern	PP
Shield Mastery	PP
Siege	PP
Staff	PP
Submachine Gun	PP
Target	PP
Weapon Mastery	PP
Weapon Specialty	PP

New Skills Descriptions

These are either new skills, revised ones or ones from other palladium systems like Beyond the Supernatural or Ninjas and Superspies.

Communication**Public Speaking**

Training in the quality of sound, tone, pitch, enunciation, clarity, and pace in speaking to the public, loudly and distinctly. Also includes the practice of good, enticing storytelling and composition of the spoken word. The percentile number indicates the overall quality and charisma of the spoken word. Optional: Seeing how the M.A. stat would have a bearing on this skill, a GM may allow a bonus to this skill based on a high M.A., either the I.Q. bonus line or the trust/intimidate bonus divided by 5. Base Skill: 30% + 5% per level of experience.

**Radio, Advanced**

This is the knowledge of wire laying, installation, radio procedure, communication security and visual signs communications, as well as knowing Morse code. GM's remember there is a difference between the military use and the civilian use of radio communications and functions. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated. Requires: Radio: Basic. Base Skill: 35% + 5% per level of experience. The character can do basic repairs such as trace cables, change fittings, etc. If beyond this will need a professional. The character has received additional training in the use of radio, orbital and sub-orbital satellite communication relays. The character has learned how to repair radio and has the ability to jury-rig a make shift radio from spare parts. Also

has knowledge in installing transmissions towers, such as UHF and VHF, TV, FM, AM, cellular communications, and towers for airports. Also, has the knowledge of power ratings, frequencies, and what it takes to keep and maintain a tower.

### **Radio, Deep Space**

This is training in the use of deep space communications equipment normally found on spacecraft and starbases. The technology varies by culture but generally these systems involve some sort of contact through another dimension (using phase or subspace technology) that is receivable by any equal receiver with an open receiving window. The speed of such transmissions is roughly 1000x normal. While these are for the standard communications systems of these spacefaring societies, faster systems do exist, but are usually found only in the hands of the military forces, and cannot access or be accessed by standard transmitters. These systems are 1000 to 1 million times faster than the standard systems, but have problems with signal integrity, requiring heavy coding and redundancy to insure the message gets through as intended (and whole). They also require equipment larger than some small shuttlecraft, meaning only fleet flagships, stations and planetary installations possess this type of equipment.

### **Sign Language**

This is a form of communication using only hand signals, due to a lack of hearing or vocal ability. If a character chooses to learn a sign language, the specific language or source of the language must also be given. For every 10 words (or letters, for spelled out

words) "signed," the sender of the sign language must roll to successfully transmit the message. Likewise, the interpreter must also roll versus their skill in sign for every batch of 10 words. A failed roll on either end means a misunderstanding. Base Skill: 60%+5% per level of experience.

### **Signals**

Ships at sea have developed a language based on the display of coloured flags or light flashes. Those with this skill can read and compose messages, as well as be able to recognize banners, ensigns, pennants and standards used to communicate ship's origins and status. Base Skill: 18% + 6% per level of experience.

### **Telegraphy**

This is the knowledge of wire laying, installation, radio procedure, communication security and visual signs communications, as well as knowing Morse code. The character can do basic repairs such as trace cables, change fittings, etc. If beyond this will need a professional. The character has learned how to repair radio and has the ability to jury-rig a make shift radio from spare parts. Requires: Radio: Basic. Base Skill: 35% + 5% per level of experience.

### **TV/Video: Advanced**

This is the understanding of the techniques involved with film making. The character with this skill can make motion pictures, edit the film, and is an expert with video equipment. Counts as Three Skills, unless otherwise stated. Requires: TV/Video: Basic Base Skill: 35% + 5% per level of experience.

## Domestic

### **Animal Husbandry**

This skill represents the art of raising, mating/breeding, taming and training a specific domestic and wild animal, as well as a knowledge about that animal in general. He can also attempt to tame the same wild animal, teach it tricks, or to train it for a specific task like tracking, retrieving, pointing, herding animals, attack on command, and so on. A failed roll means that the animal refuses to learn that particular trick or specialty. Note: These are trained work animals or pets, not familiars. This skill must be retaken for each different animal. Base Skill: 40% + 5 % per level of experience.

### **Brewing**

The understanding and methods of making fermented alcoholic beverages from grains and fruits. This specifically includes wine, mead, ale, beer and moonshine. Stronger alcohol, such as brandy, rum and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means an undrinkable batch of booze). The second indicates the quality of the brew - the higher the number rolled the tastier the drink. Base Skill: 25%/30% + 5% per level of experience.

### **Engrave**

This skill allows one to lavishly decorate gemstones, objects, weapons and armour with intricate engravings. Base Skill: 45% + 5% per level of experience.

### **Farming**

This skill is the techniques used to farm properly. You know how to till your land, when to leave it fallow. Also know rudimentary knowledge in

herbicides, and fertilizer. You know which ones work but not why. Can estimate when it is going to rain and so on. Base Skill: 30% + 4% per level of experience.

### **Farming, Undersea**

The knowledge of cultivating undersea plants, algae, and/or breeding aquatic animals/fish for harvesting and production. Undersea farming includes, but is not limited to, growing crops (either through hydroponics or on the ocean floor), lobster farms, oyster beds, and fish hatcheries. Base Skill: 35% + 5% per level of experience.

### **Gaming**

Characters may pick this skill repeatedly, once for each game they wish to be proficient in. Games can be anything from ping pong to chess or go. Characters will know all basic rules, many strategies, and will be able to be competitive players. Base Skill: 30% + 5% per level of experience.

### **Gardening**

This skill offers a basic understanding of plant care and garden design. It can be both the ability to grow enough food to eat well, and/or the skill at creating beautiful, decorative gardens (with plants and rocks) that create a feeling of tranquility and harmony with nature; Zen gardening. This "art" is appreciated in modern and traditional Japan. Base Skill: 34% + 4% per level of experience.

### **General Repair & Maintenance**

Not everyone can be a blacksmith or a carpenter, but many are good with their hands and capable of doing satisfactory repairs on simple mechanisms, gears, pulleys, wheels and so on. General repair/maintenance skill includes:

sharpening blades/weapons, sewing tears in sails and clothes (it may not look pretty, but does the job), replace a wagon wheel, repair furniture, paint, varnish, and assist in basic woodworking, and even do minor patchwork on armor (restores 2D6 SDC). Roll once to see whether the character can figure out what's broken, what must be done to fix it, and whether it's beyond his meager abilities. Roll again to determine success or failure in making the actual repair. If failure, the player may try again. Base Skill: 35% + 5% per level of experience. Reduce skill proficiency by half if the item is extremely complex or alien.

### **Leather Work**

Having this skill enables the character to create and repair leather clothes, boots and other items made of leather, such as saddles, saddle bags, and tack and harness for horses. Base Skill: 25% + 5% per level of experience.

### **Weaving**

Practiced skill of creating garments, tapestries, and draperies from wool or cotton. The weaver requires a spinning apparatus and a loom. This skill only represents the characters ability to weave, not raise/grow the sources of their raw material (other skills should be used instead). Bonuses: +5% if the sew skill is known. Base Skill: 20%+5% per level of experience.

## Electrical

### **Artificial Intelligence**

A character with this skill is able to understand how artificial intelligence systems work, how they "Think" and "Understand" the world around them, how to communicate with them and how to reprogram them, either directly or by argument. This skill is also required to build and program such intelligences. Requires: Computer Programming, Electrical Engineer and Computer Repair. Base Skill: 30% +5% per level. Bonus: Adds +5% to all computer skills.

### **Avionics**

This is the specialized skill in repairing the electrical, navigational and control systems in aerospace craft. Base Skill: 20% + 5% per level of experience.

### **Bionics/Cyber**

Design, repair and modify specialised neural circuitry which allows recipient to control bionic/cybernetic parts. Base Skill: 30%+5% per level.

### **Chronal**

Design, repair, build and modify any kind of time travel electrical, navigational and control systems. Base Skill: 30% + 5% per level of experience.

### **Computer Engineer**

The electronics of computers involve the design and manufacture of memory systems, central processing units, and peripheral devices. One current trend in computer engineering is micronization. Engineers continue to work to squeeze greater and greater numbers of circuit elements onto smaller and smaller chips. Another trend is toward increasing the speed of computers operations through use of parallel processors, superconducting materials, Multi-

tasking, etc. Base Skill: 20% + 5% per level of experience. Requires: Computer Operation and Computer Programming.

### **Electronics, Advanced**

This character is a professional and can build, design, and repair most circuit boards and is the key man to call when you lose electricity. He can wire a house with ease, can easily repair simple circuit boards, and has the knowledge on computer chips. The has a first hand knowledge on electricity, how it works and safety when working. Base Skill: 15% + 5% per level of experience.

### **Gizmoteer**

Scavenge, hack things together and use common items to make sophisticated equipment (must roll first 2 times that device is used). Base Skill: 50% +2% per level of experience.

### **Hotwiring**

Hotwire cars, electrically bypass alarms, telephone lines and electrical circuits. Base Skill: 25% +5% per level of experience.

### **Hyperspace Drive Electronics**

This skill is needed to design, build, repair, and install Hyperdrive Engines. Requires: Math: Basic and Advanced, Basic Electronics, Advanced Electronics, Electrical Engineer. Base Skill: 35% + 5% per level of experience.

### **Jump Drive Electronics**

This skill is needed to design, build, repair, and install Jump Drive Engines. Requires: Math: Basic and Advanced, Basic Electronics, Advanced Electronics, and Electrical Engineer. Base Skill: 35% + 5% per level of experience.

### **Navionics**

This is the specialized skill in repairing the electrical, navigational and control systems in aquatic and submersible craft. Base Skill: 30% + 5% per level of experience.

### **Planar Electronics**

Design, repair, build and modify any kind of dimensional shift electrical, navigational and control systems. Base Skill: 30% + 5% per level of experience.

### **Robot Electronics**

This is the complex and specialized study of these massive machines known as robots and mecha. This includes robot/military engineering, and microcircuitry. It includes knowledge of robot assault units, exoskeletons, and robot systems. Base Skill: 30% + 5% per level of experience. Requires: Electrical Engineer and Computer Operations. There is a -20% penalty when working on alien or extremely unfamiliar robot electronics.

### **Satellite Systems**

The ability to repair satellites, and to identify their function. It is a specialized skill due to the hostile environment satellites operate in. Requires: Computer Repair and Electricity Generation. Base Skill: 30% +5% per level of experience.

### **Starship Electronics**

This is the person you call on when something malfunctions in a spacecraft. He has the knowledge of all electrical properties and is properly the same person that built spacecraft. Base Skill: 35% + 5% per level of experience.

### **Warp Drive Electronics**

This skill is needed to design, build, repair, and install Warp Drive Engines.



Requires: Math: Basic and Advanced, Basic Electronics, Advanced Electronics, and Electrical Engineer. Base Skill: 35% + 5% per level of experience.

## Espionage

### **Brainwash**

This is the ability to subvert the will of another being to obey and believe whatever the character wishes him to believe. This involves wearing down the victim's ME and can take weeks. Base Skill: 30% +5% per level of experience.

### **Investigative**

This area of study involves the techniques, principles, and theories of investigation. It trains a person to look for and recognize clues systematically examining details with care and accuracy. This is applicable to environments, events, the spoken word, and body language. Research and interrogation techniques are also learned. The interrogation of a person involves a series of questions which will probe unobtrusively or bluntly into the area in question. The tact of the interrogator may be gentle, quiet and calming or violent, intimidating and unnerving.

All of these tactics are verbal and emotional and do not suggest physical abuse/torture. Note: If a character refuses to talk he/she can reveal little. However, body language/movement may tell the interrogators all they need to know. Generally, a person with this skill will uncover at least one or two leads/clues per each hour of investigation. Of course many of them may be false leads, dead ends, or non-conclusive. Game Masters use your discretion in each case, as circumstances can be very different each time, perhaps revealing many clues or none at all even after hours of investigation. Base Skill: 30% +5% per level of experience.

## Mechanical

### **Advanced Mechanics**

This give the character a greater knowledge in machinery, and is able to operate, maintain, rebuild and modify most machinery designed for constructed wood or metal products. Can work on Automobiles at half the base skill of Automotive Mechanics: Basic, without any harsh penalties. Working on aircraft and mecha are out of the question. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated. Requires: Basic Math, Literacy, and Basic Mechanics; Writing is not required, but may be useful. Base Skill: 35% + 5% per level of experience.

### **Aerospace Engineering**

Deals with the whole field of design, manufacture, maintenance, testing, and use for both civilian and military purposes. It involves the knowledge of aerodynamics, structural design, propulsion engines, rocket engines, artificial satellites, navigation, communication, and other related areas. This skill will enable the design and construction of vehicles for use in both an atmosphere and/or space. Base skill: 48% + 2% per level of experience. Requires: Math Advanced, Computer Operations, Computer Programming.

### **Automotive Mechanics**

Ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines, as well as body work, simple turbine engines, and diesel truck engines. Base Skill: 50% +3% per level of experience.

### **Basic Cybernetics**

This skill is similar to the M.D. in Cybernetics skill but scaled down. This skill gives the character a basic knowledge of the function and application of various cybernetic mechanics, their structure, function and repair. This is best applied to external bionic and cybernetics such as a bionic arm, leg, eye, body armor, etc. to make "field repairs." The character can also make (or help make) repairs on loose, uninstalled implants. However, they are not Cyber-Docs and can not perform surgery to remove or install any internal cybernetic. Nor can they attach or detach bionic systems to the body. Repairs can only be made to the external machine, i.e. arm, hand, weapon, etc., not the attachment to the nerves or flesh and blood body.

Likewise, the character cannot perform medical procedures of any kind, he's a basic cybernetic mechanic or assistant mechanic/Operator. Base skill: 25% +5% per level of experience. Penalties: -5% if bionic part is attached to a living being. -10% if repairs are made under-fire or other stressful conditions. -30% if of alien manufacture and design! Requires: Mechanical Engineer, Literacy and Advanced Mathematics skills.

### **Basic Mechanics**

This is a rudimentary understanding of how machinery operates. This person can repair and maintain simple mechanisms and common motorcycles, automobiles and similar vehicles. Special modifications, souping-up vehicles, and working on aircraft and mecha are out of the question! Base Skill: 30% + 5% per level of experience.

**Bioware Mechanics**

The ability to identify, service and repair cybernetic systems. This skill is at -20% when working on Bionics. Installation or removal of these systems requires M.D. in Cybernetics. Base Skill: 30% +5% per level of experience.

**Blacksmith**

Use of a forge and ironworking tools, plus the ability to work with animals. Characters with this skill can make and repair horseshoes and a variety of other small iron tools and appliances. Aside from general usefulness, a skilled blacksmith can earn a good living just about anywhere and any time throughout recorded history. Note: Blacksmith requires a minimum P.S. of 10, and a minimum Size Level of 8 is recommended. Base Skill: 40% + 4% per level of experience.

**Build Enhanced Vehicle**

Can build, repair, custom modify and design all types of super vehicles which have a mechanic skill in. This ranges from James Bond type cars to Mecha. The following penalties apply;

- 10% adding armour and/or turrets
- 10% on any electrical wiring
- 10% installing weapons
- 5% increasing vehicle speed
- 10% installing hi tech item
- 5% complex aircraft modifications
- 15% adding VTOL
- 25% installing hover systems
- 25% underwater capability
- 50% space capability
- 50% alien technology
- 10% using own experimental design on a ground vehicle
- 15% using own experimental design on a sea vehicle
- 20% using own experimental design on an aircraft

- 25% using own experimental design on a spacecraft
- 30% using own experimental design on power armour or mecha
- 20% rush job

Base Skill: 84% +2% per level of experience.

**Build Mechanized Armour**

Can build, repair, custom modify and design all types of power armour, exoskeletons and mecha. The character must also have Robot Electronics and Mechanics. The following penalties apply;

- 7% for micronization of existing equipment
- 20% for nano technology
- 10% for non weapon laser technology
- 25% if cybernetics
- 5% for computer enhancements
- 7% for complex programming
- 30% for artificial intelligence to be added
- 5% adding armour and/or turrets
- 5% installing weapons
- 2% increasing vehicle speed
- 2% complex aircraft modifications
- 7% adding VTOL
- 12% installing hover systems
- 12% underwater capability
- 25% space capability
- 25% alien technology
- 10% rush job
- 15% using own experimental design on power armour or mecha

Base Skill: 90% +2% per level of experience.

**Chronal Mechanics**

Design, repair, build and modify any kind of time travel devices. This includes knowledge of how to manufacture ships to withstand chronal travel. Base Skill: 30% + 5% per level of experience.

**Construction Engineer**

The expert skill of repairing or building structures and/or supervising Basic Construction workers in building structures (also includes the ability to read complex blueprints and a working knowledge of Demolitions as pertains to construction; Basic and Advanced Mathematics required). Base Skill: 40% + 5% per level of experience.

**Cybernetic/Bionic Repair**

A character with this skill can repair damage to the complex systems involved with cybernetics and bionics. They can also design and construct new systems providing that they have a fully stocked work shop and have the time available. Note: This is not the ability to install and connect cybernetic/bionic systems to the humanoid body and nervous system. Base Skill: 20% + 5% per level of experience. Requires: Computer Operations, Computer Programming, Mechanical Engineer.

**Damage Control**

A skill for desperate times and desperate measures. With this skill, the character knows enough about common equipment in his society to attempt a very temporary fix to an item and minimise the damage to an area. Such a repair will last a few hours or days (up to GM), most probably affect the efficiency of the item (half damage, speed, etc.), and could very well render the item totally useless and unrepairable once the jury-rigged component fails. This skill should not be used as a replacement for true repair skills, and GMs should limit its use to life or death situations, occasions of extreme haste, or when true repairs are impossible to attempt due to location, etc. Base Skill: 25% +5% per level of experience.

**Fashion Tools and Weapons**

Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc. Base Skill: 20% + 5% per level of experience.

**Helicopter Mechanics**

Specific skill for helicopters. Base Skill: 25% + 5% per level of experience.

**Marine/Naval Engineer**

Engineers who have the overall responsibility for designing and supervising construction of ships are called navel architects. The ships they design range in size from ocean going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size, ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. To accomplish this, a navel architect must be familiar with the variety of techniques of modern shipbuilding, and must have a thorough grounding in applied sciences, such as

fluid mechanics, that bear directly on how ships move through water. Marine engineering is a specialized branch of mechanical engineering devoted to the design and operation of systems, both mechanical and electrical, needed to propel a ship. In helping the naval vessel architect design ships, the marine engineer must choose a propulsion unit, such as a diesel engine or geared steam turbine, that provides enough power to move the ship at the speed required. In doing so, the engineer must take into consideration how much the engine and fuel bunkers will weigh and how much space they will occupy, as well as the projected costs of fuel and maintenance. Base Skill: 30% + 5% per level of experience.

### **Mechanical Engineer**

Characters with this training have an understanding and knowledge of mechanical tools/equipment, and the principles and terminology of practical design, construction, operation and care of machinery. Study includes of motion, kinetics, variable mass, equations of motion, momentum principles, work energy, vibrations, friction, inertia, thermodynamics (energy conversion); analysis and design of common mechanical elements (gears, springs, clutches, brakes, shafts, bearings, etc.); materials (strengths, structures, stress, etc.), evaluation techniques, metal working (coolants, welding, cutting, etc.) analysis (functions/problem finding), combustion systems; fundamental vehicle design, and hydraulic repair. This means this person can repair, modify, convert or sabotage machinery; as well as build and design his/her own engines/generators and mechanical devices. The first percentile number reflects his/her ability to

analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging mechanical devices. Requires: Mechanical Engineer: Basic, Basic Math, physics, and Literacy; Writing and metallurgy is not required, but may be useful. Base Skill: 40/30% + 5% per level of experience. Special Bonus: +5% to Locksmith skill and +5% to Surveillance Systems Skill.

### **Metallurgy**

This is the science of separating metals from their ores and preparing them for use by smelting, refining, etc. Study include the behavior and properties of metallic, ceramic, polymeric and composite materials (observe mechanical, thermal, electrical and chemical behavior). This also includes work with plastics (polymeric) analysis, brazing, extraction of metals from areas; transformations (liquid-solid systems), fabrication and joining processes (metal alloys, structural changes/combinations) and the use of tools, equipment and methods. Base Skill: 30% + 6% per level of experience.

### **Planar Mechanics**

Design, repair, build and modify any kind of cross dimensional devices. This includes knowledge of how to manufacture ships to withstand dimensional shift. Base Skill: 30% + 5% per level of experience.

### **Rail Mechanics**

Design, repair, build and modify trains and trams. Base Skill: 40% + 5% per level of experience.

**Seacraft Mechanics**

Training in the diagnosis and repair of all aquatic vehicles, including ships, submarines, underwater robots, probes and stations. The ships they design range in size from ocean going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size, ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. The character is familiar with modern shipbuilding, and has a thorough grounding in fluid mechanics needed to propel a ship. Base Skill: 35% +5% per level of experience.

**Spacecraft Mechanics**

This covers the mechanical aspects of spacecraft other than the drives and weapons, ranging from life support to structural integrity to power distribution, not to mention more mundane things such as sanitation. Requires Mechanical Engineer and Electrical Engineer. Base Skill: 25% +5% per level of experience.

**Welding**

This enables a character to use welding equipment. The character has the knowledge of Forge welding and the Thomas process. Forge welding is done by means of hammering, with the addition of heat. The Thomas process melting is caused by resistance to an applied electric current. Base Skill: 50% + 5% per level of experience.

**Medical****Bioengineering**

Use of engineering and biological principles for the identification of the functions of living systems and for the development of (1) therapeutic devices, especially artificial body parts and systems, e.g., artificial blood vessels, pacemakers, dialysis equipment, and artificial limbs that function like their prototypes; and (2) equipment for monitoring the performance of healthy and diseased organisms. Base Skill: 30% + 5% per level of experience. Requires: Biology, Electrical Engineering and Mechanical Engineering.

**Bionics/Cyber**

This doctor is a specialist in cybernetics, bionics and surgery. The character has all the basic knowledge and requirements of the regular M.D., although the diagnostic skills are nowhere near as honed due to the specialization. An MD-C is a specialist in surgery, the removal of limbs and organs and the surgical attachment of cyber replacements (artificial organs and prosthetics). He can also repair cyber prosthetics (if not too badly damaged). Base Skill: 40/60%, +5% per level of experience.

The first percentage number is the ability to accurately diagnose and treat a non-surgical problem/illness. The second percentage number is the doctor's ability to perform complex surgery, remove and install all types of cybernetic organs and devices. GM's Note: One can not create an implant in a garage. The character will need access to a cybernetics or bionics laboratory to build or modify an artificial implant. Even a high-tech medical facility will not have the necessary components to create a

cybernetic or bionic mechanism, although it may have access to them.

### **Doctor of Veterinary Medicine**

This area of study provides the character with a knowledge of the care, feeding, breeding, reproduction, treatment and behaviour of domestic animals. The animals included under this skill are cattle, sheep, goats, horses, mules, donkeys, ducks, chickens, and similar livestock and domesticated animals like dogs (see horsemanship for breeding horses and breeding dogs for dogs). The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured wild animals. Base Skill: 60/50% +5% per level of experience.

### **Field Surgery**

This skill reflects training in emergency, life-saving surgical procedures that can be performed in the field to keep critically wounded characters alive. Given the proper tools, the surgeon character can perform amputations, suture torn arteries, check internal bleeding, cauterize wounds, give blood transfusions and even install cybernetic implants (penalty of -15% except if character has basic cybernetics skill). Field expedient surgery is a dangerous proposition that too often results in the death of the patient. Because of the risk involved, field surgery is attempted only when it is the only chance the wounded character has for survival.

If the operation is successful, the patient lives and can be evacuated to a hospital, but a failed roll results in the immediate death of the patient. Base Skill: 16% + 4% per level of experience. Optional Guidelines for Fatal Injury Treatment: In

the violent world of Rifts, regular human and similar non-maga-damage beings are at an extreme disadvantage. Once a human's body armor is destroyed, a single MD blast will usually obliterate him/her. These guidelines are provided to give player characters a chance, however slight, to survive a blast that would normally evaporate the character. If the GM agrees, the character can survive a mega-damage intensity wound if a trained medic makes a successful field surgery skill roll.

Unless the attacker made a called shot or rolled an unmodified 19 or higher, the character has the chance to live. The basic idea is that the MD blast was partially absorbed by nearby cover or merely sheared off a limb (GMs, give some reasonable explanation). Within D4 melee rounds after the character's being hit, a medic character must attend to his/her injuries. If the medic makes a successful skill roll, the character is incapacitated but survives the attack, though just barely (reduce SDC to zero and hit points are at D6 above zero). A failed roll means the injured character was beyond saving and dies an instant later.

Even if the field operation succeeds, the wounded character is in chock, crippled, may require additional extensive surgery and is likely to require cybernetic or bionic reconstruction and a long recovery period before he is able to adventure again. Although crippled, the character lives (it may be appropriate to also determine an insanity and permanent physical side-effects from the injury). Note: This optional survival rule is also applicable to Medical and Cyber doctors.

### Genetics Engineer

Group of research techniques that manipulate the DNA (genetic material) of cells in order to change heredity traits or produce biological products. The techniques include the use of hybridomas (hybrids of rapidly growing cancer cells and cells that make amounts of desired antibody) to make monoclonal antibodies, gene splicing or recombinant DNA technique (in which the DNA of a desired gene is inserted into the DNA of a bacterium, which then reproduces itself, yielding more than a desired gene), and polymerize chain reaction (which makes copies of DNA fragments and is used in DNA Fingerprinting).

Genetically engineered products include bacteria designed to efficiently break down oil slicks and industrial waste products, drugs (human and bovine growth hormones, human insulin, interferon), and plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities. Because genetic engineering involves techniques used to obtain patents or human genes and create patentable living organisms, it has raised many legal and ethical issues.

Questions have also been raised about the safety of releasing into the environment genetically altered organisms that might disrupt ecosystems. GM's remember there is a difference between the military use and the civilian use of Genetics Engineer. Please keep this in mind when the characters are using this skill. Base Skill: 15% + 5% per level of experience. Requires: Biology, Botany, and Math Basic and Advanced.

### M.D. in Cybernetics

This doctor is a specialist in the science of cybernetics and a master surgeon. The character has all the basic knowledge and requirements of the regular M.D., although his diagnostic skills are nowhere near as honed, but is a specialist in surgery and the removal of limbs and internal organs and the surgical attachment of cybernetic replacements (artificial organs and prosthetics). He can also repair cybernetic prosthetics (if not too badly damaged). Base Skill: 40/60% + 5% per level of experience.

The first percentage number is the "Cyber-Doc's" ability to accurately diagnose and treat a non-surgical problem/illness. The second percentage number is the doctor's ability to perform complex surgery, remove and install all types of cybernetic organs and devices. The cyber-doc can also work on bionic implants and systems but suffers a -15% skill penalty. Bionic sciences is much more complex and machine oriented than cybernetics. Note: An M.D. in Cybernetics can become a bionics surgeon (M.D.B. in cybernetics) by selecting this cybernetics skill twice and Electrical Engineering (and must have all the M.D. requirements).

This will make him a master in all of the cybernetic and bionic sciences. There is now no penalty for installing bionics and there is a special bonus of +10% added to the character's surgery skill. The M.D.B. can also repair, modify, design, and build bionic and cybernetic devices. Game Master's Note: One can not create a bionic implant in a garage. The character will need access to a cybernetics or bionics laboratory to build or modify an artificial implant. Even a



high-tech medical facility will not have the necessary components to create a cybernetic or bionic mechanism, although it may have access to them.

### **Microbiology**

This is a branch of medicine that deals with micro-organisms including bacteria, viruses, fungi, parasites and disease agents in man. The study includes antibodies, immunology, techniques in the diagnosis of infectious disease, biochemical genetics, and cell principles. It includes research techniques that manipulate the DNA (genetic material) of cells in order to change heredity traits or produce biological products.

The techniques include the use of hybridomas (hybrids of rapidly growing cancer cells and cells that make amounts of desired antibody) to make monoclonal antibodies, gene splicing or recombinant DNA technique (in which the DNA of a desired gene is inserted into the DNA of a bacterium, which then reproduces itself, yielding more than a desired gene), and polymerize chain reaction (which makes copies of DNA fragments and is used in DNA Fingerprinting).

Genetically engineered products include bacteria designed to efficiently break down oil slicks and industrial waste products, drugs (human and bovine growth hormones, human insulin, interferon), and plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities. Because genetic engineering involves techniques used to obtain patents or human genes and create patentable living organisms, it has raised many legal and ethical issues. Questions have also been raised about the safety of releasing into the environment

genetically altered organisms that might disrupt ecosystems. GM's remember there is a difference between the military use and the civilian use of Genetics Engineer. Please keep this in mind when the characters are using this skill.

Requires: A background in biology and chemistry. The same conditions for incomplete studies apply as noted under M.D. Base Skill: 20% + 6% per level of experience.

### **Nurse**

Male or female, highly trained in the care of the sick and injured. Skills include: CPR, first aid, the administering of drugs, and medication; fundamental use of common medical instruments and tools, knowledge of hospital and clinical procedure, and a working knowledge of anatomy and physiology (enabling them to recognize/ interpret any symptoms of disease, drugs and laboratory tests).

Requires: Math: Basic and Advanced, Chemistry Pharmaceutical, Microbiology, Literacy, Writing and Diagnostics. Base Skill: 30% + 5% per level of experience.

### **Psychology**

The study of the human mind and human behaviour. It scientifically tries to unravel the psychological process by considering the effects of such intangibles as attitude, desires, thoughts, memories, stress, environment, dreams and emotion. The psychology skill provides the character with a complete, broad understanding of the principles, practices and theories of psychology.

Thus, he or she will recognize abnormal behaviour (phobias, psychoses, obsessions, neuroses, etc.), stress and exhaustion, as well as suggest therapy. The character will also be able to recognize the use/presence of unnatural

influences, such as drugs, hypnosis and mind control (psionic, magic or possession). Base Skill: 40% +5% per level of experience. A failed roll means that an abnormality has been missed or that an incorrect judgment has been made.

Also an in-depth knowledge of the principles, theories and evaluation of human behaviour, and includes analysis, understanding and treatment of emotional, motivational, and perceptual disorders; interaction of emotion, nervous system, sensory-motor mechanisms, personality assessment, drug dependence, and treatment. This character will not only be able to recognize abnormal behaviour (insanity) but is also able to treat the person himself (see cures for insanity).

The individual is able to assess another character's disposition, socio-economic background, environment, probable alignment, and recognize the presence of mind or personality altering influences. Base Skill: 40/30% +5% per level of experience. The first percentile number indicates the proficiency for recognizing and treating a psychological abnormality. The second number is the character's skill in analysis. The character must spend at least 30 minutes conversing with the other person for analysis. Roll for each characteristic. Alignment assessments are limited to a general good/selfish/evil, and not a specific alignment.

### **Radiation Tech Medical**

This training includes a knowledge of radiation and its interaction with matter; use as a diagnostic tools (radiography, X-ray, fluoroscopy, mammography, topography, etc.), the physics of nuclear

medicine with emphasis on imaging, radiation therapy, radio biology (interaction with cells) and a practiced familiarity with techniques, interpretation, and instruments. A master's degree is required for professional activities; incomplete studies in this area could provide a position as a radiological lab assistant. Base Skill: 45% +5% per level of experience.

### **Sea Holistic Medicine**

Training in the recognition, preparation, and applications of natural medicines derived from aquatic plants/seaweed and animals, including ink, blood, poisons and other secretions and chemicals. This skill also includes the knowledge of where to find the necessary plants or animals, how to extract the necessary components and some knowledge of legends as they pertain to the healing properties of the sea and sea animals. Otherwise, the skill is fundamentally the same as the standard holistic medicine skill. Note: The standard skill does NOT include medicines derived from the oceans and seas, likewise, the sea holistic knowledge does NOT include most of the land herbs and plants (only a handful of the very most common and basic items). Base Skill: 20% + 5% per level of experience. A failed roll means the treatment or concoction did not work.

### **Xenology**

The biological study of alien species. This skill provides general information about the most commonly encountered species in the Three Galaxies. Without Xenology, any attempts to use a medical skill on a creature from another species are at -20% to skill rolls. Base Skill: 30% + 5% per level of experience.

**Zoology**

The specific branch of biology dealing directly with animals. Characters will know enough about mating habits, migrations, eating habits of most animals as well as the proper care for keeping animals. Base Skill: 40% + 5% per level of experience.

**Military****Demolitions**

Demolitions provides the person with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings and sabotage. This includes all types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps. Base Skill: 60% +3% per level of experience. A failed roll means a dud; no explosion.

It also enables the character to safely defuse unexploded or dud mines, bombs, artillery rounds, explosive charges, etc. Base Skill: 60% +3% per level of experience. A failed roll means the item explodes.

**Fighter Combat Training**

For use only with Jets, airplanes, this does not include power armors, Veritechs, Space Ships, etc..

One extra attack per round at level one.

+2 to strike (in addition to other bonuses).

+3 to dodge attacks while flying.

+1 to dog-fighting rolls (or +5% on d%)

Critical strike chance as in pilot's HTH.

One additional attack at level six.

One additional attack at level eleven.

Fighter Combat "Elite" Training: For use only with Jets, airplanes, this does not include power armors, Veritechs, Space Ships, etc..

Two extra attacks per round at level one.

+2 to strike (cumulative with other bonuses).

+5 to dodge attacks while flying.

+3 to dog-fighting rolls (or +15% on d%).

Critical strike chance as in pilot's HTH.

One additional attack at level five.

One additional attack at level ten.

### **Flight System Combat**

This skill allows the character to use specialized fight packs like the Icarus Flight System at full efficiency and take advantage of all possible bonuses. The sophisticated control systems of the Icarus are as quick to react as the systems of a suit of power armor. Those without training do not get the following bonuses and the base skill level is reduced by half. Base Skill: 40% + 5% per level of experience.

Bonuses:

+1 attack/action per melee at levels 1, 3, 5, 8 and 11

+2 to dodge when flying.

If the pilot has auto-dodge, he can use it while flying.

### **Fortification**

This is the skill of designing and building defensive fortifications suitable for combat on the technological level of the character. If provided with the time and materials, the character can greatly increase the defensive value of natural terrain with murderous defences that include obstacles to impede movement and protective structures to shield friendly forces from enemy fire. The character is trained to prepare mine fields, barbed wire, tank obstacles, tanglefoot wire, booby traps, trenches, tank ditches, foxholes/shell scrapes, reinforced concrete or earthen walls, bunker complexes, heavy weapons emplacements, tunnel systems and similar defensive constructions.

Note that even defensive structures that are SDC can still provide varying levels of protection from MD attacks. Barriers such as ditches and walls slow robot vehicles as much as they did World War

I troops and vehicles, resulting more time for the defenders to concentrate fire on (and hopefully destroy) the attackers. Trenches, foxholes, etc. can still allow protection from some MD attacks. Explosions that aren't directly above the dug-in position are one example; machinegun/rail gun fire from near ground level is another (shallow-angle shots are more likely to ricochet off the ground, rather than pass through it). Base Skill: 30% +5% per level of experience.

### **HALO Parachuting**

The skill of parachuting includes the methods, procedures and techniques of parachuting, packing the chute, skydiving techniques, precision landing, landing without injury, and practice of jumping from a high altitude aircraft.

The advantage of parachuting is secrecy, since the trooper' insertion into enemy territory is silent and often goes unnoticed. The following three methods are the ones most commonly used by modern paratroopers:

High-Altitude-Low-Opening (HALO) operations also begin at 25,000 to 30,000 ft but the paratrooper does not pop the chute until an altitude of 4,000 ft, or even less. The jump takes place so rapidly that there is little chance for the paratroopers to be viewed after the chutes open.

High-Altitude-High-Opening (HAHO): jumps take place from a height of 25,000 to 30,000 ft. As the paratroopers drop they travel laterally to the desired drop zone where they wish to land. This technique is used to "throw off" enemy units since they will probably search for paratroopers directly beneath the path of the aircraft.

Low-Altitude-Low-Opening (LALO) drops are the most dangerous method. The jump is made at the mere height of 300 to 500 ft. If there are any complications (a failed roll) the paratrooper is likely to be injured (broken bones) or killed (30% chance). Base Skill: 40% + 5% per level of experience.

### **Mecha Combat**

Each mecha has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type. Base Skill: 56% + 3% per level of experience.

### **Military Construction Engineer**

This is the ability to design permanent or field expedient roadways, drop zones, buildings, bridges, water mains, and reservoirs. The character will also know how to use the construction vehicles required for the above projects (ex. bulldozers, forklifts, cranes, graders, scrapers, dump trucks, rollers, and so on). Base Skill: 40% + 5% per level of experience.

### **Naval Engineer**

Engineers who have the overall responsibility for designing and supervising construction of ships are called navel architects. The ships they design range in size from ocean going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size, ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. To accomplish this, a naval

architect must be familiar with the variety of techniques of modern shipbuilding, and must have a thorough grounding in applied sciences, such as fluid mechanics, that bear directly on how ships move through water.

Marine engineering is a specialized branch of mechanical engineering devoted to the design and operation of systems, both mechanical and electrical, needed to propel a ship. In helping the navel vessel architect design ships, the marine engineer must choose a propulsion unit, such as a diesel engine or geared steam turbine, that provides enough power to move the ship at the speed required. In doing so, the engineer must take into consideration how much the engine and fuel bunkers will weigh and how much space they will occupy, as well as the projected costs of fuel and maintenance. Base Skill: 30% + 5% per level of experience.

### **Pilot Drone, Combat**

This skill refers to the ability to proficiently operate a remote-operated vehicle; not the home remote-control type, but the larger and more sophisticated military and scientific units (although admittedly newer models of commercially-available drones are approaching the more specialized types in sophistication). Any person skilled in a specific piloting skill can pilot a drone version of it, so a person with Pilot: Submersibles would be capable of piloting an underwater drone and a pilot with Pilot: Airplane would be able to handle a Predator or Reaper RPV. However, most Piloting skills are stated with MANNED vehicles in mind, with the operator able to use their own senses to detect changes in attitude,

acceleration, and general positioning of the vehicle.

Operating a drone version is akin to flying on instruments, without the accompanying 'body sense', and thus the vehicle is not as responsive as it would be if it was fully manned. In general, a pilot operating a drone version of their accustomed vehicle, without the specialized drone skill, will be -15% to their skill rolls. Starting from scratch and learning a specific drone type (airplane, jet aircraft, submersible, tank, etc.) avoids most of this problem, as the operator doesn't have to 'unlearn' the habits of listening to their body-sense and inner ear. Note, however, that a drone operator will have only the most rudimentary knowledge of how to pilot a MANNED version of the same vehicle, and while they may be able to recognize some basic instruments and controls, they will be -25% to operate it, unless they take training and experience in the manned version (your occasional five-year-old who learns how to drive a car or truck from playing video games is surviving out of sheer luck, rather than expertise).

Base Skill: 50% for ground vehicles, 40% for water vehicles, 30% for air/space vehicles, + 5% per level of experience, +10% if the respective Piloting skill appropriate to the drone-type is also taken.

Factors in Drone Piloting:

-Time Lag---Depending on how far away the pilot is operating the drone from, signal turnaround can be an issue. Most RPVs have a 'loiter' capability that allows them to fly on autopilot, or station-keep if and when signal is lost, until they receive fresh commands, but signal lags of 10-20 seconds (or more)

can be the inability to respond quickly enough to attacks or catastrophes to dodge in time. General rule of thumb: -3% to Piloting skill for every 5 seconds of time lag.

-Line of Sight---If the operator has a clear, unobstructed line of sight on their RPV, they can combine their sight with their instrument readings to better maneuver the vehicle; +5% to Piloting  
-Signal Interference---Depending on what media (wire, radio, communications laser, etc.), environmental or deliberate interference may impact the efficiency of the piloting link. Skills such as Radio: Scramblers and Electronic Warfare may be necessary to clear up the interference and restore unimpeded communications links.

Advanced piloting assistance systems specific to certain drone systems also alleviate the problems of piloting them; VR immersion systems (like the CAN Republic's VRRDS), gyrostabilization, autopilots, and onboard AIs help tighten control. However, at a certain point of automation, the piloting skill proficiency becomes not the skill of the drone pilot but the programming of the onboard robot systems. Specific bonuses for these systems vary by the specific system employed.

### **Pilot Helicopter, Combat**

These usually include the larger and heavier (armoured) type as well as transport choppers. Generally, they hold four or twelve passengers, although the largest can hold three times that. The fighter types such as the Huey line can be mounted with machine guns and missiles. These are military vehicles.  
Base Skill: 40% +4% per level of experience.

**Pilot Jet, Combat**

Training includes flying, manoeuvring, aerial combat strategies, and typical fighter jet weapon systems. Base Skill: 40% + 5% per level of experience  
 Fighter Combat Training: For use only with Jets, airplanes, this does not include power armours, Veritechs, Space Ships, etc.

Two extra attacks per round at level one.  
 +2 to strike (cumulative with other bonuses).

+5 to dodge attacks while flying.

+3 to dog-fighting rolls (or +15% on d %).

Critical strike chance as in pilot's HTH.

One additional attack at level five.

One additional attack at level ten.

**Pilot Power Armour, Combat**

Characters with this skill are taught the fundamentals of manoeuvring giant robots and power armour. These robot exoskeletons and vehicle type robots that require a pilot and crew. Each Power Armour, Robots, and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique.

Because each handles differently, the pilot must select separate mecha combat skill for each specific mecha type to enjoy its maximum combat effectiveness (bonuses). Base Skill: 65% +5% per level of experience.

**Pilot Spacecraft, Combat**

These are the BIG intergalactic vessels, massive cargo ships, ore haulers, transports, battleships and other immense ships, usually with a crew and/or passengers that number into the hundreds or even thousands. Base Skill: 36% +4% per level of experience.

**Pilot Space Fighter**

Typically one to three man fighter vehicles specifically designed for fighter to fighter, fighter to power armour, fighter to ship, or fighter to robot space combat. These vessels engage in reconnaissance, military support, close combat, dog-fights, surgical strikes, and rescue missions. Some resemble atmospheric jet fighters or shuttle crafts (and may have transatmospheric capabilities) while others may look like rockets, geometric shapes or resemble animals (typically fish) and insects. Base Skill: 50% +3% per level of experience.

**Pilot Submersible, Combat**

This includes conventional and nuclear submarines. Of course the character must pick one specific type vessel, such as a Los Angeles Class submarine, but may have several later on. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. Base Skill: 45% +5% per level of experience.

**Sniper**

This skill is special training in long-range rifle firing and marksmanship. The character must have any of the Rifle WP skills, to which the sniper bonus of +2 to strike is applied, but only to an aimed shot.

The wind is going to deflect the bullets at long ranges. You can measure it and adjust for it, but it will impact the flight. Calm (under 5 MPH) no modifier.

Light wind (5-10 MPH) -1 to strike.

Windy (10-20 MPH) -2 to strike.

Strong wind (over 25 MPH) -6 to strike.

Gusty wind, assign an additional to strike penalty of -2.

Note: The above modifiers assume a wind blowing 90 degrees to flight of bullet, adjust for other directions. less than three a -1 is applied.

Level Advancement Bonuses:

1	+3 to Strike on aimed shots.
3	Critical Strike on a 19
5	+1 to Strike on aimed shots.
6	Critical Strike on a 18
8	+1 to Strike on aimed shots.
9	Critical Strike on a 17
11	+1 to Strike on aimed shots.
12	Critical Strike on a 16
14	+1 to Strike on aimed shots.
15	Critical Strike on a 15

**Weapons Engineer**

This skill is usually reserved for military personnel. The character can maintain, repair, modify, mount, and reload most weapon systems. He can repair an assault rifle and recharge an energy clip to installing a missile system into a vehicle. The engineer can also add and repair body armor and is an expert welder. Base Skill: 25% + 5% per level of experience. Requires: Mechanical engineering and Basic Electronics.

Physical

**Acrobatics**

+1 to PS, +2 to PP, +1 to PE, +D6 to SDC. Also provides a special bonus of +2% per level when the character is using the Climb skill to climb a rope. This bonus is cumulative with Gymnastics.

Level Advancement Bonuses:

1st:	+1 Balance
2nd:	+1 Roll with Punch/Fall/Impact
3rd:	Add four feet to Leap distance
4th:	+1 Sense of Balance
5th:	+1 Roll with Punch/Fall/Impact
6th:	+1 Leap
7th:	Add four feet to Leap distance
8th:	+1 Sense of Balance
9th:	+1 to PP
10 <sup>th</sup> :	+1 Leap
11th:	+1 Balance
12 <sup>th</sup> :	+1 Roll with Punch/Fall/Impact
13th:	+1 Leap
14th:	Add four feet to Leap distance
15th:	+1 Balance

**Aerobics**

The character stays in shape through regular aerobic workouts.

- +2 initiative
- +1 PS
- +2 PP
- +2 PE
- +5% to Dance skill

**Blind-Fighting**

The skill of fighting in conditions of poor or no light. The character only suffers half the normal penalties for fighting in complete darkness or when blinded, and only suffers one quarter the normal penalties of blindness when fighting under starlight (characters without the skill normally only suffer half of the normal penalties). Also when dealing with invisible opponents, the character only suffers half the normal



penalties. To receive these benefits the player must roll under the blind fighting skill percentage. Also the character has a chance of detecting the presence of an invisible creature, equal to half the skill proficiency. Base Skill: 10% +5% per level of experience.

### **Climbing**

Unchanged Percentages as for all Palladium games, but now includes; +1 to PS at levels 4 and 9, +1 to PE at levels 3 and 8.

### **Contortionist:**

Skill in the ability to relax muscles and twist joints beyond normal comfort tolerances. Contortionism teaches many of the same techniques as Escape Artist, but has more of a gymnastics bent to it; skilled contortionists can twist, bend, and squeeze themselves into seemingly agonizing positions without harm. Besides being able to squeeze through narrow openings, a well-practiced contortionist can seemingly compact themselves into small spaces or twist themselves into decidedly painful-looking configurations (like being able to bend one's legs up behind their back and touch their forehead with their toes). Base Requirement: Must have a P.P. of 13 or greater.

Base Skill: 30% + 5% per level of experience. P.P. bonus numbers apply as percentages (so a P.P. 22 bonus of +4 counts as +4%).

A failed roll means the desired position is just too painful to attain or hold for long, and the contortionist snaps back to their regular posture.

Modifiers: +5% if a Meditation or Yoga skill is also taken, and another +5% the person can limber up or relax for 2d4 minutes beforehand.

Bonuses:

+1 to Roll with Punch, Fall, or Impact  
 +5% to Spelunking  
 +10% to Escape Artist  
 +2 to Save Versus Pain, +4 if that pain is caused by dislocation of the limbs or twisting of the body.

### **Gymnastics**

Learning to do falls, rolls, tumbles, cartwheels, somersaults, and to work the parallel bars and rings. This sport builds great upper body strength, grace, and balance. Note that these abilities can be combined with martial art styles that allow them into their systems.

+2 to PS, +1 to PP, +2 to PE, +2D6 to SDC. Also provides a special bonus of +1% per level when the character is using the Climb skill to climb a rope. This bonus is cumulative with Acrobatics.

#### Level Advancement Bonuses:

1st: +1 Roll with Punch/Fall/Impact  
 2nd: +1 Back Flip  
 3rd: +1 Balance  
 4th: +1 Roll with Punch/Fall/Impact  
 5th: +1 Balance  
 6th: +1 Back Flip  
 7th: +1 to PS  
 8th: +1 Balance  
 9th: +1 Roll with Punch/Fall/Impact  
 10th: +1 Back Flip  
 11th: +1 to Roll with Punch/Fall/Impact.  
 12th: +1 Balance  
 13th: +1 Cartwheel  
 14th: +1 Somersault  
 15th: +1 Balance

### **HTH Boxing**

The classic art of fighting with fists. Training helps build the body and reflexes. +2 PS, +3D6 SDC.

#### Level Advancement Bonuses:

1 Four attacks per melee, +2 strike, +2 damage.

- 2 +2 pull punch, +1 roll with punch/fall/impact, +1 parry.
- 3 +1 dodge, +1 strike.
- 4 +1 attack per melee, +2 damage.
- 5 Knockout/stun on a 19 (for D6 melees).
- 6 Critical strike on a 19.
- 7 +1 attack per melee.
- 8 +1 parry, +2 damage.
- 9 +1 strike, +1 roll.
- 10 +1 attack per melee, +1 parry and dodge.
- 11 +1 strike, +2 pull punch, +2 roll.
- 12 Knockout/stun on a 18 (for 2D4 melees).
- 13 Automatic dodge and +1 parry.
- 14 +1 attack per melee.
- 15 Critical strike on a 18.
- 16 +1 roll and pull punch.
- 17 Knockout on 17 (for 2d6 melees).
- 18 +1 strike.
- 19 +1 parry and dodge.
- 20 Critical strike on a 17.

### **HTH Brawling**

If you don't choose any other Hand to Hand skill you get this one free. Down and dirty street fighting. No bonuses.

#### Level Advancement Bonuses:

- 1 Two attacks per melee, +1 damage, +1 strike.
- 2 +1 parry and dodge.
- 3 +1 attack per melee.
- 4 +1 to roll with punch/fall/impact and +1 strike.
- 5 +1 pull punch.
- 6 +1 attack per melee.
- 7 +1 strike.
- 8 +1 initiative.
- 9 Critical on 19.
- 10 +1 damage.
- 11 +1 attack per melee.
- 12 +1 to parry and dodge.
- 13 +1 to strike.
- 14 +1 to damage.

- 15 Death blow on natural 20 and +1 attack per melee.
- 16 Knockout/stun on 19.
- 17 +1 strike.
- 18 Critical on 18.
- 19 +1 attack per melee.
- 20 +1 dodge.

### **HTH Martial Arts**

This is a revised version of the generic martial arts combat skill.

Attacks per Melee: Two (2)

Escape Moves: Roll with

Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry,

Automatic Parry

Hand Attacks: Strike (Punch), Knife

Hand, Power Punch

Foot Attacks: Kick Attack (Does 1D6

Damage), Roundhouse Kick, Drop Kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Deathblow, Leap

Attack

Weapon Kata: W.P. Nunchaku

Modifiers to Attacks: Pull Punch,

Critical Strike, Critical Strike From

Behind, Knock-Out/Stun,

Knockout/Stun from Behind

Character Bonuses: +1 to PS and PE, +2 to Spd, +2D4 to SDC.

Additional Skills: Select one Ancient Weapon Proficiency.

#### Level Advancement Bonuses:

- 1 Add two additional attacks per melee, +1 on initiative, +3 to roll with punch/fall/impact, +3 to pull strike, critical strike on 20.
- 2 +2 to strike, +2 to parry and dodge, +1 to disarm.
- 3 Front Kick Attack does D8+2 damage and can learn any four of choice (as many as two can be exchanged for hand attacks, locks, or holds, if desired), +1 to body flip/throw.
- 4 +1 attack per melee, +1 on

- initiative.
- 5 Learns Entangle, Learns Jump Kick (automatic critical strike), +1 to entangle.
  - 6 +1 to parry, critical strike on natural 18 to 20.
  - 7 Select one ancient Paired Weapons skill, +2 to disarm.
  - 8 Leap attacks (automatic critical strike).
  - 9 +1 attack per melee.
  - 10 +1 to body flip/throw (2D4 damage), +1 on initiative, +1 to entangle.
  - 11 +4 to damage.
  - 12 +2 to parry and dodge.
  - 13 Knock-out/stun on natural 18 to 20, +1 to entangle.
  - 14 +1 attack per melee, +1 on initiative.
  - 15 Death blow on natural 20.

### HTH Wing Chun Kung Fu

This is a revised and corrected version of the entirely wrong form presented in Ninjas and Superspies.

Skill Cost: 10 years

Contrary to the garbage printed in the Ninjas and Superspies book this martial art is open to all genders. Yes, it was invented by a woman but is not exclusive to them. It was the form used by Bruce Lee for crying out loud.

Bonuses: +10 Chi, +3 PP, +2 PE, +1 PS.

Martial Art Powers: Choose 2 from among Atemi or Special Katas.

Everything else remains unchanged.

#### Level Advancement Bonuses:

- 1 +1 Strike, Parry and Damage.
- 2 +1 Dodge, +1 Attack, +2 to maintain balance.
- 3 +1 Martial Art power from any area, +2 Roll.
- 4 Critical on 19, +1 on Paired Knives.
- 5 Knockout on 20, +1 Attack.

- 6 +1 Martial Art power from any area, +2 Roll, +1 Leap.
- 7 Critical on 18. +1 Strike, Parry and Damage.
- 8 +1 Dodge, +1 Attack, +2 to maintain balance.
- 9 Knockout on 19. Existing Chi x2.
- 10 +1 Martial Art power from any area, +2 Roll.
- 11 +1 on Paired Knives, +1 Leap.
- 12 Knockout on 18, +1 Dodge, +2 to maintain balance.
- 13 +1 Strike, Parry, Attack and Damage.
- 14 +1 Martial Art power from any area, +2 Roll.
- 15 Deathblow on 20, +1 on Paired Knives.
- 16 +1 Dodge, +1 Attack, +2 to maintain balance.
- 17 Existing Chi x2, +1 Leap.
- 18 +1 Strike, Parry and Damage.
- 19 +1 Dodge, +1 Attack, +2 to maintain balance.
- 20 Deathblow on 19, +1 Leap.

### HTH Wrestling

As taught wrestling is a sport, but it does provide useful combat training. +2 PS, +1 PE, +4D6 SDC.

#### Level Advancement Bonuses:

- 1 Two attacks per melee, Pin/Incapacitate on a roll of 18, Crush/Squeeze does 1D4 damage, Body Block/Tackle does 1D4 damage.
- 2 +2 parry and dodge.
- 3 +2 strike, +2 damage.
- 4 +1 attack per melee, +2 pull punch.
- 5 Kick attack (1d6 damage), bear hug (1d6 damage per melee attack, replaces the crush/squeeze attack).
- 6 Critical strike on 19, +2 roll.

- 7 Automatic body flip/throw (defensive move), choke attack, and +2 to grapple.
- 8 +1 strike, +2 parry and dodge.
- 9 +1 attack per melee.
- 10 +2 pull punch and roll with punch/fall/impact.
- 11 Knockout/stun on 19.
- 12 Critical body throw/slam (2d6 damage plus PS bonus, victim loses initiative and two attacks, and uses two attacks).
- 13 +1 strike.
- 14 +1 attack per melee.
- 15 Critical strike on 18.
- 16 Pin/Incapacitate on a roll of 17.
- 17 +1 pull punch and roll.
- 18 +1 parry.
- 19 +1 dodge.
- 20 Knockout/stun on 18.

### Juggling

The ability to toss up a number of objects such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and to develop greater hand-eye coordination. Bonuses: +3 to strike with any thrown missile weapon. Number of Items juggled/hurled: Up to one object/item per 3 PP, plus one for every two levels of experience gained. Base Skill: 45% +5% per level of experience.

### Mountaineering

Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and also knows all the skills of survival in the rugged high-altitude environment. To become a professional mountaineer, the character must have been on at least two high-difficulty, high-altitude expeditions. Base Skill: 40% + 5% per level of

experience. Bonuses for professional skill: +1 PS and PE, +2D6 SDC, +10% to Climb, Climb Rope and Repelling. Requires: Climbing.

### Parkour

Simply put, Parkour and Free Running is the practice of getting from point A to point B in the fastest most direct path possible, whether it be climbing a wall, jumping off a building, walking on railings, or many other feats of speed and agility. For the first few levels, the skills are all for getting from point A to Point B. At level 4 is when more free style comes into play.

+1 to PS, +1 to PP, +2 to PE, +D6 to Spd and +2D6 to S.D.C. Can jump strait up 2ft +4in per level and can jump forward 4ft +6in per level.

#### Level Advancement Bonuses

- 1 +1 to Vault and +2 to Back Flip
- 2 +2 to Vault, +1 to Back Flip
- 3 +1 to Roll with Punch/Fall/Impact
- 4 +2 to Vault, add +1 to Roll with Punch/Fall/Impact and +1 to Somersault
- 5 Add +1 to Spd and +2 to Balance
- 6 Add +1 to Grab and +1 to Vault
- 7 Add Wall Flip. This special move uses the Back Flip bonus but must be done off a wall and must require having the initiative or as a dodge. The character can Wall Flip into a standing position and can dodge melee attacks as long as the Wall Flip is successful. A failed Wall Flip dodge can not be negated for damage by a Roll with Punch/Fall/Impact and the fall does 1D6 damage plus the character takes full damage from the opponents attack.
- 8 +2 to Vault and +1 to Grab

- 9 +1 to Automatic Dodge  
 10 +1 Balance and +1 to Roll with Punch/Fall/Impact  
 11 +1 to Back Flip and +1 to Somersault  
 12 +1 to Vault and +2 to Balance  
 13 +1 to Vault and +2 to Roll with Punch/Fall/Impact  
 14 +2 Balance  
 15 +1 to Grab and +1 to Somersault
- Vault is a skill where the character runs, gains enough acceleration over a certain obstacle and uses either a hand or foot to “vault” over the obstacle. Timing is critical in the use of a vault but it can propel the character either up to gain a hand or foothold, or over an obstacle that a character without this skill cannot climb.

### Running

+1 to PE at levels 2 and 9, +D4 to Spd. at levels 1, 4, 7, 10, and 15, +D4 to SDC at levels 3 and 10.

### SCBA

The letters S.C.B.A. stands for Self Contained Breathing Apparatus. This is special firefighting equipment used to deliver air to the firefighter through a full face mask and is worn to protect against smoke inhalation, toxic fumes, and super heated gasses. Base Skill: 50% + 5% per level of experience.

### SCUBA

The letters S.C.U.B.A. stands for Self Contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks/apparatus, mask and flippers. Base Skill: 50% + 5% per level of experience.

### Skydive

The skill of parachuting includes the methods, procedures and techniques of parachuting, packing the chute, skydiving techniques, precision landing, landing without injury, and practice of jumping from a high altitude aircraft. Base Skill: 50% +5% per level.

Sports Choose one individual or team sport which is taken at a professional level. Base Skill: 30% +5% per level of experience. Pro Bonus: +2D4 SDC, +1 PP and PE, +D4 SPD and +1 to roll.

### Spelunking

The art and practice of exploring caves. Unskilled characters wandering about in a large series of natural caverns have about the same chance of survival as unskilled climbers attempting to scale a major mountain without guidance. Base Skill: 55% + 5% per level of experience.

### Sports

Can include any team sport such as Baseball, Basketball, Football, Hockey, or Soccer. Base Skill: 30% + 5% per level of experience. Optional: If a character buys any sport skill twice, then that gives him professional status. That means the character can have a secret identity working as a member of a professional sports team or traveling as a participant in international sporting events. Particularly valuable as good covers are Golf and Tennis, both of which allow the character to travel widely. Bonuses: Adds 2D4 S.D.C. and +1 to roll with a punch or fall.

### Swimming

This is another skill that provides endurance training. Unchanged Percentage but gets +1 to PE at levels 3 and 9.

**Tumbling**

This skill builds and strengthens the body for feats of strength, agility, and endurance. Abilities include a variety of gymnastic-type rolls, leaps, tumbles, falls, cartwheels, somersaults, and handstand type exercises. These differ from the acrobat in that they are performed on the ground and involve rigorous exhibitions of speed and strength involving elaborate tumbles, back flips, body throws, and so on. Note that these abilities can be combined with martial art styles that allow them into their systems.

+2 to PS, +1 to PP, +1 to PE, +D4 to Spd., +2D4 to SDC.

Level Advancement Bonuses:

1	+2 Roll
3	+1 Back Flip
5	+1 Roll
7	+1 to PE
9	+1 Balance
11	+1 Cartwheel
13	+1 Back Flip
15	12 +1 Roll

**Zero Gravity Movement and Combat**

This skill allows a character to move with complete freedom in conditions of zero gravity. Characters who do not have this skill while in zero gravity will have difficulty in performing normal tasks; -15% skill penalty, -1 attack, -2 initiative, and reduce speed and combat bonuses by half. Base Skill: PP x 5, +4% per level of experience.

**Pilot****Bicycle**

This applies to any vehicle requiring manual power. The character can perform high speed turns, jumping ramps and doing stunts. +1 PE. Base Skill: 60% +5% per level.

**Chronal Transport**

This covers all forms of time machines from base packs to military fighters. Base Skill: 40% +5% per level.

**Construction Equipment**

The ability to drive bulldozers, backhoes, forklifts, cranes, et cetera. Could be considered a Piloting skill. Base Skill: 60% + 5% per level of experience.

**EVA**

This skill involves working outside a spacecraft while wearing a vacuum suit. The skill covers suit operation and repair, damage control, manoeuvring and knowing what to do when things go wrong. A character should have Movement Zero G to take this skill. Base Skill: 40% + 5% per level of experience.

**Farm Equipment**

This enables the character to use the big farm equipment such as the combine, cotton picker, all the PTO's etc. This also enables the character to use the machinery parts not only to drive the vehicles. Base Skill: 65% + 5% per level of experience.

**Freight Hauler**

Includes forklifts, airport luggage wagons, tractors, etc. Base Skill: 40% +3% per level of experience.

**Heavy Machinery**

This enables the character to use the big farm equipment such as the combine and cotton picker, trucks with cranes, cherry pickers, bulldozers, backhoes, forklifts and cranes. Base Skill: 65% +5% per level of experience.

**Helicopter, Commercial**

Includes civilian, utility and observation helicopters. Base Skill: 60% +4% per level.

**Horsemanship**

The skill includes the basic principles of riding, the care and feeding of the animal, recognizing breed and quality, charging, and jumps. Base Skill: 40% + 4% per level of experience

**Jet Packs**

This is the piloting skill for backpack like units that strap to the back of an individual to carry him airborne. The typical jet pack is a one person unit capable of hovering above the ground and flying at an average altitude of 300 feet. Base Skill: 42% +4% per level of experience.

**Lighter than Air Vehicles**

Includes skill in both hot-air/helium balloons and powered blimps & dirigibles. Character can pilot, steer, raise & lower, and land/dock all airships. Can also locate problems, sew up or glue torn fabric, repair control linkages (including pedal driven propellers), and attach ropes and rigging. Note that engine repair is a separate skill, requiring Aircraft Mechanics. Base Skill: 50% +5% per level of experience.

**Mecha, Civilian**

Characters with this skill are taught the fundamentals of maneuvering power

armor (utilized by the Coalition). The training focuses on piloting, not combat thus, robot combat is a separate distinct skill (see Power Armor Skills). Base Skill: 65% + 5% per level of experience.

**Motor Boats and Hydrofoils**

Any type under 80 feet that can be driven by one person. Larger vessels and those who don't have throttles at the touch of the pilot require Pilot Ships. Base Skill: 60% +4% per level of experience.

**Navigation, Chronal**

How to read and evaluate the chronoverse manifold and calculate where currently are and where will wind up. Base Skill: 40% +5 per level.

**Navigation, Planar**

How to read and evaluate the multiverse manifold and calculate where currently are and where will wind up. Base Skill: 40% +5 per level.

**Offensive Driving**

Practice and theory of wheeled combat. This adds the base skill below to Combat or Control Rolls for all ground vehicles. The big advantage of this skill is that there is no limit on how high the skill can go. If the bonus puts the chance of the stunt succeeding over 100%, then the stunt will automatically succeed. However, this skill is not eligible for improvement by any type of bonus, be it from OCC, race, MOS or IQ bonuses. Also includes specialized knowledge of operating high performance vehicles at high speed. Using these vehicles, at any speed, requires this skill. All Control Rolls in high-powered vehicles are done with the rating from this skill. Base Skill: 55% +5% per level of experience.

Requires Pilot Automobile. NOTE: Any wheeled vehicle capable of 200+ MPH is considered to be a Race Car for purposes of piloting at high speeds.

### **Planar Transport**

This covers all forms of dimensional machines. Base Skill: 40% +5 per level. Power Armour, Commercial Characters with this skill are taught the fundamentals of manoeuvring giant robots. These robot exoskeletons and vehicle type robots that require a pilot and crew. The training focuses on piloting, not combat thus, robot combat is a separate distinct skill (see Robot Combat Skills). Base Skill: 65% +5% per level of experience.

### **Ride Animal**

This is the ability to ride any tame animal. This includes horses, animals, elephants, etc. Base Skill: 65% +5% per level of experience.

### **Shuttle/Small Spacecraft, Commercial**

Standard shuttlecraft including the current space shuttle. Base Skill: 60% +4% per level of experience.

### **Snowmobiles**

Skill in the use of vehicles designed to operate on the snow like snowmobiles and snow tractors. Base Skill: 50% + 5% per level of experience.

### **Spacecraft**

This skill allows a player to pilot almost any ship in almost any situation, including interplanetary journeys, combat and chases. They can also pull fancy stunts, make landing on the Moon, Mars and in other gravity wells and if necessary, can cut the amount of fuel used on a journey by up to 50%. Base Skill: 40% + 4% per level of experience.

### **Starship**

These are the BIG intergalactic vessels, massive cargo ships, ore haulers, transports, battleships and other immense ships, usually with a crew and/or passengers that number into the hundreds or even thousands. Base Skill: 36% + 4% per level of experience.

### **Submersibles**

The knowledge and skill of piloting all types of submersibles, including underwater sleds, mini subs and most types of commercial submarines. Base Skill: 40% +4% per level of experience. Note: -20% when using alien or unusual submarines. Does not include power armour or deep sea diving suits.



**Science****Agriculture**

Knowledge in cultivating the ground, sowing, planting, caring and harvesting. Base Skill: 34% +5% per level of experience.

**Architecture**

Blueprints, drafting, construction materials & equipment, style, decoration and planning. Base Skill: 30% +5% per level of experience.

**Astronomy**

The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other. This knowledge can also be used to determine direction, approximate distances, identify seasons, and tell the time of day. Another feature of it deals with electromagnetic radiations of radio frequency received from outside earth's atmosphere, and mapping space. Base Skill: 25% +5% per level of experience.

**Biotechnology**

Application of biological and medical science of engineering principles or engineering equipment. In other words the construction of artificial organs and bionics. Also genetic engineering techniques to create custom designed bacteria capable of producing drugs and other substances. Base Skill: 30% +5% per level of experience.

**Chemistry, Alchemical**

A combination of modern chemistry (organic and analytical), botany (a lot of elixirs require different herbs, flowers and roots), and history, with a little cryptography thrown into the mix. The character can interpret ancient alchemical texts, formulas and

directions, and knows how to substitute modern ingredients for their ancient counterparts, and can use high-tech versions of the primitive equipment. A successful roll means the character succeeds in interpreting an alchemist's formula (even if written in code). Depending on the complexity of the procedure, it could take from one to six additional rolls to accurately reproduce an actual elixir. Base Skill: 25% +5% per level of experience.

**Chemistry, Pharmaceutical**

This is the study of drugs and their interaction with the human body. Knowledge includes a familiarity with common medical drugs, drug interactions, dosages, the use/distribution of drugs, their effects on the human body, and other biological applications. The skill will enable characters to recognize common drugs and their effects, recognize poisons/toxins, and safely administer existing drugs (painkillers, hallucinogens, stimulants, relaxants, antibiotics, tranquilizers, and so on). The character will also be able to synthesize complex polymers and organic molecules (often taken from living tissue samples). A failed roll means the drug is improperly administered or prepared, and has no effect, or the synthesization process was badly set up, and did not work, etc. Base Skill: 20% + 5% per level of experience.

Also people with this skill are trained in the use of poisons and toxins of all types. This includes the use and preparation of poison from plants, roots, mushrooms, animals and insect venom, and other deadly substances, as well as antidotes. Types of poisons include ingestive (must be eaten), contact (is

absorbed through the skin) or blood (enters the bloodstream by cut or injection). The use of poison can be dangerous. The first percentile number indicates the success ratio of using and administering poison carefully and properly. If the person fails to make his success ratio, there is a 1-30% chance of having inflicted himself (is an antidote handy?). The second number in indicates the character's ability to recognize food, drink or items that have been poisoned. Base Skill: 24%/16% +4% per level of experience. Add +4% if the character also knows holistic medicine.

### **Computer Programming**

Designing, programming, debugging, and testing computer programs/software. This includes; Artificial Intelligence (the study and research of man made thinking systems), web designing, security and encryption, and Virtual Reality. Base Skill: 40% +5% per level of experience.

### **Computer Hacking**

This is a computer skill similar to computer programming; however, the emphasis of the skill is breaking computer access codes to gain illegal access to other computer systems and steal or sabotage its data. The character is an expert in tracing computer data, bypassing defence systems, and breaking ("hacking") codes; add a one time bonus of + 5% to the cryptography, surveillance, and locksmith (electronic and computer controlled locks only) skills if the character is a hacker. Base Skill: 15% +5% per level of experience. Requires: Literacy, computer operation, computer programming.

### **Engineer, Aerospace**

Aerospace engineering is concerned with the flight of vehicles in space, beyond

the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space. It deals with the whole field of design, manufacture, maintenance, testing and use for both civilian and military purposes. It involves the knowledge of aerodynamics, structural design, propulsion engines, navigation, communication and other related areas. Base skill: 48% +2% per level of experience.

### **Engineer, Civil**

Civil engineering deals with the creation, improvement, and protection of the communal environment. It involves providing facilities for living, industry and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, water-supply systems, dams, irrigation, harbours, docks, aqueducts, tunnels, and other engineering constructions. The civil engineer must have a thorough knowledge of all types of surveying, of the properties and mechanics of construction materials, the mechanics of structures and soils, and of hydraulics and fluid mechanics. Among the important subdivisions of the field are construction engineering, irrigation engineering, transportation engineering, soils and foundation engineering, geodetic engineering, hydraulic engineering, and coastal and ocean engineering. Base Skill: 30% +5% per level of experience.

### **Engineer, Industrial**

Gas and arc welding, cutting, brazing, spot welding, forging, heat treatment, electroplating, forming and casting techniques. Use of lathes, mills, shapers, grinders, weld and other related tools.

Base Skill: 35% +5% per level of experience.

### **Engineer, Mining**

The science dealing with the structure of planetary crusts, and the formation and development of their various layers, including individual rocks and fossils. Characters are skilled in quantifying rocks and minerals, as well as being able to judge good conditions for finding a particular type of mineral (such as precious metals or stones, or fossil fuels). Also the structure, composition, and dynamic changes of a planet and its atmosphere, based on the principles of physics. Applied geophysics uses seismic, electrical, gravimetric, and radiometric techniques for geological exploration and prospecting. Also includes basic concepts and principles of statistics as they apply to the laws of motion (force, momentum, equilibrium, couples, trusses, frames, friction, fluids, mass, and inertia), surveying topography, fluid mechanics (channel flow, hydraulics of pipe flow, pumps); the composition, engineering properties and behaviour of soils (strengths (excavation, bulkhead, walls, earth, slopes); drilling and piping methods and control theory. Base Skill: 25% +5% per level of experience.

### **Engineer, Spacecraft**

The ability to design from the ground up any craft that flies in space. The character can design a fully interconnected system that includes propulsion, life support, navigation, living quarters, etc. It includes detailed knowledge of all known forms of propulsion and their benefits. Base Skill: 25% +5% per level of experience.

Engineer, Undersea The ability to design structures and vehicles designed

to withstand the pressures of the deep ocean. Base Skill: 25% +5% per level of experience.

### **Laser Technology**

Knowledge in surgery and communications equipment, and weaponry. Base Skill: 30% +5% per level of experience.

### **Metallurgy**

This is the science of separating metals from their ores and preparing them for use by smelting, refining, etc. Study include the behaviour and properties of metallic, ceramic, polymeric and composite materials (observe mechanical, thermal, electrical and chemical behaviour). This also includes work with plastics (polymeric) analysis, brazing, extraction of metals from areas; transformations (liquid-solid systems), fabrication and joining processes (metal alloys, structural changes/combinations) and the use of tools, equipment and methods. Base Skill: 30% +6% per level of experience.

### **Meteorology**

Study of atmospheric phenomenon and the distribution and movement of water from the oceans into atmosphere; onto, through, and under the lands; and back to the ocean. It is mainly concerned with the part of the cycle that follows the precipitation of water onto the land and precedes its return to the oceans. Base Skill: 30% +5% per level of experience.

### **Nanotechnology**

This is the study of how matter acts on an atomic/molecular level, and how the principles of molecular biology, enzyme control, genetic manipulation, and fine-point electromagnetic control can be used to manipulate matter on an atomic

level. Nanotechnology deals with creating things bottom up, atom by atom. It deals with the theoretical technologies that could evolve from being able to control matter atomically. Skill includes using STM (Scanning Tunneling Microscopes), electron microscopes, and all other types of apparatus associated with observing matter on a molecular level. The character will know the basics of building STMs, monomolecular needles, and fine-point electromagnetic control devices, all for the purpose of manipulating individual atoms. He will know how to make nanofactories, how to produce advanced alloys, and so on, all by using atom control devices.

Actually building these devices may take months or years, and can only be attempted when in superior high-tech facilities, that have access to appropriate technology. The size of the robots can be anything from 100 times smaller than a human cell to around 1 cm in diameter. These robots can have manufacturing, medical, repair, cleaning or other function, but in each case the nanoscientist will have to be extremely proficient in the appropriate category (ex: if it will be for medical applications, then must be an MD, pathologist, toxicologist, and an MDB). It may take months (even years) of programming and designing the robots, but once the plans are set, and the factories set up, production will occur extremely quickly. Note: Can attempt to make self-replicating nanorobots, but at -40%. Base Skill: 30% +5% per level of experience.

### **Oceanography**

The study of the sea integrating marine applications of geography, geology, physics, marine biology, and

meteorology. Oceanography is important to shipping, fisheries, and climatological studies. This will help in attacks at sea, build bases at sea, building sea ships, etc. It covers the ecology of the oceans and seas, with an emphasis on undersea habitats, environments, and the types of fish and sea animals attracted to such places. This skill also gives the character the knowledge of where to look for particular types of sea creatures (i.e. in coral reefs, under rocks, inside caves, warm water, cold water), the types of food sea animals eat/prey upon, migration patterns of fish and eels, and a knowledge of tides, water composition, and ocean plant-life.

The marine biology skill also gives the character specific medical and scientific knowledge about the behaviour, habits, evolution, physiology, cells, anatomy and genetics of fish, marine mammals and other types of sea life. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from sea creatures only) and the care, keeping and medical treatment of marine animals, including dolphins and whales. Base Skill: 35%/25% +5% per level of experience. The first number is the character's general knowledge. The second number is specific medical and scientific applications, including making antidotes to poison, capturing animals without killing them (+10% to hunt/kill), surgery (sea animals only; -60% on humanoids), and the care, keeping and medical treatment of marine animals. Note: -30% when dealing with alien and mutant life forms.

### **Parapsychology**

Study of paranormal or psychic phenomena not explainable by accepted

principles of science. Modern experiments have concentrated principally on Extrasensory perception (ESP) and psychokinesis (mental influence on physical objects). Scientists differ to the validity of the results. Base Skill: 30% + 3% per level of experience.

### **Physics**

The understanding of the physical properties of matter and energy, including acceleration, rotation, inertia, velocity, optics, thermodynamics, waves and particles. This skill also includes the use of all lab equipment related to physics, such as lasers, mirrors, and even (at higher percents) particle accelerators. Base Skill: 25% +5% per level of experience.

### **Physics, Chronal**

The understanding of how chronal travel works plus paradoxes, causality, etc. Must have an IQ of at least 18. Base Skill: 20% +5% per level of experience.

### **Physics, Planar**

The understanding of how dimensional travel works. Includes being able to calculate multidimensional equations. Must have an IQ of at least 18. Base Skill: 20% +5% per level of experience.

### **Politics**

Political law, budgets, taxes, revenues and parliamentary processes. Base Skill: 20% +5% per level of experience.

### **Radiation Tech, Industrial**

Study of the components, structure, and behaviour of the nucleus of an atom. It is especially with the nature of matter and with nuclear energy. This includes the study of radioactivity, the study of fires between nuclear particles and the study of the transformations among subatomic

particles in reactions produced in a particle accelerator. This helps the character to understand the fusion turbine engine, how our sun produces its energy and can apply this knowledge to building nuclear devices. Base Skill: 25% +5% per level of experience.

### **Radiation Tech, Military**

This includes knowledge of safety regulations, practices and procedure; radiological physics, interaction with matter, radioactivity and characterization and development of neutron beams and heavy particles for use in combat/weapons. In experimental stages of research, the ion beam is the only success thus far in use of energy as a weapon (laser is amplified light). Base Skill: 30% +5% per level of experience.

### **Sociology**

Public relations, statistics, industrial relations, laws & courts, society, welfare, councils, businesses, real estate, urban growth and minor economics. Knowledge of talk and body language; detect lies/evasions and mood type. Base Skill: 30% +5% per level of experience.

### **Toxicology**

The study of poisons, venoms and toxins. He knows how to manufacture them and compose and antidotes. Base Skill: 40% +5% per level of experience.

### **Undersea Agriculture**

The knowledge of cultivating undersea plants, algae, and breeding aquatic animals/fish for harvesting and production. Undersea farming includes but is not limited to growing crops (either through hydroponics or on the ocean floor), lobster farms, oyster beds, and fish hatcheries. Base Skill: 35% + 5% per level of experience.

**Xeno Ecology**

The study of the relationship between alien plants and animals and their environment. Xeno-Ecology is also referred to sometimes as Xeno-Zoology (usually when the study is focused on predator/prey relationships, population dynamics and competition between species). Xeno-Ecologists are able to make sense of diverse alien ecological communities and form theories on the nature and habits of any organism found within a certain area. Base Skill: 20% +5% per level of experience.

**Technical****Accounting**

Knowledge of advanced mathematics, specifically as they relate to money, taxes, the tabulation of debts, accounts, ledgers, assets, liabilities, and so forth. Base Skill: 45% +5% per level of experience.

**Advertising**

This is the art and training of advertising fundamentals centring on budgeting, planning, implementing, marketing, and promotion. Areas of study are likely to include: selecting media, consumer trends/habits, advertising objectives, writing ad copy/headlines, and basic design elements. Base Skill: 35% +5% per level of experience.

**Brewing**

Is the making of fermented alcoholic beverages from grains or fruits. This specifically includes wine, mead, ale, beer and moonshine. More sophisticated alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means a ruined batch of booze). The second indicates the quality of the brew-the higher the number rolled the tastier the drink). Base Skill: 25%/30% +5% per level of experience.

**Bureaucracy**

This skill involves practical familiarity with bureaucratic organization, hierarchies of power within such organizations, and the means of dealing with them efficiently and effectively. Bureaucracy skill is especially useful for characters seeking special treatment from a bureaucracy, whether they work for the bureaucracy or are simply

encountering it once. The skill can be used, for example, to attempt to persuade an official to slightly bend the rules or depart from standard operating procedures to accommodate the characters, such as by granting a meeting with a high-ranking official when one would not otherwise be granted, by releasing information which is not ordinarily divulged, or by performing services which are not ordinarily performed. For characters working within a bureaucracy, the skill is useful when the characters seek special assignments or want to receive supplemental equipment, resources, or authority. Base Skill: 45% +5% per level of experience.

Of course there are penalties on the type of information being requested:

Available to All (finding out how much you owe for that car you bought.) - 0%

Available to Almost Anyone (finding out who's on the next flight coming into town.) - 10%.

Any situations in between may be + or - 5% that is up to the GM and/or the players.

Available to Anyone Who Qualifies (Use of credit or to acquire a loan from a bank.) -20%.

Any situations in between may be + or - 5% that is up to the GM and/or the players.

Fairly Restricted (Low level secrets that even privates know, that have and/or can be leaked to the public.) - 30%.

Any situations in between may be + or - 5% that is up to the GM and/or the players.

Moderately Restricted (Limited to Lieutenants and above, no civilians can obtain access to the information.) -40%.

Any situations in between may be + or - 5% that is up to the GM and/or the players.

Extremely Restricted (Limited to Colonels and above, no civilians can obtain access to the information.) -50%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

The difficulty is modified for: (All are accumulative)

How common or unusual the request is. Bureaucracies have smooth procedures for dealing with common problems, but are unwilling to break rules or establish new procedures. Very common problems: - 0%. Uncommon Problems: - 15%.

Extremely unusual requests: - 25%. Any situations in between may be + or - 5% that is up to the GM and/or the players. Whether the bureaucracy is extremely well funded and has an Excellent morale (- 0%), whether the bureaucracy is somewhat well-funded and has good morale (-15%), or is poorly funded and in a bad shape (funding savaged, completely mismanaged: -25%). Any situations in between may be + or - 5% that is up to the GM and/or the players.

Whether officials have particular reason to trust the character (Coalition, or a Coalition ally - 0%). Whether officials have a particular reason to distrust the character (Coalition or ally dealing with their particular officials - 15%). Known crime figures dealing with any type of authority - 30%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Once the difficulty number is determined, make a skill roll. Success means the character gets what he wants

in short order (depending on circumstances, that can mean in a few minutes or a few days). Failure means his request is refused, or routed elsewhere, or the bureaucracy will take days or months making up his mind, etc. Base Skill: 60% + 5% per level of experience.

### **Cobbling**

The simple skill of fashioning and repairing shoes, boots, and sandals of all types and makes. May be taken twice to denote professional quality.

Requirements: Leather Working.

Bonuses: +5% if the sewing skill is known. Base Skill: 25% + 5% per level of experience.

### **Construct Basic Weapons and Tools**

Can manufacture basic weapons out of any readily available materials. This can be from stone, wood, vines, bones, etc. Examples include stone hammers, clubs, fishing lines, blow guns, etc. Base Skill: 20% +5% per level of experience.

**Construct Structure** Can build, repair, custom modify and design all types of buildings. Sections of a structure can have their SDC increased up to +50% prior to attaching any armour. The building can also be specially wired with electronic devices, have booby traps and turrets added.

The following penalties apply;

- 10% adding armour and/or turrets
- 10% on any electrical wiring
- 10% installing weapons
- 10% installing hi tech item
- 25% underwater structure
- 50% space structure
- 50% alien technology
- 10% using own experimental design
- 20% rush job

Base Skill: 84% +2% per level of experience.

### **Economics**

The mastery of business, finances and economics necessary to build companies from scratch, as well as management of existing corporations, recognizing and solving problems, investment opportunities, and to the know-how buy out other businesses. Aside from management skills the character has to have the charm necessary to raise investment money and direct both people and resources. Also knows about social-economic trends, distribution, income and expenditures as it pertains to the government and the public. Explores economic factors in industry, human resources, labour institutions, and international finance.

Applies observations, analysis, research, estimations, and projections toward predictions of market and market trends. Base Skill: 40% +4% per level of experience. This skill costs 1 slot for running businesses whose yearly gross is less than 100,000 dollars/credits, 2 slots for grosses up to 1 million, 4 slots for grosses up to 10 million, and 6 slots for no upper limit. For operating businesses over their expertise, there is a -10% per skill slot difference penalty. Also, persons with the 4 or 6-slot versions are -30% to operate businesses that fall in the 1-slot skill's area of expertise.

### **Gem Cutting**

The ability to evaluate and cut gemstones. The monetary value of a gemstone can be determined by a thorough examination where any flaws, chips or imperfections will be observed. In addition, the character can cut gem stones to increase their value or cut one



stone into several smaller ones. The first percentile number is to appraise gemstones while the second is used to cut stones. When a cutting roll is failed the stone is damaged, which decreases its value. However, the stone can be cut again to repair the flaw; although the stone will be smaller and of lesser value than the original. Base Skill: 25/10% + 5% per level of experience.

### **Gemology**

Skill in identifying and appraising the value of precious metals (silver, gold, etc.) and stones (jade, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the item is fake or real, or its value is grossly under or overestimated. Base Skill: 25% + 5% per level of experience.

### **General Repair/Maintenance**

Not everyone can be an Operator, blacksmith or a carpenter, but many are good with their hands and capable of doing minor work for themselves. The General Repair/Maintenance skill includes: sharpening blades, minor repairs on weapons, packing their own bullets/ammunition, sew tears in clothes (it may not look pretty, but does the job), replace a wagon wheel, change a tire, shoe a horse, repair furniture, paint, varnish, nail and assist in basic woodworking, and even do minor patchwork on armour.

Roll once to see whether the character can figure out what's broken, what must be done to fix it, and whether it's beyond this meager abilities. Roll again to determine success or failure in making the actual repair. If failure, the player may try again, but only twice. Base

Skill: 35% + 5% per level of experience. Reduce skill proficiency by half if the item is extremely damage, complex, high-tech or alien.

### **Glassworks**

This skill can be used to create a variety of glass products from store windows to ceramic style glassware. When used in conjunction with the blacksmith skill it is possible to create stained glass windows. May be taken twice to denote professional quality. Areas of specialization: Glassblowing (making glass objects, such as bowls, goblets, and others), glazier (coating an object in glass), and oculist (lens maker). Bonuses: +5% if the chemistry skill is known. Base Skill: 20% + 5% per level of experience.

### **History**

An extensive and continuing study and love for world history. This skill provides the character with a general knowledge of the growth of civilizations, cultures, religions and myths, past and present. The character will recognize major types of ancient architecture, ruins, areas of historical significance, weapons, characteristics, demons and deities. Select one Lore as an area of particular interest, but note that any educational skill bonuses will not apply to that lore area. Base Skill: 45% +5% per level of experience. A failed roll means failure to recall details.

### **Jeweller**

Skill in identifying and appraising the value of precious metals (silver, gold, etc.) and stones (jade, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the

item is fake or real, or its value is grossly under or overestimated. Also the ability to evaluate and cut gemstones. The monetary value of a gemstone can be determined by a thorough examination where any flaws, chips or imperfections will be observed. In addition, the character can cut gem stones to increase their value or cut one stone into several smaller ones. The first percentile number is to appraise gemstones while the second is used to cut stones. When a cutting roll is failed the stone is damaged, which decreases its value. However, the stone can be cut again to repair the flaw; although the stone will be smaller and of lesser value than the original. Base Skill: 25/10% +5% per level of experience.

### **Lip Reading**

The character knows how to interpret the spoken word through the movement of the mouth. Characters can observe targets from a distance and understand what they are saying. The target's mouth must be in line of sight and cannot be obstructed by anything. If the moving lips are partially obscured the GM should apply a penalty he/she thinks is appropriate to the situation. This type of art requires the character to speak the language he is attempting to lip read and to have a 80% proficiency or above in that language. Characters must also select this skill in relation to their common tongue first. Other languages selected after this will count as a new skill and must meet the 80% proficiency requirement. Note: This skill is usually taught to CS spies or rouge agents working in espionage. This is not a skill the common soldier would know. Base Skill: 30% + 5% per level of experience

**Lore - Alchemy:** Throughout human history, there have been legends about powerful magicians "turning dirt into gold," or spending their lives trying. Though this may be the most famous, there are thousands of reports, stories, and myths about people using chemicals and strange combinations of plants to produce a powerful, physical change in a substance. This skill includes hundreds of accounts, and volumes of stories about formulae and procedures for various elixirs and potions (perhaps even less than 10% of these hold any truth). To actually carry out the procedures in these myths is another affair, though. Base Skill: 25% + 5% per level of experience.

### **Lore – Animal**

This is the ability to identify any species and races of animals. This does not give the ability to identify any type of monsters or supernatural creatures. Base Skill: 25% + 5% per level of experience.

### **Lore - Astral**

An in depth knowledge about the Astral Plane, Outer Plane, Inner Plane, Void, and major kingdoms as well as a general knowledge about astral travel, methods of travel and navigation, astral beings, domains and dangers. Base Skill: 26% + 4% per level of experience.

**Lore - Astral:** An in depth knowledge about the Astral Plane, Outer Plane, Inner Plane, Void, and major kingdoms, as well as a general knowledge about astral travel, methods of travel and navigation, astral beings, domains and dangers. Having this skill will add an additional +2% per level to the Astral Navigation psionic power (see Nightbane: Between the Shadows; New Psionic abilities). Astral Lore can only be learned from the few individuals and

organizations who regularly venture into the Astral Plane. Base Skill: 26% + 4% per level of experience.

### **Lore – Chronal**

Chronal lore is the study of temporal and dimensional theory and travel. It includes knowledge of theories of time travel, paradoxes and fate. Also included are such things as basics of dimensional travel and disturbances (ley line storms) and infamous dimension-travelling races and organizations. It also gives the character a rudimentary knowledge of how chronal technology works (basically; nowhere near enough to repair or build such devices). The character can also attempt to activate temporal devices he/she has no training with, but at a -30% penalty. Base Skill: 25% + 5% per level of experience.

### **Lore - Conspiracy**

A comprehensive knowledge about the issue of conspiracy and cover ups by world governments in the areas of the paranormal, UFOs, military, experimental testing, etc. by such participants as the FBI, KGB, CIA, and major world governments. The character knows the theories about the Roswell incident, Area 51, telekinetic weapons testing by the Russian government, etc. Base Skill: 30% +5% per level of experience.

Lore - Conspiracy: A comprehensive knowledge about the issue of conspiracy and cover-ups by world governments in the areas of the paranormal, UFOs, military, experimental testing, etc. by such participants as the FBI, KGB, CIA, and major world governments. The character knows the theories about the Roswell incident, Area 51, telekinetic weapons testing by the Russian government, the Illuminati, and drug and

chemical weapons testing. Base Skill: 30% + 5% per level of experience.

### **Lore - Cults and Sects**

This skill is a comprehensive study of the phenomenon of cults, sects, and occult religion. This includes the techniques of indoctrination as well as the identifying marks of the major cults. Base Skill: 30% + 5% per level of experience.

### **Lore - Demons and Monsters**

This is the study of demonic entities and monster lore throughout the ages and around the world. It includes ancient and primitive cultures' belief in demons, possession, reputed demon places of habitation, appearances, habits, weaknesses, strengths and similar data. This knowledge also includes unusual creatures or monsters, past and present. As a skill, it can help the character to recognize what may be a particular type of demon or monster by description, drawings, photos, footprints, name, ritual or actions. Of course, in Rifts, the identification is of all-too-real creatures, often at close range. Base Skill: 35% +5% per level of experience.

### **Lore - Dimensions**

This is the study of myths, legends, and accounts of other dimensions/planes of existence. The character gains a certain knowledge of famous dimensions such as Wormwood, Hades, Dyval, Phase World, Uricos, Rifts Earth, the Elemental Planes, the Astral Plane, and other less well known dimensions. The character may be able to surmise what dimension someone visited by listening to an account they give, but actually getting to other dimensions is an entirely different matter. The character will have heard the myths about rifts, teleport

spells, and portals, as well as other means of travelling between dimensions. Base Skill: 25% + 5% per level of experience.

### **Lore - Dreamscape**

This skill is helpful in understanding and identifying the features, dangers and inhabitants of the Dreamscape. Even a beginner will automatically know of such things as Dream Pools and other major concepts regarding the dream lands. Skill rolls are necessary to identify creatures and events/transformations. Base Skill: 25% + 5% per level of experience.

Lore - Dreamstream: This skill is helpful in understanding and identifying the features, dangers and inhabitants of the Dreamstream. Even a beginner will automatically know of such things as Dream Pools and other major concepts regarding the dream lands. Skill rolls are necessary to identify creatures and events/transformations of the Dreamstream. Base Skill: 25% + 5% per level of experience.

### **Lore - Extraterrestrial**

This skill helps characters identify know alien races and provides information on their culture, habits, etc. It also includes most of the well known cosmic legends and speculations. Base Skill: 25% + 5% per level of experience.

Lore - Alien: This skill helps characters identify known alien races, and provides information on their culture, habits, etc. For Rifts: Phase World characters, this would include the Three Galaxies, while the Mechanoids, Robotech & Manhunter universes have their own unique subsets of alien races. For the first two, it is very difficult to know every single recorded alien species without a computer database handy, but the latter two have a

small enough core group of races for most of it to be in memory only. It also includes most of the well known legends and speculations common to that space faring society. Base Skill: 25%+5% per level of experience. When dealing with less known alien species, G.M.s can assign a penalty from -5% to -30% at their discretion.

### **Lore – Farm**

This skill is not to be confused with the science of botany in which the character can farm, and identify and grow plants. Farm lore is a knowledge of myths and legends about real and mythological plants, roots, herbs and farming. It also includes a very basic knowledge of how to grow and care for plants, where notable plants (usually poisonous or medicinal/herbal) and mythical plants are said to be found, and adds a bonus of +2% to the skills of botany, holistic medicine and faerie lore. Base Skill: 25% + 5% per level of experience.

### **Lore - Fey**

This is the study of the Fey. This includes fairies, sprites, pixies, brownies, pucks, kelpies, and a host of other supernatural beings. Base Skill: 25% + 5% per level of experience.

Lore - Faerie: This skill is effectively the same as the previous Demon and Monster lore skill, except that the emphasis of the lore is on the faerie folk. Since the coming of the rifts and magic, the fairies of ancient myths have proven to be quite real and often encountered in the wild, especially near ley lines and nexus points. Faerie folk include fairies, sprites, pixies, brownies, bogies, toad stools, pucks, kelpies, gnomes, ogres, and a host of other supernatural beings. Base Skill: 25% + 5% per level of experience.

**Lore - Ghosts and Faeries**

A study of reports, myths and legends regarding the supernatural, ghosts, apparitions, haunted houses and places, death cults, necromancy (rituals and purpose), mediums/seances, and near death experiences, as well as myths regarding faerie folk, including fairies, sprites, leprechauns, nymphs, woodland/nature spirits, goblins, gnomes, trolls, ogres, bogies and others; their magic powers, habitat, and so on. This includes ghosts, spirits and fairies of all cultures around the world. Base Skill: 35% + 5% per level of experience.

**Lore - Geomancy**

A study of ley lines, burial mounds, places of power, megaliths, and geomancy beliefs, past and present. Geomancy and ley lines are the belief that certain places on earth are polarized with magical energy or forces that can heal, cause paranormal phenomena, attract supernatural forces, open dimensional gateways, are magical or are places of evil. These are also of interest to certain types of martial artists, as these locations are also sources of environmental chi; martial artists with this skill will know the natural chi level of such areas on sight. The study includes "known" locations of such places, such as Stonehenge and the Bermuda Triangle, as well as the many theories behind them and the legacy of legends, mysteries, disappearances and dangers linked to each. The skill will provide the character with insight about the areas and enable him/her to recognize specific, known, places of power, as well as recognize unknown megalithic markers of these revered or feared places. Of course, in Rifts, the lines actively glow, making this skill unnecessary to find them; but there are

transitional places of power that are active only at certain times that also fall under this skill, as well as knowledge of the locations of major ley lines in distant regions. Base Skill: 30% +5% per level of experience.

**Lore - Magic**

This area of study provides is information about the different schools of magic, magic creatures and myths about magic. Likewise the character knows legends about powerful magic items, magic places, magic curses and related legends. He can read runes or mystic symbols and is able to recognize whether the symbol is a real magic ward, rune or warning. Base Skill (general knowledge):

Base Skill (general knowledge): 25% + 5% per level of experience.

Recognize wards, runes and circles: 15% + 5% per level of experience.

Recognize Enchantment (i.e. magic items, people under charms and curses, etc.): 10% + 5% per level of experience.

Lore - Megaverse: The player is knowledgeable in the workings of dimensions, multiple planes of existence, theories concerning parallel worlds, etc. Base Skill: 25% + 5% per level experience.

**Lore - Mythology**

This skill is a comprehensive study of folklore and mythology. Base Skill: 30% + 5% per level of skill.

**Lore – Nightbane**

This is a comprehensive study of the Nightbane species, their powers, limitations, and the myths and beliefs associated with them. Very few non-Nightbane have the crucial pieces of evidence that would allow them to have this skill, and those fortunate few usually

gained the knowledge from a Nightbane who was willing (or forced) to pass the knowledge on. Base Skill: 30% + 5% per level of experience.

### **Lore – Nightlands**

The study of the shadowy parallel dimension ruled by the Ba'al. This skill includes knowledge about the inhabitants of the Nightlands, including the Nightlords, Dopplegangers, Hunters and Hounds, and others. This skill is most often found in the hands of mystics and psychics who have seen the Nightlands with their own eyes, but a number of occultists have also unearthed a few forbidden books discussing this mysterious plane of existence. Base Skill: 25% + 5% per level of experience.

### **Lore - Religion**

A comprehensive study of the world's religions, past and present, their beliefs, rituals, holy places, pantheons, supernatural creatures (demons, spirits, angels), stories of creation, myths and legends. The skill will help the character recognize specific rituals, their purpose, the deity'(s), icons, and similar information. Base Skill: 30% +5% per level of experience.

### **Lore - Undead**

A study of reports, myths and legends regarding the supernatural, ghosts, apparitions, haunted houses and places, death cults, necromancy (rituals and purpose), mediums/seances, and near death experiences, as well as the undead, their habits, origins, powers and weaknesses. The skill will help a character determine if a person is under the sway or control of a vampire, or whether or not a victim has been killed by the undead. It will also aid in differentiating fact from superstition

regarding the vampire's vulnerabilities and strength, the few ways to truly destroy them, and basic vampire-hunting tactics. At the higher levels of knowledge (65%+), the character may have some idea about vampire intelligences, the Wampyr sub-race, and other detailed information.

By personal observation or through a description of traits and combat the character can recognize all types of undead and the signs/presence of necromancy. The character also knows the origins of most types of the undead, including automatons (animated dead), banshees, corpse creatures, dark life, ghouls/nasu, mares, maxpary, shamblers, mummies, spectres, syvans, vampires, yema, and zombies. A success roll indicates whether the character accurately remembers the information about them. A failed roll means he is flustered and either can't remember or recalls the wrong information. Base Skill: 35% +5% per level of experience.

### **Lore – Witches**

This skill enables a character recognize the handiwork, enchantment, rituals, and influence of witchcraft. He or she can also positively identify a witch by physical examination, recognize the evil familiar, and to tell whether it is an animal or demon. The character also knows about pacts, basic abilities, weaknesses and similar data about witches. Roll to recognize witches, familiars, rituals, or enchantment. A success means positive identification. A failed roll means inconclusive evidence, which may mean the suspect may be the innocent. Note about evil witches: All suffer from the same weaknesses: Holy water acts like acid doing 2D4 per application to a witch, twice that for

demons and devils. Salt is a lethal poison which does 2D4 damage per ounce (28 gm). Immersion in salt/sea water causes 4D8 per melee round (aquatic witches (for example mermaid witches) are the exception). Magic and psionics due full damage, as do most normal weapons. Base Skill: 10% + 5% per level of experience.

### **Lore – Wormwood**

This is the study of the planet Wormwood, its history, inhabitants and cultures. It includes a comprehensive knowledge of the current workings on Wormwood, including an understanding of the ongoing war, the light and dark, the religious sects, creatures, magics and tactics of the Unholy, etc... The character is well versed in myths, legends and theories of Wormwood's creation, past, where the inhabitants came from, and so forth. Base Skill: 25% + 5% per level of experience.

### **Masonry**

A rudimentary understanding of the principles of bricklaying and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, the intended purpose of construction, styles of masonry, approximate age or period of construction, identify construction, and general data about mason guilds. The character can also mend masonry and assist in construction and demolitions. Base Skill: 30% +5% per level of experience. The masonry skill adds a bonus of +5% to locate secret compartments when both skills are known.

### **Photography – Film**

These characters have studied and analyzed films, direction, editing and

story telling techniques of the motion picture. Includes: cinematography (use of cameras, lenses, film, stock, lighting, composition), editing (screen continuity, sound interlocking), budgeting, shooting, production, sound mixing and use of super 8 mm and 16 mm equipment (35 mm principles are studied). Base Skill: 40% + 5% per level of experience.

Photography - Video: This is the study and use of video film equipment and filming techniques as they apply to video. The same basic type of film techniques (editing, lighting, lenses, etc.) as listed under film are explored. Base Skill: 30% + 5% per level of experience.

### **Plumbing**

The practice of fixing leaky pipes or hydraulics. May be used to work on mecha hydraulic systems at -30%. Base Skill: 50% + 5% per level of experience.

### **Pottery**

The craft of making pots, vases, mugs, china, and other items made of clay on a potter's wheel and baked in a kiln. The character can also paint and glaze their constructions; this chance is represented by the second percentile. If the person has the art skill at a higher percentage then it is used instead. Failure indicates a ruined pot or a terrible paint job. May be taken twice to denote professional quality. Bonuses: +5% to the second percentile number, if the art skill is known. Base Skill: 10%/5% + 5% per level of experience.

### **Pyrotechnics**

The character will be able to set off explosives, such as fireworks, in a controlled and orderly fashion. The character will be able to design and make certain types of explosives. Most of the explosives will be of the SDC

nature. The character can also make the powder for bullets, grenades, etc. but only the SDC kind and are limited to under 100 SDC (Optional up to the GM). GM's remember there is a difference between the military use and the civilian use of pyrotechnics. Requires: Chemistry. Base Skill: 50% +5% per level of experience. A failed roll could mean the explosive failed, or the explosive blew up in the laboratory, or nothing happens at all, etc. A reminder This is all up to the GM and/or players to decide and is separate from the Demolitions Skill.

### **Research**

Training in the use of methods, techniques, and locations, for finding information, including public records, libraries, federal information services, data bureaus, interviews, surveys, demographics, trade journals, clipping services, computer services, and legal searches. This skill is helpful in locating information about people, places and things. The game master will ultimately regulate the availability of accessible, known information regarding a particular subject. In some cases, there may be a ton of history and information, while, in others, very little or nothing at all (which may reveal something by its sheer lack of info). The research skill simply gives characters access to available data. Base Skill: 50% +5% per level of experience.

### **Salvage**

The character knows how to locate and identify objects (ships, armour, gold, etc.), recognize salvageable components and materials (valuable parts, electronic equipment, E-clips, weapons, coins, magic items, precious metals and gems, etc.), retrieve (with minimal damage and

effort), evaluate (estimate approximate resale value based on the item's condition), clean/restore (restoration gets top salvage price), and sell salvaged artifacts, equipment, parts, and scrap metal. This skill is based on the environment of the character; there are separate land, space and aquatic versions.

This skill also offers methods of exploiting and capitalizing on some of the simple resources of said environment, such as rudimentary mining, excavation, cutting tools suited to the environment, cranes, pulleys, and tow lines, and can strip/cut apart and retrieve wreckage and machinery for use as scrap metal. Those with mechanical engineering can salvage working parts, make repairs on slightly damaged items, and (in the case of the aquatic or space versions) even raise or restore small ships! Also gives the skill of recycling which covers oxygen, waste matter, scrap metal and plastic. Base skill: 30% +5% per level of experience; add a bonus of +5% if a mechanical engineer.

### **Speed Reading**

This ability allows the quick assimilation of data from a legible format. Normal speed is increased by +50% every level.

### **Urban Survival**

This skill goes far beyond Streetwise. As well as an understanding of the darker side of city life and the scum who roam the streets, the player knows how to survive while homeless. He knows how to find soup kitchens, shelter during bad weather, recognize gang members by their actions, gang colours, dangerous locations, recognize potential brawl situations, assess a gang member's rank in the organization, recognize and locate



black market dealers/organizations, illegal clinics, drugs and arms dealers, and similar criminal outfits. 50% +5% per level of experience.

### Weapon Proficiencies

All Modern WPs provide the following bonuses:

Aimed: +3 to strike. +1 at level 3, 6, 9, 12, and 15

Burst: +1 to strike.

Wild: No bonus or penalty.

Training also enable the character to easily reload, disassemble, unjam, clean and other wise maintain the weapon.

Recognizes weapon quality: 30% + 6% per level of experience. Add a bonus of +1 to strike for every THREE levels of experience beyond level one.

### **Archery**

This ancient WP is an expertise with long and short bow weapons. Bonuses:

Add 3 metres to the normal effective range per level of the character. +1 to strike at levels 1, 3, 5, 7, 9, 13 and 15.

Rate of Fire: 2 at level one, +1 at levels 3, 5, 7, 9, 11, 13 and 15.

Each bow requires a minimum PS to use it effectively. A bow will normally do damage by its own strength, not its user's. It is assumed that the strength of a character's usual bow is equal to his own PS, but there may be times when an unknown bow must be used. If the user's PS is equal to or greater than the bow's strength, there is no problem. A bow stronger than its user though, causes the user to suffer a -1 penalty to strike for every point of PS difference. When using a bow too strong for him, the user must make a PS roll at the same penalty for every shot. On a failure he cannot draw the bow at all, while on a critical failure he has pulled a muscle on one of his arms (usually that drawing the bowstring) for 10 +D10 hours.

### **Armour Mastery**

The character gets +1 to his AC over his armour bonus when he specializes in one

type of armour and may still use the armour as part of an attack. Also any penalties normally incurred while using armour are reduced by 1 or 10% for each time this skill is taken.

### **Artillery**

This modern WP includes the use of mortars, howitzers, bazookas, infantry missiles and vehicle equivalents.

### **Axe**

This ancient WP includes all types of battle and small axes. Bonuses: +1 to strike at levels one, four, eight, and twelve. +1 to parry at levels two, five, nine and thirteen. +1 to strike when thrown at levels three, eight and twelve.

### **Black Powder**

This modern WP includes knowledge and practice with antique weapons of all kinds. Includes the ability to load and fire muzzle-loading guns, familiarity with Civil War, Napoleonic, Revolutionary War rifles and pistols.

### **Blade**

This ancient WP includes the use of knives, daggers, tantos, bagh nakh, axes, oncin picks, large and short swords. Bonuses: +1 to strike and parry at level one, an additional +1 to strike at levels 3, 6, 9, 12 and 15. +1 to parry at levels 2, 3, 5, 7, 9, 11 and 14. +1 to throw at levels 5, 10 and 14

### **Blunt**

This ancient WP includes the use of maces, hammers, warhammers, tonfas, mauls, training swords, cudgels, pipe, short sticks (less than four feet long) and clubs.

+ 1 to Strike at levels 1, 3, 5, 8, 11, and 14.

+ 1 to Parry at levels 2, 6, 9, 12, and 15.

+ 1 to Throw at levels 4, 7, 10, and 13.

### **Build/Modify Armour**

Repair, modify and construct all forms of body armour. Any known armour can be made at 1/10th the normal cost.

Ancient armours require 12hrs of work per 10 SDC while modern armour requires 24 hours per 10 SDC. Existing armour can also be modified adding up to +25% SDC. Base Skill: 84% +2% per level of experience.

### **Chain**

This ancient WP includes the use of ordinary chains, spiked chains, ball and chains, goupillon flails, mace and chains, manriki gusari, sa tjat koens, nunchaku and flails.

+1 to strike at levels 1, 3, 5, 8, 11, and 14.

+1 to parry at levels 4, 7, 10, and 13.

+1 to entangle at levels 1, 2, 5, 8, 11, and 14.

### **Clay Shot**

With this skill the normal penalty for a small target doesn't apply, tiny targets are only -2, large are +5 and giant are +8.

### **Crack Shot**

With this skill there is no penalty for shooting at or from moving vehicles.

### **Crossbow**

This ancient WP includes both heavy and light crossbows. Bonuses: 1 shot per melee at first level. +1 to strike at 2, 4, 6, 8, 10, 12, and 14th levels. An extra shot per melee round is added at 2, 5, 7, 9, 11, 13, 15th levels.

### **Energy Pistol**

This modern WP includes lasers and all types of energy firing small arms.

**Energy Rifle**

This modern WP includes all long range energy firing rifles.

**Fast Draw**

The character can pull out a weapon without it counting as an action. This means you can draw and initiate combat as a single attack.

**Fast Reload**

This skill allows characters to quickly change clips, load one bullet into a revolver or shotgun, or cycle a new round in a bolt action rifle and fire in the same attack.

**Fast Shot**

With this skill you can fire twice with both shots only counting as 1 attack and only needing to roll to hit once. This skill can be taken multiple times adding 1 extra shot each time.

**Flame Thrower**

This modern WP includes normal fire and plasma based flame throwers. This WP also instills a basic understanding of how to make best use of the Flame Thrower: i.e. by lighting certain areas on fire, concentrating the fire or dispersing it over a larger area, etc.

**Garrotte**

This ancient WP includes the use of cords, nooses, wires and chains to strangle an opponent. Spell casting and any sound based attacks are impossible whilst being choked. To use a psionic or innate power requires a successful saving throw verse psionics. +1 to strike and entangle at level one. Add another +1 to strike at levels 3, 5, 8, 11 and 14.

**Heavy Energy**

This modern WP includes plasma ejector, rail guns, and similar high tech, mega-damage weapons.

**Heavy Gun**

This modern WP includes large machineguns, bazookas, LAWS, and mortars.

**Make/Modify Weapons**

Repair, modify and construct all forms of weapons and ammunition with the following penalties:

Modern;

-5% for each moving part

-5% if explosives are involved

-5% if electronics are involved

-10% if miniaturization is involved

-10% if the character is using his own experimental design

-15% if unfamiliar with the weapon

-25% if rush job

-30% if unfamiliar technology

Ancient;

-10% to increase parry by +1

-10% to increase damage by +1

-10% if own design

-20% if rush job

Base Skill: 84% +2% per level of experience.

**Mouth Weapons**

This ancient WP includes blowpipes, mouth darts, and other weapons that depend on a person's lungs and aim out of the mouth. Bonuses: +1 to strike at 1st level. Add 1 to strike at 4, 8, and 12th levels. An extra shot per melee round is added at 3, 7, and 11th levels.

**Off Hand Weapon Use**

Choose either melee or ranged. Can use the off hand to swing or fire a weapon without any of the normal penalties. This

can be taken twice to cover both types of weapons.

### **Pistol**

This modern WP includes all military automatic pistols (automatic means the weapon keeps firing while the trigger is depressed and until the trigger is released or the rounds are all expended).

### **Reflex Mastery**

This skill confers several abilities;

1) You can read opponent's moves, anticipating blows and striking where they will be rather than where they are. +1 to Initiative, Parry and Roll. each time taken. The initiative roll also applies to attempting a second blow against someone who has just dodged your first one.

2) You can force your opponent into positions that leave them vulnerable to your attacks. The character makes a fake attack in order to throw his opponent off guard. This gives your enemies a -1 to dodge, parry and roll for each time the skill is taken.

3) You are skilled at moving through a melee and striking foes as you go. Normal penalties don't apply.

Rifle Includes all hunting and assault rifles like the M-16 and AK-47.

### **Sharpshoot, Ancient**

Must first spend one skill selection on WP Bow or Crossbow before this skill can be selected. The Sharpshooting skill bonuses are then added to those of the normal weapon proficiency for that specific type of weapon.

Called Shot: Aimed shot bonuses and +1 to strike with a PP 18 and every additional three PP points about 18, but the bonuses are only applicable when the appropriate type of weapon is used and this special called shot counts as two

melee actions/ attacks. Aimed shots only.

The Quick Draw: +1 to initiative with a PP 18 and every additional four P.P. points above 18, but the bonuses are only applicable when that particular type of weapon is used.

The Bonus Attack: +1 additional shooting melee attack when using that specific weapon for the entire melee round.

The Trick Shot: Pick one or roll D10.

1) The Broken Charge Shot: One of the most effective weapons of a mounted enemy is the ability to charge. One of the most effective ways to rid foes of this advantage is to take out their mounts from underneath them. Unless such animals are well trained in the ways of combat and in dealing with pain, a hit by an arrow will break the charge. Riders must roll under their Horsemanship skill to see if they retain their seating atop an injured mount.

2) The Double Arrow Shot: Another trick is the double arrow shot. By taking a -1 penalty to initiative and a -1 to strike and damage, the archer may fire two arrows from the bow with one pull of the string. The arrows can be directed toward a single target or at two separate targets within a 60-degree arc if the attacker is willing to take an additional -1 penalty to initiative and another -1 to strike and damage. This reflects the time the archer takes to adjust the fletching and arrange the arrows on the string. This shot does not allow more than two arrows on a single string.

3) Accurately shoot while riding a horse or moving vehicle (normally a wild shot).

4) Shoot accurately while standing on head or hanging upside down; all bonuses applicable.

- 5) Roll or somersault and come up shooting (normally a wild shot)
- 6) Ricochet shot, can bounce arrows off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target (inflicts only one point of damage to the first surface and full damage to the second).
- 7) The Foot Shot: In some situations, an archer may find one of her arms unable to grip the string or shaft of a bow. The shooter must have a secure place to rest her hind side and at least one arm free. Using the feet as a base against which to pull, the shooter aims the bow and pulls back the string with the free hand (or both, if possible). Although there is a -1 penalty to strike, the damage is increased by +1 because of the extra pull granted by using his feet.
- 8) The Hanging Tree Shot: In this shot, the archer wraps his legs around a sturdy tree branch and drops downward while simultaneously firing right into the faces of his oncoming enemies. Unfortunately, the disadvantages to this shot are numerous. The most obvious is that anything on the archer that isn't tied down or strapped in (arrows, daggers, loose change, et cetera) will fall to the ground.
- 9) The Stapling Shot: When an archer wants to disarm or otherwise incapacitate someone, he can attempt a stapling manoeuvre. By making a called shot, the character can staple some part of the target's clothing to a nearby object, as long as that object is of a material that is reasonably subject to penetration by an arrow (such as wood or plaster). The target must spend a melee action tearing free, although this requires no roll. Pinned targets defend with a -2 to defensive rolls and to strike. After one melee round, if they have not

taken the time to free themselves, they break free due to exertion. During the melee round, the penalties to defence and strike still apply.

### **Sharpshoot, Modern**

The character must have first spent one skill selection on a desired WP skill before the Sharpshooting skill can be selected. Once the WP type has been selected, the sharpshooting skill can be added to it at a cost of two "other" skill selections. The sharpshooting skill bonuses are then added to those of the normal weapon proficiency for that specific type of weapon. The sharpshooting skill can be combined with all the modern weapon proficiencies, except WP Heavy and WP Heavy Energy Weapons. All bonuses are in addition to conventional WP bonuses of +3 aimed, +1 burst.

The Sharp Aimed Shot (applicable to both the single shot and the aimed burst shot): +1 to strike with a P.P. 20 and every additional five (5) P.P. points above 20, but the bonuses are only applicable when the appropriate type of weapon is used. Aimed shots only. No bonuses for shooting wild.

The Sharpshooter's Called Shot: The sharpshooter's aimed shot bonuses are NOT applicable when using this special "Sharpshooter's called shot." Instead, the sharpshooter uses the following superior bonuses: +1 to strike with a P.P. 18 and every additional three (3) P.P. points above 18, but the bonuses are only applicable when the appropriate type of weapon is used and this special called shot counts as two melee attacks/actions. Aimed shots only.

Quick Draw: +1 to initiative with a P.P. 18 and every additional four (4) P.P. points above 18, but the bonuses are

only applicable when the appropriate type of weapon is used.

**The Bonus Attack:** +1 additional shooting melee attack when using that specific weapon for the entire melee round.

**The Trick Shot:** Most Men at Arms can pick one of the following tricks (or roll D6 for random determination).

Can fire a traditional two-handed weapon, like a rifle, one handed.

Can shoot over his shoulder by holding up a mirror and aiming at the reflection. Accurately shoot while riding a horse or moving vehicle (normally a wild shot), but strike bonuses are half and a called shot is impossible (-8 to strike and strike bonuses do not apply).

Shoot accurately while standing on head or hanging upside down; all bonuses applicable.

Roll or somersault and come up shooting (normally a wild shot), no bonuses nor penalties to strike; straight roll of the dice.

Ricochet shot, can bounce bullets, arrows, sling bullets and other fired projectiles (depending on the specific W.P.) off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target (inflicts only one pint of damage to the first surface and full damage to the second). This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished. Glitter Boys are excellent reflective surfaces for performing a ricochet laser shot.

### **Shield Mastery**

This includes the use of bucklers, target shields, small shields, large shields, body shields and wall shields.

+1 to parry at levels 1, 3, 6, 9, 12, and 15.

+1 to strike (1D4 damage) at levels 4, 8, and 12.

Shields can be used in one hand and a weapon in the other.

The character gets +1 to his AC over his shield bonus when he specializes in one type of shield and may still use the shield as part of an attack.

### **Siege**

An understanding of the use and mechanics of siege weapons, including balista, catapult, onager and trebuchet.

+1 to strike at levels 2, 5, 9 and 12.

**Staff** Includes the use of tridents, halberds, voulges, hippes, pikes, berdiches, lucerne hammers, bisentos, beaked axes, glaives, shikomi, yari, naginta, scythes, guisarme, runkas, military forks and staves. +1 to strike at levels 1, 3, 7, 10 and 13.

+1 to parry at 2, 5, 8, 11 and 14.

+1 to strike when thrown at levels 5, 10, and 15.

### **Submachine Gun**

This modern WP includes all small arms automatic weapons like the uzi.

### **Target**

Includes the use of grenades, shuriken, katars, boomerangs, hand axes, spears, slingshots, throwing knives and spikes.

+1 to throw at levels 4, 7, 10 and 13.

**Rate of Fire:** Start with being able to throw three per melee round. Extra shot per melee at levels 2, 3, 5, 6, 8, 9, 11, 12, 14 and 15.

### **Weapon Specialty**

The character chooses one specific weapon he wishes to specialise in, eg. Desert Eagle pistol. He gains an additional +1 with it, +1 every 2 levels.

**Weapon Mastery**

This skill is applicable only to weapons that rely on the strength of their wielder to cause damage, or their modern, magical and psionics equivalents. Thus vibro-blades, flaming swords and psi-swords can all benefit from this skill, while bows, slings and pistols cannot. Spears, knives, and other throwing weapons can be used with this skill, but all bonuses (save those to initiative) are halved, and the Riposte ability cannot be used. A character must be proficient in the weapon to be mastered, and must purchase mastery separately for each WP.

Weapon masters have also learned the value of location in the form of a well-placed shot. A weapon master gains a +1 to damage with a PP of 15 and an additional +1 for every 5 points of PP thereafter. This damage can be either SDC or MDC, as appropriate to the weapon.

Riposte; A Master can go one better than a simultaneous strike, parrying and striking in response to another's attack. This costs an attack, but is done at full bonuses and cannot be defended against (unless his opponent has an un-engaged paired weapon or is also a master).

Lightning Speed; This gives a character great speed when using his mastered weapon. This translates into a +1 initiative at PP 18, and another +1 per additional 4 points of PP. They also receive an extra attack on any round in which they use only their mastered weapon.

The Expanded Proficiency; Finally, a Weapon Master gains a bonus to all manouevres involving that weapon, such

as strikes, parries, disarms and entangles, but not dodges, rolls or holds. This bonus is a +1 at a PP of 20, with an additional +1 per 5 points of PP thereafter.

## Section 3: Powers

### Minor Powers

Roll	Power	Cost
01-02	Adapt to Environment	5
03-04	Adhesion	10
05-06	Advantage;	
01-10	Affects Intangible	15
11-20	Continuous Fire	15
21-30	Homing Shot	15
31-40	Increase	15
41-50	Invisible Effect	15
51-60	No Range	15
61-70	Rapid Fire	15
71-80	Trigger	15
81-90	Usable on others	15
91-00	Wide Arc	15
07-08	Air Walk	15
09-10	Alter Metabolism	30
11-12	Alter Physical Features	15
13-14	Alter Form Insect	15
15-16	Alter Limbs;	
01-06	Copper	15
07-12	Diamond	15
13-18	Electrical	15
19-24	Fire	15
25-30	Gas	15
31-36	Ice	15
37-42	Iron	15
43-48	Lead	15
49-54	Light	15
55-60	Liquid	15
61-66	Liquid Metal	15
67-72	Magma	15
71-78	Radiation	15
79-84	Silver	15
85-90	Stone	15
91-92	Tar	15
96-00	Titanium	15
17-18	Animal Abilities I;	
01-03	Alligator	15
04-06	Bat	15
07-09	Bear	15
10-12	Bird	15
13-15	Bull	15
16-18	Camel	15

Roll	Power	Cost
19-21	Canine	15
22-24	Dolphin	15
25-27	Echidna	15
28-30	Elephant	15
31-33	Emu	15
34-36	Feline	15
37-39	Fish	15
40-42	Frog	15
43-45	Gecko Lizard	15
46-48	Horse	15
49-51	Kangaroo	15
52-54	Koala	15
55-57	Kookaburra	15
58-60	Manta-ray	15
61-63	Mustelid	15
64-66	Platypus	15
67-69	Rabbit	15
70-72	Ram	15
73-75	Rhino	15
76-78	Shark	15
79-81	Skunk	15
82-84	Snake	15
85-87	Squid	15
88-90	Tasmanian Devil	15
91-93	Turtle	15
94-96	Whale	15
97-00	Wombat	15
19-20	Animal Abilities II	15
21-22	Animate IV	15
23-24	Astral Travel I	15
25-26	Attraction/Repulsion 1	5
27-28	Body Weapons	15
29-30	Catalyst	15
31-32	Chameleon II	15
33-34	Chronal Bump	15
35-36	Defensive Transmutation	15
37-38	Energy Punch	15
39-40	Energy Resistance	15
41-45	Enhanced Ability;	
01-05	Enhanced Beauty	15
06-10	Enhanced Breath	15
11-15	Enhanced Cognition	15
16-20	Enhanced Endurance	15
21-25	Enhanced Fortitude	15
26-30	Enhanced Leap	15



Roll	Power	Cost	Roll	Power	Cost
31-35	Enhanced Molecular Structure	15	93-96	Sonic Wall	15
36-40	Enhanced Presence	15	97-00	Vibration	15
41-45	Enhanced Prowess	15	49-51	Flight	15
46-50	Enhanced Speed	15	52-54	Forearm Claws	10
51-55	Enhanced Strength	15	55-56	Friction Control	10
56-60	Enhanced Touch	5	57-58	Increase/Decrease	15
61-65	Enhanced Voice	15	59-60	Insect Abilities;	
66-70	Healing Factor	25	01-16	Ant	15
71-75	Immunity	15	17-30	Beetle	15
76-80	Manipulate Attributes	15	31-44	Fly	15
81-84	Parabolic Hearing	15	45-58	Mantis	15
85-88	Power Art	5	59-70	Moth	15
89-91	Power Sculpting	5	73-86	Scorpion	15
92-96	Prehensile Hair	15	87-00	Wasp	15
97-00	Savant	5	61-62	Kinetic Energy	15
46-48	Expulsion power;		63-64	Manipulate Locks	15
01-03	Acid Manipulation	15	65-66	Manipulate Writing	15
04-06	Bio Energy	15	67-68	Mimic III	15
07-09	Bomb Blast	15	69-70	Multiple Selves III	15
10-12	Electrical	15	71-72	Parry Attack	15
13-15	Electrical Wall	15	73-74	Pinpoint Barrier	15
16-18	Energy	15	75-81	Psionic power;	
19-21	Energy Net	15	01-02	Absorb Skill	15
22-24	Energy Wall	15	03-04	Alter Aura	10
25-27	Explosive Spheres	15	05-06	Alter Metabolism II	15
28-30	Fart	5	07-08	Anchor	25
31-33	Fire	15	09-10	Atmospheric Sense	10
34-36	Fire Wall	15	11-12	Bioghost	15
37-39	Hydrokinetic	15	16-14	Clairaudience	15
40-42	Hydrokinetic Wall	15	15-16	Clairvoyance	15
43-45	Ice	15	17-18	Contact	15
46-48	Ice Wall	15	19-20	CSI	15
49-51	Magma	15	21-22	Detect Meta Abilities	10
52-54	Magma Wall	20	23-24	Divination	15
55-57	Matter	15	25-26	Dreamwalk	15
58-60	Matter Wall	15	27	Empathy	15
61-64	Microwave	15	28	Empathic Transfer	15
65-68	Microwave Wall	15	29	Ghost Stealth	15
69-72	Poison Breath	15	30	GPS	15
73-76	Projectile	15	31-32	Holographic Projection	15
77-80	Radiate Light	15	33-34	Horror Factor	15
81-84	Solar	15	35-36	Insight	15
85-88	Solar Wall	15	37-38	L33T	15
89-92	Sonic	15			

Roll	Power	Cost	Roll	Power	Cost
39-40	Language	15	13-16	Borealis	30
41-42	Mechano Link	15	17-18	Cartoon	30
43-44	Mind Block	15	19-20	Diamond	30
45-46	Mind Bolt	15	21-22	Dinosaur	30
47-50	Mind Bond	15	23-25	Dragon	
51-53	Mind Wipe	15		30	
54-56	Omnisense	10	26-30	Earth	30
57-60	Omintracking	15	31-35	Electrical	30
61-63	Postcognition	15	31-35	Electromagnetism	30
64-66	Precognition	15	36-40	Fire	30
67-70	Psychic Interference	15	41-45	Ice	30
71-73	Psychometry	10	46-50	Light	30
74-76	Racial Memory	10	51-55	Liquid	30
77-80	Radar	15	56-60	Liquid Metal	30
81-83	See Aura	15	61-65	Magma	30
84-86	Sixth Sense, Active	15	66-70	Magnetism	30
87-88	Sixth Sense, Passive	15	71-75	Metal	30
89-90	Speed Reading	5	76-80	Others	30
91-92	Suggestion	15	81-85	Plant	30
93-94	Telereception	10	86-90	Radiation	30
95-96	Total Recall	10	91-92	Shadow	30
97-98	True Sight	15	93-94	Sound	30
99-00	Warrior Spirit	15	95-96	Tar	30
82-84	Radio Head	5	97-98	Undead	30
85-87	Sound Absorption	15	99-00	Void	30
91-93	Two Dimensional	20	23-24	Animate power;	
94-96	Vision power;		01-35	Type I	30
01-15	Microscopic	15	36-67	Type II	30
16-30	Perspective	15	68-00	Type III	30
30-45	Spectrum	15	25	Armour Shell	30
46-60	Telescopic	10	26	Astral Travel II	30
61-80	Thermal	10	27	Attribute Leech	30
81-00	X-ray	15	28	Backfire	30
97-98	Wardrobe	15	29	Bio-manipulation	30
99-00	Webbing	10	30	Chronal Shift	60
			31-32	Control power;	
			01-20	Animals	30
			21-40	Insects	30
			41-60	Minds	30
			61-80	Spectrum	30
			81-00	Undead	30
			33	Copy Physical Structure	30
			34	Cosmic Awareness	90
			35	Create Solid Energy	
				Constructs	30

<b>Major Powers</b>		
Roll	Power	Cost
01	Absorb Life	30
02	Adaptable Defence	60
03-22	Alter Physical Structure power;	
01-04	Air	30
05-08	Animal	
	30	
09-12	Astral	30

Roll	Power	Cost	Roll	Power	Cost
36	Death Stare	30	26-50	Type II	30
37	Dimensional Shift	60	51-75	Type IV	30
38	Divine Aura	30	76-00	Type V	30
39	Drain	30	73	Negate power;	
40	Energy Absorption	30	01-33	Magic	30
41	Exorcism	30	34-67	Powers	30
42	Explode	30	68-00	Supernatural	30
43	Extradimensional Storage	30	74	Overload	30
44	Forcefield	30	75	Paper Manipulation	30
45	Genetic Ingestion	30	76	Photographic Reflexes	30
46	Genius	30	77	Plant Abilities	15
47	Graft power;		78	Psi Weapon	30
	01-50 Others	30	79	Psychic Combat	30
	51-00 Self	30	80	Psychokinetic power	
48	Gravity Manipulation	30	01-12	Celestialkinesis	30
49	Growth	30	13-24	Chronokinesis	30
50	Harm Invulnerable	30	25-36	Cryokinesis	30
51	Healing Touch	30	37-48	Electrokinesis	30
52	Holy/Unholy Weapon	30	49-60	Hydrokinesis	30
53	Illusion	30	61-72	Pyrokinesis	30
54	Immortal	30	73-88	Telekinesis	30
55	Independent Spirit	30	89-00	Terrakinesis	30
56	Infectious	30	81	Reflect	30
57	Insanity	30	82	Reincarnated	30
58	Intangibility	30	83	Relive Injury	30
59	Invisibility;		84	Replay	30
	01-25 Type I	30	85	Rift	30
	26-50 Type II	30	86	Shape Change power;	
	51-75 Type III	30	01-50	Others	30
	76-00 Type IV	30	51-00	Self	30
60	Invulnerable	30	87	Shrink	30
61	Karma	30	88	Sonic Flight	30
62	Kinetic Absorption	30	89	Sonic Power	30
63	Lightspeed Flight	30	90	Sonic Speed	30
64	Matter Consumption	30	91	Spin	30
66	Matter Field	30	92	Spontaneous Mutation power;	
67	Matter Manipulate	30	01-50	Others	30
68	Medium	30	51-00	Self	30
69	Mimic power;		93	Stretch	30
	01-50 Type I	30	94	Super Strength	30
	51-00 Type II	30	95	Telepathy	30
70	Mirror Mastery	30	96	Teleport	30
71	Multiple Powers	30	97	Telereformation	30
72	Multiple Selves power;		98	Transferral;	
	01-25 Type I	30	01-25	Type I	30

Roll	Power	Cost
	26-50 Type II	30
	51-75 Type III	30
	76-00 Type IV	30
99	Underwater Abilities	30
00	Weight Manipulation	30

### Cosmic Powers

Roll	Power	Cost
01-05	Biological Augmentation	
06-10	Biological Transmogrification	
11-13	Cosmic Bolt	
14-18	Cosmic Source	
19-23	Create Constructs	
24-28	Divinity	
29-33	Echo	
34-38	Elementalkinesis	
39-43	Energy Bonds	
44-45	Energy Leech	
46-50	Enlargement	
51-55	Force Barrier	
56-60	Indomitability	
61-65	Molecular Manipulation	
66-70	Omniscient	
71-75	Space Warp	
76-80	Telekinetic Mastery	
81-85	Telepathic Mastery	
86-90	Transport	
91-95	Undying	
96-00	Unearthly Strength	

### Minor Powers

#### ABSORB SKILL

A variation on Mechano Link. This ability allows the character to gain the skill knowledge needed to use any non electrical or mechanical object by touching it, and absorbing the necessary skill/s from the previous owner or user. The skill level will be equal to that of the previous person's. The skills are retained for 1 day x ME, +1 day per level.

#### Point System

15 points to buy this at 1 day x ME. +1 day each time rebought.

#### ACID EXPULSION

This is the ability to generate acid from ones' hands. He can either spray the acid from his hands doing D6 per 5 ME +D6 per level over 1 metre per 2 ME +1 per level, or just secrete it directly onto an object and do D6 per 4 ME +D6 per level. The character is immune to all acids.

#### Point System

15 points to buy the base damage and range. Each time rebought gain another D6 damage and +1 metre range.

#### ACIDIC WALL

This is the ability to create an acidic cloud mist of up to (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level. This does not block movement but does slightly obscure line of sight. Any character within or passing through a section suffers D6 damage per 5 ME for each metre passed through. The mist lasts only while the character concentrates on it.

#### Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

#### ADAPT

This power confers 2 abilities;

- 1) Can adapt to any atmosphere within 1 hour, + 1 minute per PE. Thereafter can switch between environment types at will (but must first adapt to each individual environment).
- 2) Can adapt to any temperature within 1 hour, + 1 minute per PE. Thereafter can switch between temperature types at will (but must first adapt to each individual environment). +4 PE, +3 on all saves.

Point System

5 points to buy Atmosphere Adaptation.  
5 points to buy Temperature Adaptation.

**ADHESION (revised)**

The character can climb any surface at 5% per ME of his normal running SPD, +1% per level (but can never exceed 100%). This doesn't include loose rocks, ice or any other slippery surface.

Point System

10 points to buy this at 5% per ME. +1% each time rebought.

**ADVANTAGE: AFFECTS INTANGIBLE**

This is not a power as such but an Advantage. This allows any of the character's powers to be used against ethereal enemies. It doesn't effect both normal and intangible at the same time, must declare which mode will be using. Requires 1 attack to switch between solid and unsolid, otherwise will remain in current mode.

Point System

15 points to buy this advantage, it cannot be rebought.

**ADVANTAGE: CONTINUOUS FIRE**

This is not a power as such but an Advantage. All the character's ranged attack powers need only a single successful after which the victim then continues to be automatically hit and suffer damage until a successful dodge of the attack roll is made, aim is diverted, the attack is blocked, or run out of attacks. The character cannot attack anything else while using this power.

Point System

15 points to buy this advantage, it cannot be rebought.

**ADVANTAGE: HOMING SHOT**

This is not a power as such but an Advantage. All the character's ranged attack powers will fire a shot which will dodge around structures and non targets on it's way to the intended target.

Point System

15 points to buy this advantage, it cannot be rebought.

**ADVANTAGE: INCREASE**

This is not a power as such but an Advantage. Each time taken the character can increase each of his powers in ONE of the following ways; +1D damage, +50% range or +1 to strike with 1 power.

Point System

15 points to buy this advantage, +15 each time rebought.

**ADVANTAGE: INVISIBLE EFFECTS**

This is not a power as such but an Advantage. Any of the character's powers that would normally be visible aren't, making dodging them extremely difficult. -8 to dodge.

Point System

15 points to buy this advantage, it cannot be rebought.

**ADVANTAGE: NO RANGE**

This is not a power as such but an Advantage. All the character's ranged attack powers use Line of Sight instead of a measured range.

Point System

15 points to buy this advantage, it cannot be rebought.

**ADVANTAGE: RAPID FIRE**

This is not a power as such but an Advantage. All the character's ranged attack powers can fire one extra shot each time this is taken.

Point System

15 points to buy this advantage, +15 each time rebought.

**ADVANTAGE: TRIGGER**

This is not a power as such but an Advantage. Each of the character's powers are triggered by a specific event when not in use (eg. forcefield, even if don't see the attack coming).

Point System

15 points to buy this advantage, it cannot be rebought.

**ADVANTAGE: USABLE ON OTHERS**

This is not a power as such but an Advantage. Any of the player's powers that would normally only work on the character will now work on others too.

Point System

15 points to buy this advantage, it cannot be rebought.

**ADVANTAGE: WIDE ARC**

This is not a power as such but an Advantage. All the character's ranged attack powers when fired will spread out in a fan like cone covering an area of one metre for every 20 metres of range.

Point System

15 points to buy this advantage, it cannot be rebought.

**AEROKINETIC DEFLECTION**

With this power the character can parry any air and sonic based attacks with no damage taken to the limb used. +4 parry when using this and can only parry 1 attack per 4 ME per round. The character can attempt to deflect the attack back to the person who fired it by making a successful strike roll. As a side effect all such attacks only do half damage.

Point System

15 points to deflect 1 attack and take half damage. +1 attack each time rebought, and reduce damage against character by half.

**AIR WALK**

The ability to literally walk or run on air. The character can walk off a building and maintain the same height or move up and down as if they were using stairs. Maximum ceiling height of 100 metres per ME.

Point System

15 points to buy this power. It cannot be rebought.

**ALTER APPEARANCE**

The character can alter most of his physical body. Bonus of +3 PB and MA. He can alter or imitate his face shape, hairline, eye colour, hair length, skin colour, age, stature (add/remove 30cms to height and dimensions), hand and fingerprints and voice (Impersonate and Disguise +50%).

Point System

15 points to buy this. It cannot be rebought.

**ALTER AURA**

This is the ability to disguise one's true aura concealing experience, health, powers, magic, etc. After third level the character can also alter the auras of other living organisms within his line of sight. This transference can lead to innocent beings being considered powerful beings or practitioners of magic. Can affect up to 1 organism within line of sight per 5 ME, +1 per level.

Point System

10 points to buy this and affect 1 organism within sight per 5 ME. +1 per 5 ME each time rebought.

**ALTER LIMB: COPPER**

The ability to alter either both arms or both legs into a copper alloy. The limbs have AR 16, 25 SDC per ME and PS +4 for every 100 SDC. Immune to all electrical attacks. Susceptible to rust.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: DIAMOND**

The ability to alter either both arms or both legs into diamond. The limbs have AR 18, 38 SDC per ME and PS +6 for every 100 SDC. They radiate no heat, and are immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles, explosions, thermonuclear, electrical, energy, fire and solar powers do half damage to the limbs. Energy attacks bounce off and strike another target.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: ELECTRICAL**

The ability to alter either both arms or both legs into electrical. The limbs gain 5 SDC per ME. Anyone touching the limb or that is touched by it takes up to 1000 volts per level. He takes half damage from fire and lasers but x2 damage from water attacks. Is immune to any electrical attacks, including magical.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: FIRE**

The ability to alter either both arms or both legs into fire. The limbs gain 5

SDC per ME. Anyone touching the limb or that is touched by it takes up to D4 per level. Take half damage from thermonuclear or solar attacks but intense cold, chemicals or water have a 50% chance of dowsing his flame for 2D4 melees. Are immune to any heat or fire based attacks (including magical). Finally he can draw on other fire sources and add it to his limb's mass increasing its size. Punch does +D6 per square metre and +10 SDC per square metre.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: GAS**

The ability to alter either both arms or both legs into a gas. The limbs have no substance and cannot be harmed by anything physical. The character does not fall over if his legs are transformed, a form of minor telekinesis holds him in his current position and even allows him to walk around as normal. The gases available to him include; Ammonia, Argon, Carbon Dioxide, Carbon Monoxide, Chlorine, Helium, Nitrogen, Oxygen, Radon and Sulphur Dioxide. The character can stick his gaseous limbs inside a person's nose or mouth and either revive them (oxygen) or choke them (carbon dioxide). Proper descriptions are given in the Alter Physical Structure Air major power.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: ICE**

The ability to alter either both arms or both legs into ice. The limbs have AR 10, 10 SDC per ME and +1 PS for every additional 100 SDC. They give no heat

signature and are totally immune to cold. Explosives, fire and heat do half damage while energy attacks bounce off.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: IRON**

The ability to alter either both arms or both legs into an iron alloy. The limbs have AR 17, 20 SDC per ME and PS +3 for every 100 SDC. Immune to all fire attacks and spells. Iron has a disruptive effect on magic. Susceptible to rust.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: LEAD**

The ability to alter either both arms or both legs into a lead alloy. The limbs have AR 14, 30 SDC per ME and PS +4 for every 100 SDC. Immune to magnetic attacks and forces. Physical attacks must do PS 17+ in damage, otherwise have no effect.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: LIGHT**

The ability to alter either both arms or both legs into a light. The limbs have 2 SDC per ME. The character does not fall over if his legs are transformed, a form of minor telekinesis holds him in his current position and even allows him to walk around as normal. Immune to radiation, gases, toxins, laser beams and ion blasts. Physical attacks (arrows, bullets, people, swords, etc.) pass right through the limbs. Explosions, heat (including plasma), cold and water based

attacks (tech, magical, psi, etc) all do half damage. Must touch or pass through a victim to do damage. The forms of light available to him include; Cosmic Rays, Electromagnetism, Gamma Rays, Infrared, Microwaves, Protons, Solar Particles, Ultraviolet and X-rays. Proper descriptions are given in the Alter Physical Structure Light major power.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: LIQUID**

The ability to alter either both arms or both legs into a liquid. The character does not fall over if his legs are transformed, a form of minor telekinesis holds him in his current position and even allows him to walk around as normal. The limbs radiate no heat. Physical attacks, gases and explosions do no damage but electricity does double. Is immune to any liquid attacks including corrosive, toxic and magical. The character can stick his aquatic limbs inside a person's nose or mouth and drown them. Finally he can draw on other water sources and add it to his limb's mass increasing its size. Punch does +D6 per square metre and +10 SDC per square metre.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: LIQUID METAL**

The ability to alter either both arms or both legs into liquid metal. The limbs have AR 14, 3 SDC per ME and +2 PS for every 100 SDC. Radiate no heat. Physical attacks, gases and explosions do no damage to the limbs. The character is immune to paralysis/stun,



cold, heat and normal fires. Electrical and magnetic effects are doubled on the limbs.

Physical attacks must do PS 20+ in damage otherwise have no effect.

Finally he can draw on other metal sources and add it to his limb's mass increasing its size. Punch does +D6 per square metre and +10 SDC per square metre.

#### Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

#### **ALTER LIMB: MAGMA**

The ability to alter either both arms or both legs into magma. The limbs have AR 10, 3 SDC per ME, and PS and PE +8. Normal projectiles melt before striking the limb and do no damage. Electricity, energy and explosions do half damage. The character is immune to fire, heat, magma and all gases. Anyone touching the character (including punching him) takes D6 damage per level. Further to this he can generate 500C per melee in both limbs doing 10D10 damage to anything held onto for 1 round. This will melt most objects, boil water, etc. Finally he can also draw on other magma sources and add it to his limb's mass increasing its size. Punch does +D6 per square metre and +10 SDC per square metre. Earth can also be drawn but requires four times as much for the same effect.

#### Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

#### **ALTER LIMB: RADIATION**

The ability to alter either both arms or both legs into radioactive form. The limbs have AR 10 and 1 SDC per ME.

Anyone touching or that touch takes up to D6 damage per 3 ME (+D6 per level) and D10 rads per ME (+D10 rads per level). Is immune to radiation, heat and lava. Proper descriptions are given in the Alter Physical Structure Light major power.

#### Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

#### **ALTER LIMB: SILVER**

The ability to alter either both arms or both legs into a silver alloy. The limbs have AR 15, 15 SDC per ME and PS +2 for every 100 SDC. Immune to magnetic attacks and forces. Lasers attacks reflect off. Physical attacks must do PS 17+ in damage, otherwise have no effect. Take normal damage from fire. Silver is lethal to Lycanthropes.

#### Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

#### **ALTER LIMB: STONE**

The ability to alter either both arms or both legs into stone. The limbs have AR 12, 15 SDC per ME and PS +2 for every 100 SDC. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical powers do half damage. Radiates no heat.

#### Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

#### **ALTER LIMB: TAR**

The ability to alter either both arms or both legs into tar. The limbs have an AR

15, 7 SDC per ME, and PS +2 for every additional 100 SDC.

Cutting weapons, vibration attacks, electricity, and sonic attacks do no damage at all. Kinetic and cold attacks do half damage. Extreme amounts of fire and heat damage the character, but also liquefy his limbs and require 2D4 minutes to reform. A process which really hurts. He can also draw on other tar sources and add it to his limb's mass increasing its size. Punch does +D6 per square metre and +10 SDC per square metre. Finally the character can leave a deposit of hot, sticky tar. If targeted at a limb or the face, that particular part of the body is entangled (or blinded, in the case of eyes). The tar can also be used to stick doors shut and bond feet to floors. It has an effective PS of the ME attribute plus the character's level.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: TITANIUM**

The ability to alter either both arms or both legs into a titanium alloy. The limbs have AR 17, 18 SDC per ME and PS +3 for every 100 SDC. Immune to magnetic attacks and forces. Suffers double damage from vibration attacks.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER LIMB: WOOD**

The ability to alter either both arms or both legs into wood. The limbs have AR 10, 8 SDC per ME and +1 PS for every additional 100 SDC. They take x2 damage from fire and none from water attacks. Cannot drown.

Point System

15 points to buy this power. It can be rebought once for a maximum of 4 limbs.

**ALTER METABOLISM**

Add +1 PE for every 4 PE already have and +1 SDC for every 10 SDC already have.

Once per melee per level the character can initiate a surge of adrenalin which gives +1 Initiative, +1 on all combat rolls, and +1 attack. +1 to all of these bonuses every 3 levels.

At any time the he can place himself into a trance and gain +1 per 4 ME to save vs HF, Magic and mind control or other forms of mental attack. +1 to all of these bonuses every 3 levels.

He can go without food or water for an additional day per level longer than normal.

He can also manage without sleep for an additional 2 days, +8 hours per level.

Point System

15 points to buy this power. It cannot be rebought.

**ALTER PHYSICAL STRUCTURE  
INSECT**

This is the ability to transform into any 1 insect form per 2 ME while retaining one's own memories, powers and attributes (eg. ME 11 = 5 forms). +1 form per level.

Point System

15 points to buy 1 insect form per 2 ME. +10 points for an additional equal amount of forms.

**ANCHOR**

This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Point System

25 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: ALLIGATOR**

The power to totemically draw on certain abilities from alligators;  
Can swim at 100% normally but use PP roll instead of percentage for extreme rolls. Can reach a depth of PE x10 metres. Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate. Skin becomes AR 15, and SDC increases by 10 per PE.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: BAT**

The power to totemically draw on certain abilities from bats;  
Can glide at ME x2kph speed, +2kph per level with sufficient wind. Sense objects in total darkness including shape, distance, direction and speed with a range of 2 metres per ME + half this per level. +4 Initiative, +2 Parry and Dodge, +3 Strike and +1 Attack. Ability halved in heavy rain, snow and other multiple obscuring objects.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: BEAR****(revised)**

The power to totemically draw on certain abilities from bears;  
PE is doubled, SDC increases by x4, PS increases by 50% and can carry and lift double the normal amount.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: BIRD****(revised)**

The power to totemically draw on certain abilities from birds;  
Sight increases by x1 normal range per 5 ME with an additional x1 per level (eg. ME 15 = x3 range), +3 to strike with modern weapons, +5 to strike with thrown objects. Can also see small objects clearer. +1 to Perception. Can glide at ME x2kph speed, +2kph per level with sufficient wind.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: BULL**

The power to totemically draw on certain abilities from bulls;  
Double SPD and SDC. When running receive +3 Strike, +1 Attack, +1 Initiative, +4 Roll, +4 Damage per 32kph of speed.  
Two horns may be grown from the forehead which do 2D6 damage each. They can be retracted but if broken new ones can be grown within 24 hours.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: CAMEL**

The power to totemically draw on certain abilities from camels;  
Receive +1 per 3 ME on all bacterial infection and disease saves.  
If drink sufficiently can internalise enough water to last for 1 day per 2 PE, +1 day per level.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: CANINE (revised)**

The power to totemically draw on certain abilities from dogs;  
 Hearing increases by x1 normal range per 5 ME with an additional x1 per level (eg. ME 15 = x4 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry. +1 to Perception.  
 Smell increases to x1 normal range per 6 ME with an additional x1 per level (eg. ME 15 = x3 range). Can identify the specific odour or scent of anyone that have previously met, and track by smell so long as know the scent.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: DOLPHIN**

The power to totemically draw on certain abilities from dolphins;  
 Can see clearly in the dark, and heat images and traces equal to normal vision range. +1 to Perception.  
 Swim at 100% normally but use PP roll instead of percentage for extreme rolls. Can reach a depth of PE x10 metres. Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: ECHIDNA**

The power to totemically draw on certain abilities from echidnas;  
 The hero can sprout quills over any part of his body or even up to his entire body if desired. When the entire body is covered the quills offer an AR 10 and an SDC of PE x10. The quills are not

retractable and instead must be shed. New ones can be grown once every hour. Alternatively the hero may forcefully expel the quills from his body with a range of PS x1 metre and do D6 +PS damage each.

His tongue can stretch out to x1 normal range per 5 ME with an additional (eg. ME 15 = x4 range). It has an adhesive quality to it equal to his PS.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: ELEPHANT**

The power to totemically draw on certain abilities from elephants;  
 PS increases by 50% and can carry and lift double the normal amount. Skin becomes AR 15, and SDC increases by 10 per PE.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: EMU**

The power to totemically draw on certain abilities from emus;  
 The hero has an extremely flexible neck, allowing him to turn it completely around and see behind him. +1 to Perception.  
 He can run at up to double his normal SPD. +3 Strike, Parry and Dodge. +10 SDC, +1 Attack, +1 Initiative, +4 Roll, +4 Damage per 32kph of speed.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: FELINE (revised)**

The power to totemically draw on certain abilities from cats;

PP and SPD increase by 50%, +10% on dexterity skills. Gain night vision equal to normal range, +1 to Perception.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: FISH (revised)**

The power to totemically draw on certain abilities from fish;  
Gain night vision equal to normal range, +1 to Perception. Can swim at 100% normally but use PP roll instead of percentage for extreme rolls. Can reach a depth of PE x10 metres. Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: FROG**

The power to totemically draw on certain abilities from frogs;  
Can leap at double the normal range. Also swim at 100% normally but use PP roll instead of percentage for extreme rolls. Can reach a depth of PE x10 metres. Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: GECKO  
LIZARD**

The power to totemically draw on certain abilities from small lizards;  
The character can climb any surface at 5% per ME of his normal running SPD (but can never exceed 75%). This doesn't include loose rocks, ice or any other slippery surface. Can also blend into the surroundings and become 100% undetectable if stand still.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: HORSE**

The power to totemically draw on certain abilities from horses;  
Can leap at double the normal range. He can run at up to double his normal SPD. +3 Strike, Parry and Dodge. +10 SDC, +1 Attack, +1 Initiative, +4 Roll, +4 Damage per 32kph of speed.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: KANGAROO**

The power to totemically draw on certain abilities from kangaroos;  
Can leap at double the normal range and hop at x2 normal running SPD. +3 Strike, Parry and Dodge. Kick does triple normal damage.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: KOALA**

The power to totemically draw on certain abilities from koalas;  
Gain one claw per finger which do D4 damage each. Can climb at 100% normally but use PP roll instead of percentage for extreme rolls. Not bothered by heights. Climb rate is SPD x2. +2 PP.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES:  
KOOKABURRA**

The power to totemically draw on certain abilities from kookaburras;

Can glide at ME x2kph speed, +2kph per level with sufficient wind. Voice is x3 normal range.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: MANTA-RAY**

The power to totemically draw on certain abilities from manta-rays;  
Can swim at 100% normally but use PP roll instead of percentage for extreme rolls. Can reach a depth of PE x10 metres. Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate.

Gain a razor sharp tail of a length equal to the hero's leg and does 1 point of damage per PS.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: MUSTELID (revised)**

The power to totemically draw on certain abilities from rodents;  
The hero can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. Burrowing remains the hero's preferred mode of transportation, when compared to running or especially to inconceivable activities like flying. Normally the tunnel the hero makes collapses within 10 minutes of the hero's passage at a specific spot. The exception is the tunnel within 3 metres of the hero's current location. This allows the hero to occasionally stop. A tunnel never collapses on the hero, unless a higher intensity force is applied. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make

reinforced walls. The hero may burrow through materials with lower material strength than his damage ability.

Materials with equal or greater material strength are obstacles to be detoured around. If the hero also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults, at half speed.

Can also see clearly in the dark and heat images and traces equal to half normal vision range. +1 to Perception.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: PLATYPUS**

The power to totemically draw on certain abilities from platypi;  
The hero can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. Burrowing remains the hero's preferred mode of transportation, when compared to running or especially to inconceivable activities like flying. Normally the tunnel the hero makes collapses within 10 minutes of the hero's passage at a specific spot. The exception is the tunnel within 3 metres of the hero's current location. This allows the hero to occasionally stop. A tunnel never collapses on the hero, unless a higher intensity force is applied. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make reinforced walls. The hero may burrow through materials with lower material strength than his damage ability. Materials with equal or greater material strength are obstacles to be detoured around. If the hero also possesses Super Strength he can burrow through harder

materials, like granite intrusions or bank vaults, at half speed.

Can also swim at 100% normally but use PP roll instead of percentage for extreme rolls. Can reach a depth of PE x10 metres. Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: RABBIT**

The power to totemically draw on certain abilities from rabbits;  
Hearing increases by x1 normal range per 5 ME with an additional x1 per level (eg. ME 15 = x4 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry. +1 to Perception.

Can leap at double the normal range.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: RAM**

The power to totemically draw on certain abilities from rams;  
Can leap at double the normal range.  
Two horns may be grown from the forehead which do 2D6 damage each. They can be retracted but if broken new ones can be grown within 24 hours.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: RHINO**

The power to totemically draw on certain abilities from rhinos;  
A horn may be grown from the forehead which does 3D6 damage. It can be retracted but if broken a new one can be

grown within 24 hours. Skin becomes AR 15, and SDC increases by 10 per PE.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: SHARK**

The power to totemically draw on certain abilities from sharks;  
Swim at 100% normally but use PP roll instead of percentage for extreme rolls. Can reach a depth of PE x10 metres. Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate.

The hero's teeth have a PS equal to five times his hand's PS allowing him to bite through some materials. His teeth also have an SDC equal to twice his own.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: SKUNK**

The power to totemically draw on certain abilities from skunks;  
Special glands within the throat/lungs allows the character to spit out a toxin up to 1 metre per 2 PE. Causes major skin irritation and burns flesh. Causes 2D6 damage per melee for 3D6 melees. Save for half damage and effects.  
Gain night vision equal to normal vision range, +1 to Perception.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: SNAKE**

The power to totemically draw on certain abilities from snakes;  
The hero can make his body elastic and malleable enabling distortion and elongation. +40 SDC, +3 PE, +3 Roll, +2 Parry and Dodge. The body can extend by 1 metre per 2 ME, +1 metre

per level. Flatten to 1 centimetre thickness per level. Kinetic attacks do half damage.

Special fangs within the jaw allows the character to bite a victim and inject a deadly toxin which will kill the victim on a failed save. If the save is successful then the victim suffers 4D6 damage.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: SQUID**

The power to totemically draw on certain abilities from squids;

Swim at 100% normally but use PP roll instead of percentage for extreme rolls.

Can reach a depth of PE x10 metres.

Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate.

Special glands within the throat/lungs allows the character to release a dark mist up to 1 metre per 2 PE, double this in the water. Nothing can see through the mist, not even night vision.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: TASMANIAN DEVIL**

The power to totemically draw on certain abilities from tasmanian devils;

Can leap at double the normal range.

Gain one claw per finger which do D4 damage each.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: TURTLE**

The power to totemically draw on certain abilities from turtles;

The character can create a complete body covering of a super hardened bone

substance which can be extended and retracted as desired. It has an AR of 17 and an SDC equal to the character's PE x20. The character has enough air to last PE x1 minute, +1 minute per level. It can withstand the vacuum of space, deep water up to PE x20 fathoms, PE x20 rads, PE x -20C degrees cold, PE x 20C heat, and PE x2 gravity.

Swim at 100% normally but use PP roll instead of percentage for extreme rolls.

Can reach a depth of PE x10 metres.

Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: WHALE**

The power to totemically draw on certain abilities from whales;

Swim at 100% normally but use PP roll instead of percentage for extreme rolls.

Can reach a depth of PE x10 metres.

Swim rate is SPD x2. +1 PS per 25 SDC, +1 SDC per PE. Hold breath for x2 the normal rate. Skin becomes AR 15, and SDC increases by 10 per PE.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES: WOMBAT**

The power to totemically draw on certain abilities from wombats;

The hero can travel swiftly through the earth by burrowing a tunnel at his

normal land movement rate. Burrowing remains the hero's preferred mode of transportation, when compared to

running or especially to inconceivable activities like flying. Normally the

tunnel the hero makes collapses within 10 minutes of the hero's passage at a

specific spot. The exception is the tunnel



within 3 metres of the hero's current location. This allows the hero to occasionally stop. A tunnel never collapses on the hero, unless a higher intensity force is applied. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make reinforced walls. The hero may burrow through materials with lower material strength than his damage ability. Materials with equal or greater material strength are obstacles to be detoured around. If the hero also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults, at half speed.

The hero's teeth have a PS equal to five times his hand's PS allowing him to bite through some materials. His teeth also have an SDC equal to twice his own.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMAL ABILITIES II**

Unlike the other Animal Ability powers this one does not give any fixed abilities as it is of temporary duration. Each Animal Ability lasts only so long as an animal remains within his line of sight or a 1 metre radius per ME, +2 metres per level. Can copy the abilities of 1 different animal per 5 ME at the same time, +1 animal per level. If there are more different animals present than can copy then may choose which abilities he copies.

Point System

15 points to buy this power. It cannot be rebought.

**ANIMATE IV**

From a suggestion by Ironclad.

The character can make any image of food or drink that he touches become three dimensional and enter our world. Images include tattoos, paintings, sketches, photos, video and digital images. The item will be edible, tasting exactly like the real thing and provide full nourishment. Can transfer 1 image per 3 ME. If not eaten or drunk it will remain for 1 hour per ME, +1 hour per level.

Point System

30 points to buy this at 1 image per 3 ME with a duration of 1 hour per ME. +1 image and +1 hour each time rebought.

**ASTRAL TRAVEL I (revised)**

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but can see and hear others. Can instantly appear at a known location or fly to an unknown one at  $2.997925 \times 10^8$  metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level.

Point System

15 points to buy this power. It cannot be rebought.

**ATMOSPHERIC SENSE**

This hero is in tune with the atmospheric pressure around him, and senses when something moves within it (much like a motion detector). His sense radius is ME x1 metre, +1 metre per level.

Point System

10 points to buy this with a sense radius of ME x1 metre. +1 metre each time rebought.

**ATTRACTION/REPULSION**

The character has the ability to create a beam of force that can attract or repulse any physical objects within his line of

sight. Up to 45kgs per ME, +5kgs per level can be attracted or repulsed. Victims who fail a dodge will be dragged towards (or pushed away) from the character a number of metres per melee per 3 points of strength of the beam per melee. Anyone hit by a repulsion beam also suffers knockdown and take D4 damage per 10 pts of the beam's PS. The victim is also pushed back a number of metres equal to the beam's.

Its possible to use the beam as a climbing tool (+25% bonus, or use that as a base skill). Disarming an opponent with the beam is also possible; add a +2 bonus at levels two and four, +1 more at levels seven, and ten. Halve the bonus if the character is attempting to snatch a weapon away and into his own hand. Finally it can be used as a jump booster (can jump a total number of metres equal to x2 the beam's PS).

Point System

15 points to buy this with a pull of 45kgs per ME, all abilities are instantly gained. +5kgs each time rebought.

**BIO-ENERGY EXPULSION (revised)**

The character can draw on his own SDC to do damage directly to the SDC of any victim of object in his line of sight. His own SDC is recovered at the rate of 3D4 per hour (but only when used in this manner). Damage of 2 (+1 per level) per 1 SDC.

Point System

15 points to buy 2 damage per 1 SDC. +damage per 1 SDC each time rebought.

**BIO-GHOST (revised)**

The ability to touch someone and drain 1 SDC per ME (+1 per level) and add it to your own SDC for 1 hour, +1 per level.

Point System

15 points to be able to drain 1 SDC per ME for 1 hour. +1 SDC and +1 hour each time rebought.

**BODY WEAPONS (revised)**

Can alter any limb into any melee weapon doing damage according to the weapon type + PS damage. SDC of weapons = 10 per PS, +1 per level with length not exceeding 50% greater than that area of body.

Point System

15 points to buy this at SDC = 10 per PS, with length up to +50%. +1 SDC per PS and length plus another 50% each time rebought.

**BOMB BLAST**

Can cause a 1 metre radius per 5 ME (+1 metre per level explosion), within line of sight doing D6 per 5 ME +D6 per level. Anyone caught within the sphere is subject to knockback.

Point System

15 points to buy this power. +D6 and +1 metre blast radius each time rebought.

**BRITTLE**

This particular nasty power allows the character to cause a victim's bone to break by touching it.

Point System

15 points to buy this power. It cannot be rebought.

**CATALYST**

Can add or remove 5% per ME of the SDC of any inorganic object within line of sight, +10% per level.

Point System

15 points to buy this power. +10% each time rebought.

**CHAMELEON II**

Can blend into one's surroundings and become 100% undetectable if stand still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metres per round and 0% if move any faster.

Point System

15 points to buy this power. It cannot be rebought.

**CHEMICAL MANIPULATION**

The character's body is capable of synthesizing drugs of any kind from simple aspirins to heroin and secreting it from his body. The sweat can be licked directly or collected and put into a jar. Each level the character gains victims are an additional -1 to save against the drugs he secretes (eg. at 3rd level victims are -3 to save). The character can secrete up to 1 litre per ME per day per level.

Point System

15 points to buy this power. It cannot be rebought.

**CHRONAL BUMP**

Similar to the Chronal Shift Major Power but the character instead skips a round of time per ME. During this time skip treat the character as if he/she did not exist in any time frame or in the game world. Note that spells already in effect which have the character as a target and which have limited duration do not lose a round of duration when this ability is used, instead the spells skip ahead with the character, effectively doing nothing for the missing round and then extending their duration by a round. During the time of a character's temporal jump the character is not affected by anything that happens in the normal time line. When the character comes back in the next round to the

timeline, he/she will notice the after effects that happened during the previous round. This can also be used on others with the subject reappearing in exactly the same orientation and condition as before. For the subject, no time has passed at all. If the space from which the subject departed is occupied, upon its return to the time stream, it appears in the closest unoccupied space, still in the original orientation (determine the closest space randomly if necessary).

Finally this can be used to send bullets, etc one round of time ahead or into the past.

Point System

15 points to buy this power. This cannot be rebought.

**CLAIRAUDIENCE**

Can tune in to any location that have been to before or person that have met and listen for 1 minute per ME, +1 per level. +1 to Perception.

In this case he can hear distant sounds and voices despite any intervening distance or barriers. The power is not hindered by factors that affect normal sound transmission such as distance, time lag, muffling, distortion or the absence of a transmitting medium. Because of this Clairaudience has superior range over any enhanced hearing. Only Clairaudience enables the hero to hear across a vacuum for example.

Unfortunately Clairaudience can act as a pipeline to direct another's Psionic or Sonic attacks toward the hero. Because of this side-effect the hero is +1 to resist such attacks. These attacks need not even be aimed at the hero but might still affect the hero if the other Power is being used in the area the hero is spying upon.

When the power operates it overrides the hero's natural hearing. Distant sounds are sensed at their original volume level. The power is normally a voluntary power that must be summoned.

Sometimes it functions automatically; this can be the result of improper control, tampering by outside forces, or be triggered by sudden, dramatic events occurring to someone with whom the hero shares an emotional rapport.

When using the power to eavesdrop on another Clairaudient, that person may automatically sense the first Clairaudient's effort.

#### Point System

15 points to buy with one minute limit.  
+1 minute each time rebought.

### **CLAIRVOYANCE**

The character can tune in to any location that have been to before or person that have met. The duration is 1 minute per ME, +1 per level. +1 to Perception.

The hero can see distant sights without directly seeing it with his eyes. The hero receives a visual simulation of what he would see if he were actually present at the scene. The power is not hindered by any of the factors that affect normal light transmission such as distance, blockage, obscurement, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision. For example current conditions inside a sealed room on the surface of Venus.

When in use the power overrides normal vision.

Normally the power is consciously controlled. Sometimes it functions automatically. This can be the result of improper control, interference, or be triggered by sudden, dramatic events occurring to someone who whom the hero shares an emotional rapport. The power can work against the hero if

unwanted visions obscure the hero's sight or distract him at a crucial moment. When the power is used to spy on another Clairvoyant there is a possibility of that person detecting the use of the Power. Clairvoyance can function as a pipeline to draw light-based and Psionic attacks toward the hero. Such attacks may even affect him if they were aimed at something else within the area he is spying upon. The hero has +1 resistance to such attacks. Clairvoyance can be used in conjunction with other powers to increase the range at which those powers can affect a target.

#### Point System

15 points to buy with one minute limit.  
+1 minute each time rebought.

### **CONTACT**

This power allows the character to telephone anyone he wants. This includes people like the president, celebrities or anyone else he can make a mental image of. The power is slightly Clairvoyant in nature in that it tells him what a caller looks like, the name they go by and where they're calling from.

#### Point System

15 points to buy this power. It cannot be rebought.

### **CSI**

This allows the hero to determine the exact cause of death of a corpse. He can also see whatever the recipient corpse saw at the very instant of death with the intent of learning the identity of the murderer, or at least the location of death.

As a side effect by looking at a person he can sense if they are about to die within the next 24 hours, and if so how.

#### Point System

15 points to buy this power. It cannot be rebought.

**DEFENSIVE TRANSMUTATION**

This power turns any projectile attack into another harmless substance thus nullifying it. This substance can be any thing from rose petals, to marshmallows but the power can only turn projectile attacks into that substance, nothing else.

Point System

15 points to buy this power. It cannot be rebought.

**DETECT META ABILITIES**

The character has the unique ability to sense super powers in other beings. He automatically senses when a super being comes within sight range. With this ability it is also possible to determine some things about the being. The character can sense the general power of the abilities (latent, low, equal to the character, high, powerful), the nature of the being's powers (mutant, alien, or experiment), and their general type (energy expulsion, heightened senses, some sort of shapeshifting). Magical super abilities cannot be sensed or tracked due to their non biological nature.

Point System

10 points to buy this power. It cannot be rebought.

**DIAGNOSE**

By carefully laying on hands, the character can sense the subtle currents of living energy within an organism. He can detect any flaws within this energy flow and diagnose ailments and injuries.

Point System

15 points to buy this power. It cannot be rebought.

**DIVINATION**

This power confers precognitive flashes which can be used to determine correctly the procedure for overcoming a problem

or surviving (eg. escape a trap, defuse a bomb, etc). +1 to Perception.

Point System

15 points to buy this power. It cannot be rebought.

**DREAMWALK**

This hero can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares. These Dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. The Dreamtraveller must be within line of sight of the dreamer in order for the power to function. The Dreamtraveller has no direct control over the conditions within the Dreamworld. He can interact with things within that world by performing "physical" actions much as he would in the real world. If the hero has other powers these exist in equivalent forms.

The Dreamtraveller can suffer real damage as a result of events that affect him within the Dreamworld. He might even die. The equivalent of the damage appears in the hero's real body. Normally the hero's real body retains its solidity during Dreamwalking. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming.

Dreamworlds are not the same as the Dream Dimension, although it is possible they exist within the greater Dream Dimension. It is possible that Dreamworlds touch each other and may even overlap in the case of telepathic dreamers. If so, it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.

Point System

15 points to buy this power. It cannot be rebought.

**ELECTRICAL EXPULSION****(revised)**

The power to control electrical energy. Lightning bolts do D6 per 5 ME +D6 per level, over 1 metre per ME per level. Can also fire an Electro Magnetic Pulse bolt which will disrupt and ruin any electrical equipment. Immune to electrical attacks.

Point System

15 points to buy Electrical Bolt and an EMP Bolt at the base level. +D6 damage and range increase each time rebought.

**ELECTRICAL FLIGHT**

The power to fly by transforming into an electrical bolt. Speed is ME x10kph, +5kph per level. There is no ceiling height. While in flight gain +1 Attack, +2 Dodge and +1 per 30kph, +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed (anything he carries is also transformed). After that he loses 1kph for every 10 additional kilograms.

Point System

15 points to buy at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

**ELECTRICAL WALL**

Can form a shield or wall of electricity (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level. Does D6 damage per 5 ME for every 30cms the victim walks through. Also immune to electrical attacks.

Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

**EMPATHIC**

The hero can detect the emotional state of any one person within his line of sight or 20 metre radius (+5 metres per level) and further refine that knowledge to discover the target's physical state, surroundings, and location, insofar as these have an influence on the emotions. It can be used to detect lies, or sense a nearby presence.

+8 ME, +1 to Perception (credit to Ironclad)

Point System

15 points to buy this power. It cannot be rebought.

**EMPATHIC TRANSFER**

The hero can transmit his own emotional state to anyone within his line of sight or 20 metre radius (+5 metres per level) thus altering the victim's emotional state and resulting activity by forcing him to feel a particular emotion. The power functions for as long as the hero concentrates on using it. Can transmit the following to any one victim (+1 per level), +8 ME.

**Confusion**

The victim has no sense of direction, time or what is going on. -3 on everything.

**Despair**

3% chance of surrender per ME, +2% per melee. Combat rolls halved but fleeing SPD is doubled.

Fear - 4% chance of fleeing per ME, +3% per melee. Combat rolls reduced to one third but fleeing SPD is doubled.

**Hate**

Act rashly, 4% chance per ME to attack source of dislike (old hatreds surface), +1 to hit source, -1 all else.

**Satisfaction**

4% chance per ME to reconsider actions, not attack, show mercy, halt rampage, etc.

Point System

15 points to buy this power. It cannot be rebought.

**ENERGY DEFLECTION**

With this power the character can parry any electrical, fire, laser, or microwave attacks with no damage taken to the limb used. +4 parry when using this and can only parry 1 attack per 4 ME per round. The character can attempt to deflect the attack back to the person who fired it by making a successful strike roll. As a side effect all energy attacks only do half damage.

Point System

15 points to deflect 1 attack and take half damage. +1 attack each time rebought, and reduce damage against character by half.

**ENERGY EXPULSION (revised)**

The power to control amplified light. Can fire a laser bolt which does D6 per 5 ME +D6 per level, over 1 metre per ME per level. Also immune to laser attacks.

Point System

15 points to buy Laser Bolt at D6 damage with 15 metre range. +D6 damage and +15 metres each time rebought.

**ENERGY FIELD**

Can form a shield or wall of energy (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere

within 2 metres per ME, +3 metres per level. Does D6 damage per 5 ME for every 30cms victim walks through. Also immune to laser attacks.

Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

**ENERGY NET (revised)**

This glowing web is launched from the character's hands. It instantly wraps around whatever it hits, preventing anything from slipping out. Can mentally control an amount of SDC in the web up to ME x10 (+ x1 per level). The net can also be cast onto doorways, small tunnels, etc to make passage through them impossible until the SDC is completely depleted. 1 metre radius (+1 per level), normal throwing range. Lasts until SDC is depleted or until concentration broken.

Point System

15 points to buy at ME x10 SDC with a 1 metre radius. An additional ME x1 and +1 metre each time rebought.

**ENERGY PUNCH**

This power surrounds the character's fists with an energy shield which augments his PS damage x2 (+1 per 2 levels) while protecting his hands. Each time an opponent is hit he receives the following penalties: loses 1 attack per melee, -2 to strike, parry and dodge, -4 to roll with fall/impact, and inflicts an automatic knockback. The penalties last for D4+1 melees and are cumulative.

Point System

15 points to buy at PS damage x2. An additional x1 each time rebought.

**ENERGY RESISTANCE (revised)**

The character takes no damage from the first 2 points per ME of either energy,

fire or electrical damage (must specify which type are resistant to). +1 point per ME per level.

Point System

15 points to take no damage as specified. Choose from either energy, fire or electrical damage. +1 point per ME resistance each time rebought.

**ENHANCED BEAUTY**

This hero is especially physically attractive.

1) Determine PB as normal (including bonuses), then for every 2 PB add +1 PB (rounded down). Thus someone with PB 14 or 15 gain +7 PB.

2) The character emits pheromones into the air that attracts members of the opposite sex. The chemicals are so strong that the character will have to avoid the opposite sex because they will follow and swoon over him/her constantly. Any members of the opposite sex must roll to save versus mind-control drugs whenever they come within line of sight of the character or be reduced to any means they can find to impress him/her. If he asks them to do something, they will, often if it is against their alignment (here's a simple rule; they will do anything that is 1 step down from their alignment).

NOTE: The victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power.

Point System

15 points to buy an additional +1 PB point. +1 PB each time rebought. Gain all other abilities listed above.

**ENHANCED BREATH**

The ability to exhale a blast of wind with a speed of up to ME x6kph. This can

knock people and objects over, causing loss of initiative and at least one attack. At 80kph any hit cant attack, cast spells, speak, etc and are hurled 2 metres into the air for every 10kph of speed. At 90kph also do D6 per round to anything within +D6 per 10kph over 90. Can hold own breath for 1 minute per ME.

Point System

15 points to buy this power. It cannot be rebought.

**ENHANCED COGNITION**

This character is of gifted intelligence.

1) Determine IQ as normal (including bonuses), then for every 2 IQ add +1 IQ (rounded down). Thus someone with IQ 14 or 15 gain +7 IQ.

2) This person is always analyzing the world. Mathematical equations are a breeze, and he can solve virtually any problem in his head in a matter of seconds. Reaction time is unmatched. Memories are permanent and can be recalled with crystal clarity at any time. His mind is in a constant state of analysis and receives bonuses due to the processes going on in his head.

Just by looking at an object he always knows its mass and how much something weighs. This allows him to make any ricochet shot with out penalties. He also gains 100% to both basic and advanced maths and +10% to any math related skill.

3) Can learn one secondary skill per level in addition to the normal 2 skills every 3 levels.

Point System

15 points to buy an additional +1 IQ point. +1 IQ each time rebought. Gain all other abilities listed above.

**ENHANCED ENDURANCE**

This character takes a long time to get tired, four times as long.



1) Determine PE as normal (including bonuses), then for every 2 PE add +1 PE (rounded down). Thus someone with PE 14 or 15 gain +7 PE.

2) For every 1 PE gain an additional +10 SDC.

3) For every 1 PE gain an additional +2 Hit Points, + 4 per level.

#### Point System

15 points to buy an additional +1 PE point. +1 PE each time rebought. Gain all other abilities listed above.

### **ENHANCED FORTITUDE**

This character is extremely mentally resilient.

1) Determine ME as normal (including bonuses), then for every 2 ME add +1 ME (rounded down). Thus someone with ME 14 or 15 gain +7 ME.

2) +1 per 5 ME to save vs. Psi. Victims are 1 per 5 ME to save vs. Psi.

#### Point System

15 points to buy an additional +1 ME point. +1 ME each time rebought. Gain all other abilities listed above.

### **ENHANCED HEARING**

Hearing increases by x1 normal range per 3 ME with an additional x1 per level (eg. ME 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry. +1 to Perception.

#### Point System

5 points to buy this power. It cannot be rebought.

### **ENHANCED LEAP**

The ability to leap at triple the character's normal range. All abilities from the Acrobatics and Gymnastics skills are automatically gained and at 98%. One amazing side effect is the

seeming ability to run part way up a wall before jumping off (as in many movies).

#### Point System

15 points to buy x3 normal leap ability. Add an additional x1 each time rebought. Gain all other abilities listed above.

### **ENHANCED MOLECULAR STRUCTURE**

The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. He does not have to breathe - that is under conscious control. However halve his melee attacks and effective speed when he is not breathing since he gets no oxygen to work with. This could allow an alien from a toxic environment to survive, but not thrive without an air supply. The character is +4 to save vs. toxic gases. Also add 4D6 +10 SDC.

#### Point System

15 points to buy this power. This cannot be rebought.

### **ENHANCED PRESENCE**

This hero is extraordinarily charismatic.

1) Determine MA as normal (including bonuses), then for every 2 MA add +1 MA (rounded down). Thus someone with MA 14 or 15 gain +7 MA.

2) Can attract 1 follower per level who will obey only him, and do all he commands unquestioningly.

#### Point System

15 points to buy an additional +1 MA point and follower. +1 MA and follower each time rebought. Gain all other abilities listed above.

### **ENHANCED PROWESS**

This hero is extremely agile and dexterous.

1) Determine PP as normal (including bonuses), then for every 2 PP add an

additional +1 PP and +1 SPD (rounded down). Thus someone with PP 14 gain +7 PP and SPD, likewise with PP 15.

2) For every 4 PP gain +1 attack, Strike, Dodge and Parry (rounded down).

3) For every 1 PP gain +1% on any dexterity based skills.

#### Point System

15 points to buy an additional +1 PP point. +1 PP each time rebought. Gain all other abilities listed above.

### **ENHANCED SMELL**

Smell increases to x1 normal range per 3 ME with an additional x1 per level (eg. ME 15 = x5 range). Can identify the specific odour or scent of anyone that have previously met, and track by smell so long as know the scent.

#### Point System

5 points to buy this power. It cannot be rebought.

### **ENHANCED SPEED**

This character is really fast. Determine your attribute SPD as normal, then times it by 15 kph. Thus SPD 18 x 15 kph = 270kph. +15 kph per level. +50 SDC. +6 Strike, Parry, Dodge and Roll. +2 Initiative at level 1 and every second level thereafter. +5 Attacks, +4 Damage per 32kph of speed.

At speeds higher than 1152kph (the speed of sound) it creates a booming shockwave that can shatter glass and deafen people. A sonic boom continues for as long as the object creating it moves faster than sound. The boom is similar to wall of sound sweeping past, and does D4 x10 damage over a 60 metre radius. +10 damage underwater. Anyone caught in the radius will be deafened for D6 minutes.

#### Point System

15 points to buy the power. Determine your attribute SPD as normal, then times

it by 15 kph (+15 kph each time rebought). Speed cannot exceed Mach 1. Gain all other abilities listed above.

### **ENHANCED STRENGTH**

While not super strong this character is mightier than most mortals. Determine PS as normal (including bonuses), then for every 2 PS add +1 PS (rounded down). Thus someone with PS 14 gain +7 PS, likewise with PS 15. Also for every 1 PS (after bonuses but before adding Extra PS) gain +4 SDC. PS 14 would gain +56 SDC.

#### Point System

15 points to buy an additional +1 PS point. +1 PS each time rebought. Gain all other abilities listed above.

### **ENHANCED TASTE**

Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

#### Point System

5 points to buy this power. It cannot be rebought.

### **ENHANCED TOUCH**

The ability to read pages and barcodes just by touching the print and listen to a phone conversation by touching the line. The character gains a +25% bonus to any dextrous skills.

#### Point System

5 points to buy this power. It cannot be rebought.

### **ENHANCED VOICE**

This hero has an exceptional voice.

1) The character's normal voice range is doubled.

2) Once per melee he can issue a command (eg. stop, look, duck, etc) which everyone who hears must obey

unless save. Victims are then -1 attack next round.

3) Once per round the character can convey a speech of up to 10 words per level to a targeted person or creature in a single melodic shout lasting a second or two (counts as an attack).

The character gains a +25% bonus to any voice skills.

#### Point System

15 points to buy this at the base level.

Voice range is increased by a factor of x1 and an additional 10 words per level each time rebought.

### **EXPLOSIVE SPHERES**

This is the power to create energy spheres which can be thrown over the character's normal range with a blast radius of 1 metre per 5 ME +1 metre per level, doing 4D6 (+D6 per level).

Anyone caught within the sphere is subject to knockback. Can be made to last for up to 1 hour per ME before detonating, +1 hour per level.

#### Point System

15 points to buy at at D6 damage with 1 metre blast radius. +D6 damage and +1 metre radius each time rebought.

### **EXTERNAL METABOLISM**

The character can assign part of his metabolism to any other life form with his line of sight. The victim's body will perform the task for him, so long as their own metabolism is adequate to cope.

Thus another person could do the breathing while he went underwater, or make them vomit if he was ill, or have them suffer the effects of his illness.

Bonuses of +6 PE, +4 SPD, +15 SDC.

#### Point System

15 points to buy this power. It cannot be rebought.

### **FART EXPULSION**

The ability to manipulate your own.. farts..

At first level the character can emit a fart cloud which affects everyone within a 1 metre radius per 5 ME +1.5 metres per level, and causes all who hear it to lose an attack from laughter or become so enraged as to fight without any bonuses.

At third level the cloud causes the victims to instead be overcome by the smell for 1 round per 4 ME + D4 rounds per level. Victims lose all combat bonuses and initiative and try to flee the area.

At fifth level the cloud causes victims to start coughing, gagging and eventually vomit. As before all bonuses with any abilities are lost and a -1/-10% penalty also applies.

At seventh level the cloud will warp paint. Any unprotected victims will take D6 damage per melee. Likewise any low SDC object will begin to decay. The cloud is also highly flammable so no lit matches..

At ninth level the cloud has an explosive effect flinging victims out of the radius and doing D6 damage per 3 ME +D6 per level. Objects at ground zero are melted or \*contaminated\*.

The character is immune to any forms of toxic gas, +2 PE.

#### Point System

5 points to buy Fart Cloud with a 1 metre radius per 5 ME. +1.5 metres each time rebought.

+5 points to cause victims to instead be overcome by the smell as detailed above for 1 round per 4 ME. +D4 rounds each time rebought.

+10 points to cause victims to start coughing, gagging and eventually vomit as detailed above. Must already have bought the previous ability.

+10 points to cause paint peeling as detailed above with D6 damage. +D6 each time rebought. Must already have bought the previous coughing ability. +15 points to do D6 explosive damage within a 3 metre radius. +D6 and +1.5 metres each time rebought. Must already have bought the previous paint peeling ability.

The character is automatically immune to his own smell.. I mean attacks.

### **FEIGN DEATH**

This power allows the character to slow his metabolism to such a degree that he becomes comatose and appears dead. Cadaverous appearance, noisome stench, etc.

#### Point System

5 points to buy this power. It cannot be rebought.

### **FINGER CLAWS**

These are 1 centimetre long claws made of bone which extend from the fingers. They do D6 plus PS damage bonus. If the character has an Alter Physical Structure Power then the claws also alter into the other form.

eg. APS Copper allows for copper claws, APS Light allows for energy claws, etc.

#### Point System

5 points to buy one claw. +1 claw each time rebought, but no more than 1 claw per finger.

### **FIRE EXPULSION (revised)**

The character can throw fireballs over his normal distance x2. They do D8 per level and have a 20% chance, +10 per level of causing anything combustible to catch alight. Alternatively he can form a continuous gorge of fire which does D6 per 5 ME +D6 per level, over 1 metre per ME per level. Anything combustible

instantly catches alight. Also immune to fire and heat attacks.

#### Point System

15 points to buy Fire Ball at D8 damage with a 20% chance of causing anything combustible to catch alight and Flamethrower at D6 damage with a 9 metre range. Ball does +D8 damage and +10% and Flamethrower does +D6 damage and +4.5 metre range each time rebought.

### **FIRE WALL**

Can form a shield or wall of fire (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level. Does D6 damage per 5 ME for every 30cms the victim walks through. Also immune to fire and heat attacks.

#### Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

### **FOREARM CLAWS**

These are 30 centimetre long claws made of bone which extend from the forearms. They do 3D4 plus PS damage bonus. If the character has an Alter Physical Structure Power then the claws also alter into the other form.

eg. APS Copper allows for copper claws, APS Light allows for energy claws, etc.

#### Point System

10 points to buy one claw per hand. +1 claw each time rebought, but no more than 3 blades per hand.

### **FRICITION CONTROL**

This is the opposite of Adhesion with the ability to eliminate traction on any part of his body. On his feet he can slide over almost any surface at a speed of 30kph,

+ 5kph per level. He is also very difficult to catch or hold on to due to his slippery aura. +1 attack per melee, +1 initiative, +4 dodge, +6 roll.

#### Point System

10 points to buy this at 30kph speed. +5kph each time rebought, with a maximum speed of 100kph.

### **GHOST STEALTH**

The character has several small abilities that comprise his unnatural stealth.

1) He gains a bonus of +30% to Prowl skill, or use that as a base if the skill is not possessed. He can even jog (running at half speed) while prowling and make no more noise than if he were walking. He can mask his body heat to be equal with those of his surroundings, thus becoming invisible to thermal vision and heat sensing devices. External body temperature can be varied (plus or minus) by 10C degree per 3 ME at level one plus 10C degree per level of experience.

2) His natural odour is almost imperceptible, causing a -3% per ME to attempts to track him by smell alone (or require a difficult perception roll). Animals (most anyway) will not recognize the character as a human or as a predator. Deer will graze and birds will continue to chirp in the character's presence.

3) Social Invisibility is a pseudo psionic power that warps the mind of all those who view the character. This unrecognition enables the character to slip from other people's memory. An eyewitness will be unable to describe the character. People will wonder if they actually met the character or not. This can be a very useful power for heroes (or spies) who wish to remain anonymous but can be disadvantageous to those who rely on personal reputation or

recognition. This power allows the character to fit in anywhere. Most people will ignore the social invisible character and soon pass them off without a second glance.

4) Finally a bio-aura surrounds this character making him invisible to all cameras, electronic sensors, artificial optics, robots, etc... This power does not affect normal sight unless the viewer is relying on an electronic means of perception.

#### Point System

15 points to buy the first ability. 10 points to buy each subsequent ability.

### **GPS**

This ability allows the character to know exactly where he is geographically on any planet. He will know everything about the area within a ME x1 kilometre radius.

#### Point System

15 points to buy this power. It cannot be rebought.

### **HEALING FACTOR**

The ability to heal oneself at phenomenal rates;

- 1) Increase PE, Hit Points and SDC by 50% (eg. 14 PE would be increased to 21).
- 2) Increase Save vs. Poisons, Gases, Drugs, Disease, Possession and Mind Control by +1 per 4 ME. Even if he fails his save they still only have a 1% per PE effect on him.
- 3) Recover 1 SDC per ME and 1 Hit Point per 2 ME every 10 minutes.
- 4) Heal any broken bones x1 faster per ME (eg. 3 ME = x3 faster).
- 5) Fire, heat and cold effects are reduced by 1% per PE.
- 6) Lifespan increases by 10 years per PE.

7) Totally negate any penalties imposed by magic, pain, psionic attacks, stun weapons, chemical gases, etc. Damage is still taken, but the character can shrug off the debilitating effects and ignore the pain. Furthermore all wounds heal with no scar remaining.

Point System

25 points to buy this power. It cannot be rebought.

**HOLOGRAPHIC PROJECTION**

Can project a realistic 3D image of anything the person can imagine up to one metre away with a radius of 30 centimetres. The projection can be a realistic simulation of something the character saw, a fanciful creation direct from the hero's mind, or an abstract display of light. If the character has telepathy he can project whatever he sees in the other person's mind.

Point System

15 points to buy this power. It cannot be rebought.

**HORROR FACTOR (revised)**

The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base HF is 1 per ME, +1 every 2 levels. Immune to all fear attacks including magical.

Point System

15 points to buy this with 5 metre radius. +1 HF and +5 metres each time rebought.

**HYDROKINETIC DEFLECTION**

With this power the character can parry any Acid, Ice or Water based attack with no damage taken to the limb used. +4

parry when using this and can only parry 1 attack per 4 ME per round. The character can attempt to deflect the attack back to the person who fired it by making a successful strike roll. As a side effect all such attacks only do half damage.

Point System

15 points to deflect 1 attack and take half damage. +1 attack each time rebought, and reduce damage against character by half.

**HYDROKINETIC EXPULSION**

This is the ability to draw condensation from the air and direct it as a jet stream of water doing PS damage D6 per 5 ME +D6 per level, over 1 metre per ME per level. This pushes the victim back 1 metre per PS point greater than the victim's. A called shot to an open mouth can drown a victim. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.

Point System

15 points to buy each form with D6 damage and a 15 metre range. +D6 and +15 metres each time rebought.

**HYDROKINETIC WALL**

This is the ability to draw condensation and form a shield or wall of water (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level until concentration broken. Most weapons will have their range halved by the water if not swept away together. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.

Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

### **ICE EXPULSION**

The ability to control the elements of cold. A chilling bolt of cold can be directed at victims doing D6 per 5 ME +D6 per level, over 1 metre per ME per level. Taking more than 22 points of damage at once will reduce the victim's bonuses and speed by a cumulative 10%, and wears off in D4 mins. A being that loses all SDC in this manner falls into cryostasis and must be revived. Using heat will revive the victim in 3D4 minutes with little if any side effects. Anyone losing SDC are +25% vs. coma/death and get 3D4 hit points back when revived. Using this power it is possible to build up amounts of ice, equal in SDC to the damage rolled (each attack keeps adding strength to the ice). Can also form Ice Balls at the rate of 1 per round which do D6 damage (+D6 per level), and Ice Shards at a rate of 2 per round per level which do 2D6 (+D6 per level), normal throwing range. Immune to ice and cold attacks.

#### Point System

15 points to buy Cold Bolt at D6 damage with 15 metre range. +D6 damage and +15 metre range each time rebought.

15 points to buy Ice Ball at D6 damage and Ice Shard. +D6 damage each time rebought.

### **ICE WALL**

Can form a wall or shield of ice (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level. Also immune to ice and cold attacks.

#### Point System

15 points to buy with a 1 square metre size, 100 SDC, and within a 30 metre range. +1 square metre, +10 SDC and +3 metre range each time rebought.

### **IMMUNITY**

Totally immune to 1 form of attack. Choose from; Magic, Supernatural or 1 type of metapower (if immune to Explode then immune to all explosions).

#### Point System

15 points to buy one form of Immunity. Choose one additional Immunity each time rebought.

### **INCREASE/DECREASE**

For 1 minute per 3 ME (+1 minute per level) can double or halve either the range or damage of own powers or anyone that can touch or see.

#### Point System

15 points to buy this power. +1 minute each time rebought.

### **INSECT ABILITIES: ANT**

The power to totemically draw on certain abilities from ants.

#### **Adhesion**

Can climb any surface at one third the normal running SPD (except loose rocks, ice or any other slippery surface). +4 PP.

#### **Bite**

The hero's teeth have a PS equal to five times his hand's PS allowing him to bite through some materials. His teeth also have an SDC equal to twice his own.

#### Point System

15 points to buy this power. It cannot be rebought.

### **INSECT ABILITIES: BEETLE**

The power to totemically draw on certain abilities from beetles.

**Shell**

The character can create a complete body covering of a super hardened chitinous substance which can be extended and retracted as desired. It has an AR of 10 and an SDC equal to the character's PE x20. The character has enough air to last his PE x1 minute. It can withstand the vacuum of space, deep water up to PE x20 fathoms, PE x20 rads, PE x -20C degrees cold, PE x 20C heat, and PE x2 gravity.

**Strength**

PS +8, carry and lift x2 normal.

Point System

15 points to buy this power. It cannot be rebought.

**INSECT ABILITIES: FLY**

The power to totemically draw on certain abilities from flies.

**Glide**

ME x2kph speed, +2kph per level with sufficient wind.

**Parabolic Vision**

Can literally see what's behind him. +5 Initiative. Can also see small objects clearer. +1 to Perception (credit to Ironclad).

Point System

15 points to buy this power. It cannot be rebought.

**INSECT ABILITIES: MANTIS**

The power to totemically draw on certain abilities from mantis's.

**Body Weapons**

The character's hands and arms are razor sharp. When performing a chopping or slicing motion he does 3D6 + PS damage per hand/arm, +1 per level.

**Leap**

Double normal range.

Point System

15 points to buy this power. It cannot be rebought.

**INSECT ABILITIES: MOTH**

The power to totemically draw on certain abilities from moths.

**Control Fabric**

The character can manipulate any fabric material within sight. He can physically rearrange it, stretch it, unravel it or constrict it around the wearer.

**Glide**

ME x2kph speed, +2kph per level with sufficient wind.

Point System

15 points to buy this power. It cannot be rebought.

**INSECT ABILITIES: SCORPION**

The power to totemically draw on certain abilities from scorpions.

**Adhesion**

Can climb any surface at one third the normal running SPD (except loose rocks, ice or any other slippery surface). +4 PP.

**Venom**

The character's fingernails allows him to scratch a victim and inject a deadly toxin which will kill the victim on a failed save. If the save is successful then the victim suffers 4D6 damage.

Point System

15 points to buy this power. It cannot be rebought.

**INSECT ABILITIES: WASP**

The power to totemically draw on certain abilities from wasps.

**Glide**

ME x2kph speed, +2kph per level with sufficient wind.

**Sting**

The character's fingernails allows him to scratch a victim and inject a mild toxin which will paralyse the victim on a failed save. If the save is successful then the victim suffers D6 damage. Victims



will be paralyse for 1 melee per ME, and induce shock/coma unless save.

Point System

15 points to buy this power. It cannot be rebought.

**INSIGHT**

This has three components;

- 1) Detect weakness in any opponent or structure within the hero's line of sight.
  - 2) Sense concealed people or objects within line of sight. +1 to Perception (credit to Ironclad).
  - 3) Detect lies of anyone talking to him.
- +1 ME

Point System

15 points to buy this power. It cannot be rebought.

**KINETIC DEFLECTION**

With this power the character can parry any bullets, arrows, or physical attacks with no damage taken to the limb used. +4 parry when using this and can only parry 1 attack per 4 ME per round. The character can attempt to deflect the object back to the person who fired it by making a successful strike roll. As a side effect falls, explosions, HTH attacks and melee weapons only do half damage.

Point System

15 points to deflect 1 attack and take half damage. +1 attack each time rebought, and reduce damage against character by half.

**KINETIC MANIPULATION**

The character can touch any physical object and charge it with kinetic energy. The longer the object is held the more damage it does (initially doing x2 damage, +1 point per round +1 per level), the greater the blast radius (initially 30 cms +10 per round, +10 per level) and the greater the range (initially x2, +1 metre per round +1 per level). As

a side effect falls, explosions, HTH attacks and melee weapons only do half damage.

Point System

15 points to buy at x2 damage with 30cms blast radius, with a x2 range. Additional x1 damage, +10cms radius and an extra x1 range each time rebought. Also reduce damage against character by half each time rebought .

**L33T**

The hero gets along with machines really well. This power works when he is within 6 metres of electronic devices. Electronic weapons will not fire on him, robots with an AI will automatically consider him a friend. God help him though if the robot considers itself the opposite sex of the character because it will develop a crush on him real quick. As a side effect the character can also access the internet just by touching a linked modem or phone line. All he need do is close his eyes and he'll able to see the internet as if it were on a computer screen..

Point System

15 points to buy this at 6 metre radius. It cannot be rebought.

**LANGUAGE**

The hero has the ability to rapidly learn any language if sufficient material is available for him to work with. Once the language is mastered, the hero is fluent in that language, provided he is physically capable of communicating in it. The number of languages a hero is currently fluent in is limited to his level + IQ. When a hero exceeds that limit, he begins to forget a previously mastered language. This will usually be some obscure tongue the hero has had little use for. The speed with which a hero can learn a new language is determined by

its strangeness and what source materials are available. Can read, write, speak and understand any language at 50% +10% per level after 1 day (-1 hour per IQ of listening, studying and practicing it). +4 ME.

#### Point System

15 points to buy this with each language at 50%. +10% each time rebought up to a maximum of 98% start.

### **MAGICAL DEFLECTION**

With this power the character can parry any magical spell or attack (except mental ones) with no damage taken to the limb used. +4 parry when using this and can only parry 1 attack per 4 ME per round. The character can attempt to deflect the attack back to the person who fired it by making a successful strike roll. As a side effect all magical attacks only do half damage.

#### Point System

15 points to deflect 1 attack and take half damage. +1 attack each time rebought, and reduce damage against character by half.

### **MAGMA EXPULSION**

The character can throw magma balls over his normal distance x2. They do D12 per level and have a 20% chance, +10 per level of causing anything combustible to catch alight. Alternatively he can form a continuous torrent of hot magma which does D6 per 5 ME +D6 per level, over 1 metre per ME per level. Anything combustible instantly catches alight. Also immune to fire, heat and magma attacks.

#### Point System

25 points to buy Magma Ball at D12 damage with a 20% chance of causing anything combustible to catch alight. +D12 damage and + 10% each time rebought.

20 points to buy Magma Thrower at D12 damage with a 9 metre range. +D12 damage and +4.5 metre range each time rebought.

### **MAGMA WALL**

Can form a shield or wall of magma (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level. D10 damage per 5 ME for every 30 cms the victim walks through. Also immune to fire, heat and magma attacks.

#### Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

### **MAGNETIC FLIGHT**

The power to fly by tapping into a planet's magnetic field (if it has any). Speed is ME x10kph, +5kph per level. There is no ceiling height. While in flight gain +1 Attack, +2 Dodge and +1 per 30kph, +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

#### Point System

15 points to buy at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

### **MANIPULATE ATTRIBUTES**

This is the startling ability to temporarily rearrange the points between any of your attributes. For example you may have a PS 15 and ME 10. You are under mental attack and so in order to increase your Psi save you decrease your PS to 10 and increase your ME to 15. In effect you shifted 5 points from your PS to ME. Or using the same example you could

reduce your ME to 5 to increase your PS to 20 for one blow. You may do this once per turn per level.

Point System

15 points to buy this power. It cannot be rebought.

**MANIPULATE LOCKS**

This power allows the character to open anything stuck, barred, or locked. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, and chains. However he must touch the object to open it.

Point System

15 points to buy this power. It cannot be rebought.

**MANIPULATE WRITING**

This power allows the character to alter the script of a magical, electronic or mundane nature from any surface it is inscribed on. He can even add his own material. Finally he can simply erase the script altogether.

Point System

15 points to buy this power. It cannot be rebought.

**MATTER EXPULSION**

This could be a spray of rocks, bone shards, needles, razor blades, spines, or some other object(s). The attack does D6 per 5 ME +D6 per level, over 1 metre per ME per level.

Point System

15 points to buy each form with D6 damage and a 15 metre range. +D6 and +15 metres each time rebought.

**MATTER WALL**

Can form a wall or shield of matter (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per

ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level.

Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

**MECHANO LINK (revised)**

By touching any machine whether electrical or mechanical the character will instantly have 98% skill in its use, maintenance and repair (but only so long as continue touching it). Can also directly interface with computers by touch (they will respond to any command). +4 ME. +20% on any Computer, Electrical and Mechanical skills.

Point System

15 points to buy this. It cannot be rebought.

**MICROSCOPIC VISION**

The hero's eyes can focus on extremely minute targets, objects too small for normal vision to perceive. This power allows the character to see small objects at x10 enhancement, this doubles every level.

If taken twice then can see things as small as chromosomes. Beyond this level, light no longer carries images. +1 to Perception (credit to Ironclad).

Point System

10 points to buy Microscopic at x10 enhancement. Doubles in range each time rebought.

**MICROWAVE EXPULSION**

This creates a beam of pure heat which does D6 per 5 ME +D6 per level, over 1 metre per ME per level. The radiated particles have exceptional penetration power against all non-metallic substances. Even tinfoil will deflect the

rays with no damage. Everything else however is penetrated easily. Plastic, Kevlar, wood, glass, ceramics, and other common substances are useless as a defence. Beings wearing plastic or composite body armour take damage from the microwave beam as if they weren't wearing any armour.

However a knight in a suit of metal armour is completely protected - his armour doesn't even take damage.

Against force fields, electromagnetic disturbances, characters who are impervious to energy attacks, have Hardened Molecular Structure or Invulnerability, half damage is inflicted. Those who are impervious to fire and heat take no damage at all. The character is also immune to microwave damage.

#### Point System

15 points to buy at D6 damage with a 15 metre range and immunity to microwaves. 15 points to rebuy +D6 damage and +15 metre range.

### **MICROWAVE FLIGHT**

The power to fly by expelling microwave energy from the character's legs. Speed is ME x10kph, +5kph per level. There is no ceiling height. While in flight gain +1 Attack, +2 Dodge and +1 per 30kph, +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. As a side effect the character leaves a minor ionised trail of up to 3 metres which does D10 +D10 per level to anyone who passes through it.

#### Point System

15 points to buy at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

### **MICROWAVE WALL**

The character can form a shield or wall of microwaves (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level.

Does D6 damage per 5 ME for every 30 centimetres the victim walks through.

The radiated particles have exceptional penetration power against all non-metallic substances. Even tinfoil will deflect the rays with no damage.

Everything else however is penetrated easily. Plastic, Kevlar, wood, glass, ceramics, and other common substances are useless as a defence. Beings wearing plastic or composite body armour take damage from the microwave beam as if they weren't wearing any armour.

However a knight in a suit of metal armour is completely protected - his armour doesn't even take damage.

Against force fields, electromagnetic disturbances, characters who are impervious to energy attacks, have Hardened Molecular Structure or Invulnerability, half damage is inflicted. Those who are impervious to fire and heat take no damage at all. The character is also immune to microwave damage.

#### Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

### **MIMIC III**

This ability lasts so long as the victim remains within his line of sight or a 1 metre radius per ME, +2 metres per level. Can copy one minor power of 1 person with that power temporarily supplanting the Mimic power. May choose which power copy from the person. If taken twice then the character

gains the ability to recopy any power that he previously held at any time even if the victim is no longer around.

Point System

15 points to buy this. It cannot be rebought.

**MIND BLOCK**

The character can shield himself +1 person per 5 ME, +1 person per level against any psionic attack or intrusion. Gain +1 psi save per 3 ME, and +1 every 2 levels.

Point System

15 points to buy this and be able to shield yourself. Can shield one additional person each time rebought.

**MIND BOLT**

Through touch or line of sight the hero can send a mental bolt causing 1 point of pain per ME to the victim's ME. If this exceeds victim's ME then he collapses for 1 melee per ME, otherwise 1 per -10% for every 2 ME effected. Gain +1 psi save per 5 ME, and +1 every 2 levels.

Point System

15 points to buy this and cause 1 point of pain per ME. +1 point of pain per ME each time rebought.

**MIND BOND**

Can bond with another person via touch and learn everything the victim knows for 1 minute per ME, +1 minute per level. +1 per level unless save. Gain +1 psi save per 4 ME, and +1 every 2 levels.

Point System

15 points to buy this at one minute per ME duration. +1 minute each time rebought.

**MIND WIPE**

By touching a victim can wipe any memory desired. However; the character cant just read all the victim's memories and pick one to erase. He must know ahead of time which memory he wants to remove. He cant affect memories he doesn't know about. The memory loss lasts for 1 day per ME +1 day per level. Gain +1 psi save per 4 ME, and +1 every 2 levels.

Point System

15 points to buy this with a duration of 1 day per ME. +1 day per ME each time rebought.

**MULTIPLE BALLISTIC**

By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The strike is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 ME, +1 per level. Note the replicas only appear once the object is fired. Once they have hit or miss they all disappear.

Point System

15 points to create 3 replicas. +1 replica each time rebought.

**MULTIPLE SELVES III**

The character can create one double of himself per ME, +1 per level (but not any equipment he is carrying). However with each new duplicate, the character and all the doubles reduce their height, weight and SDC by half. This is because they are spreading their collective mass out between each person. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time.

Point System

15 points to buy this at one double per ME. +1 double per ME each time rebought.

**OMNISENSE**

The ability to instantly know what dimension the character is in (Note: it may be possible for Cosmic beings in another dimension to block his senses) and the ability to perceive wormholes, gates, planar portals, etc and where they go. Further the hero always knows which way is polar north, and what the exact time is according to the time zone he is in. +1 to Perception.

Point System

10 points to buy this. It cannot be rebought.

**OMNITRACKING**

Can Psionically locate a chosen target. This differs from normal tracking in that no physical or sensory contact however tenuous is required. Consequently, the Power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances and even time. The only factors that can hinder the Power are those that diminish any Psionic activity. Can track a specific person or lifeform anywhere within the same dimension over a time span of 10 years per ME, +10 per level. +1 to Perception.

Point System

15 points to buy this with a time span of 10 years per ME. +10 years per ME each time rebought.

**PARABOLIC HEARING**

The character can pick anywhere within his line of sight to tune in to. He can then listen in as if the person were right next to him. +1 to Perception.

Point System

15 points to buy this. It cannot be rebought.

**PENETRA VISION**

Can see through 2 centimetres per ME, +30 centimetres per level of any matter (except for one common object, roll on Matter Manipulate table to determine which). It requires 1 melee of concentration per 30 centimetres of depth.

Point System

15 points to buy this power. +30 centimetres each time rebought.

**PERSPECTIVE VISION**

The ability to see things from a different location, as if his eyes had floated out to a point and then looked around. This point can be up to 1 metre per 3 ME away, +3 metres per level. When using this a hero can see around corners, looking around them as if he were standing beyond them. He can also look back at himself and see his surroundings. The only restriction is that the character must be able to see the point that he wishes to use as his perspective. +1 to Perception.

Point System

15 points to buy this power. +3 metres each time rebought.

**PINPOINT BARRIER**

The ability to create an invisible or semi visible shield of protection, until depleted or cancelled. The character can create multiple shields so long as their combined SDC don't exceed the maximum total. The total SDC available is ME x10, plus x1 per level (eg. at third level the SDC would be ME x12). Each shield created is approximately 2 centimetres in size per ME. The total

SDC replenishes at a rate of ME x1 SDC (+1 per level) per minute of non use.

Point System

15 points to buy this power. It cannot be rebought.

**PLATFORM FLIGHT**

This character is able to create a 30 centimetre radius energy disc under each foot which he may use to fly at ME x10kph, +5kph per level with a maximum ceiling height of one kilometre. While in flight gain +1 Attack, +2 Parry, +2 Dodge and +1 per 30kph, +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

The 2 small discs can be combined to form a larger one with a radius of 60 centimetres, +5 centimetres per level.

Point System

15 points to buy at ME x10kph with a 30 centimetre disc, +5kph and +5 centimetres each time rebought. Thus bought twice = <ME x10> +5kph.

**POISON BREATH**

Special glands within the throat/lungs allows the character to breath out a cloud of gas up to 1 metre per 3 ME length, +1 metre per level x10 centimetre per ME diametre, +50cms per level. Immune to all toxins and poisons, +3 to save vs. drugs. All victims must save vs. poisons/ toxins/ drugs. The different gas types are listed below;

**Blind**

For 3D4 minutes.

**Burning Acid**

Causes major skin irritation and burns flesh. Causes 2D6 per melee for 3D6 melees. No save.

**Death**

Death gas will kill opponent on failed save. If save is successful then victim suffers 4D6 damage.

**Hallucination**

Victims see things such as spiders and bugs crawling over them, twice as many opponents as there really are, etc. Lasts for 2D6 minutes and victim suffers -3 strike, parry, and dodge and has 60% chance of attacking hallucination as opposed to actual opponent.

**Knock-Out**

Knockout for D6 hours. If save then will remain awake but feel groggy and slow. -2 initiative, -1 strike, parry, and dodge, and -1 attack for D6 minutes.

**Nausea**

Become violently ill, continuously vomiting. All attacks per melee reduced to 2 and all combat bonuses, and loses initiative for duration. Lasts 3D4 melees.

Point System

15 points to buy the first gas cloud type, 10 points for each subsequent type bought. All gas cloud types will initially have the base length and diametre. +1 metre length and +50cms diametre each time rebought.

Blind starts with D4 minutes effect. +D4 minutes each time rebought.

Burning Acid starts with D6 damage per melee for D6 melees. +D6 damage and +D6 melees each time rebought.

Death as above.

Hallucination starts with D6 minutes effect. +D6 minutes each time rebought.

Knock-Out starts with D6 hours effect. +1 hour each time rebought.

Nausea starts with D4 melees effect. +D4 melees each time rebought.

**POSTCOGNITION**

The hero has the ability to see the past. The power requires the hero to have physical contact with the target whose

history is being examined. The hero can mentally examine a person, item, or site and mentally relive a specific moments of history. As such it only reveals factors that somehow affected the target. It need not be connected to the person. It may also come as a dream within the area. Postcognition can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential. Range of 10 metres per ME, +100 metres per level. How far the person can see into the past is identical to a precog's ability to see into the future. Gain +1 psi save per 5 ME, and +1 every 2 levels.

#### Point System

15 points to buy this power. +100 metres each time rebought. The timeframe also increases identically to the Precog power.

### **POWER ART**

The hero is an amazing artist and can draw/paint at high speed. He can draw at a rate of one page per ME a minute with the equivalent proficiency of 98%.

#### Point System

5 points to buy this power. +1 page each time rebought.

### **POWER SCULPTING**

This power lets a hero sculpt any non living object into anything he pleases with his mind. The hero has the equivalent of sculpting at 100%. He can affect 2 pounds per ME at a time, +20 pounds per level of experience.

#### Point System

5 points to buy this power. +20 pounds each time rebought.

### **PRECOGNITION**

This power gives the hero sufficiently clear insight into upcoming events that

he might be able to use that foreknowledge to his advantage. The problem lies in two areas; the flexibility of the timestream and the preparedness of the GM. One problem with the Power is that the timestream is extremely malleable. Each decision made creates an alternate timeline, a parallel Earth almost but not quite identical to the version of earth where your campaign occurs. Each vision is an event that will come to pass in some time stream somewhere. It need not be the hero's impending timeline.

That's where Precognition comes in. Each precog vision gives the hero a chance to consciously shape his world's timeline. Because of this the envisioned event might never come to pass, at least not where the hero is concerned. This leads to the second problem, that of GM preparedness. To accurately and realistically portray precognition the GM would need to work out a detailed timeline of the campaign's future events, including variables that account for probable player actions.

Short range precognition can be useful in combat. The hero can use his power to discover his opponent's next move. This form can be used by any precog regardless of the limits otherwise constraining the power. Gain +1 psi save per 5 ME and +1 every 2 levels. +1 to Perception.

Level 1	Can see up to ME x1 minute ahead.
Level 2	ME x5 minutes ahead.
Level 3	ME x10 minutes ahead.
Level 4	ME x30 minutes ahead.
Level 5	ME x1 hour ahead.
Level 6	ME x1 day ahead.
Level 7	ME x1 week ahead.
Level 8	ME x1 month ahead.
Level 9	ME x1 year ahead.



Point System

15 points to buy this power at level 1. May be rebought up to level 9.

**PREHENSILE HAIR**

This is a power that few masculine heroes would admit to having even if they possessed it. The power gives the hero's hair the capability of independent, controlled movement as if each strand were a tiny tentacle.

Using her Prehensile Hair the heroine can perform a variety of tasks with the hairs combining to form one or more appendages. She can handle objects, pick locks, ensnare a target, and even deliver a powerful blow with a silken fist. In blunt combat the hair functions as one or more attacks. Prehensile Hair possesses a sense of touch identical to that of the heroine's hands, damage to the hair is felt. If you yanked out a lock of hair she'd feel the same pain you'd feel if she broke your finger (and you'd deserve it). Loss of more than half the hair causes pain and damage equal to that caused by a limb lost by the same means. The motivating power for the hair is Telekinetic rather than muscular. The individual strands are identical to normal healthy hair.

The hair's length exceeds the normal limits; strands can reach a maximum length of 1 metre per 4 PE, +1.5 metres per level. However long the hair is, when not in active use it contracts and does not extend past the heroine's knees. If the heroine's power is nullified somehow, she retains her hair but can no longer feel or control it. A separate PS attribute is determined for the Prehensile Hair. Then determine carrying capacity and damage as normal.

Point System

15 points to buy this power. +1.5 metres each time rebought.

**PREHENSILE TONGUE**

This power gives the hero's tongue the capability of independent, controlled movement as it were a powerful tentacle. In blunt combat the hair functions as one or more attacks. The tongue's length exceeds the normal limits reaching up 1 metre per 4 PE. However long it is, when not in active use it contracts and fits within the mouth. A separate PS attribute is determined for the Prehensile Tongue. Then determine carrying capacity and damage as normal.

Point System

15 points to buy this power. +1.5 metres each time rebought.

**PROJECTILE EXPULSION**

The ability to expel projectiles from your body (can be small needles like a porcupine, shards of glass, etc). D6 per 5 ME +D6 per level, over 1 metre per ME + an equal increase in range per level.

Point System

15 points to buy this power. +D6 and + an equal increase in range each time rebought.

**PSYCHIC INTERFERENCE**

The character can radiate a field of psionic static within a ME x2 metre radius, +2 metres per level around him. This doesn't prevent the use of powers but can dampen out psionic abilities. An example would be causing interference in telepathic communications making transmissions to sound like they are full of static and barely audible (like a badly tuned in radio). Gain +1 psi save per 3 ME, and +1 level.

Point System

15 points to buy this with a 2 metre radius. +2 metres and +1 save each time rebought.

**PSYCHOMETRY**

The power to touch an object and read images and the history about any who have previously held it. The character can also deliberately imprint images and other sensations into any objects he touches. The implanted images and sensations only last for one day per ME + the level of the character. It will be impossible for any mage or psychic reading these impressions to know what is a true impression or an implanted impression. This can be used to implant a message onto a object that can be only picked up by reading the object or to provide a false trail. The final ability of this power allows the character to psychically wipe or clean any object of any impressions.

Point System

10 points to buy at one day per ME. +1 day per ME each time rebought.

**PUTREFY**

This power makes clean food and water spoil, turn rotten, poisonous, or become otherwise contaminated. Up to 10 cubic centimetres of food and drink per ME per level can be thus made unsuitable for consumption.

Point System

15 points to buy this power. It cannot be rebought.

**RACIAL MEMORY**

This power lets a character call up memories and skills from his ancestors. In game play this means he can summon any skill program his ancestors had (predetermined with the GM according to the era). However he can only summon so many skills from the past at once, starting with one skill program per 5 ME at first level and can summon one more every third level. The down side of

this power is that memories of the past can haunt the character.

Point System

10 points to buy this power. +1 skill program each time rebought.

**RADAR (revised)**

The hero can sense objects in total darkness including shape, distance, direction and speed. It has a radius of 10 metres per ME, +30 metres per level radius. +4 Initiative, +2 Parry and Dodge, +3 Strike and +1 Attack, +1 to Perception. The ability is halved in heavy rain, snow and other multiple obscuring objects. It does work equally well underwater though, much like sonar.

Point System

15 points to buy this power. +30 metres each time rebought.

**RADIATE LIGHT**

This hero has the ability to generate his own light aura and glow with up to 10 watts of light per ME from the hands or up to 100 watts of light per ME if using whole body, +100 total watts per level. If using the whole body then enemies are -2 to hit per 100 wattage used.

Once per hour per ME he can generate a brilliant flash of light to blind all people within line of sight. The blindness lasts for D4 rounds and causes a -6 to strike, parry, and dodge for another D4 rounds once sight has been recovered.

Once per day per 5 ME he can create a single phosphor flash. This intense flash causes blindness for D4 hours and are -9 to strike, parry, and dodge for another D4 hours once sight has been recovered. Those within line of sight outside of the 3 metre radius suffer -6 to strike, parry, and dodge for a single hour. If the character places his hand directly in contact with a victim's eyes and does a

phosphor flash he will burn out the victim's retinas causing permanent blindness.

Finally he is immune to any flash attacks and can see during even the brightest light.

Point System

5 points to buy Glow, 5 points for Immunity, 10 points for Strobe and 15 points for Phosphor. +100 total watts each time rebought. Must buy Glow before can have Strobe, and must buy Strobe before can have Phosphor.

**RADIO HEAD**

This power gives the character the ability to act as a living radio receiver and transmitter. Range is 1 kilometre per ME +10 kilometres per level of experience. He can also play radio songs out of his mouth, and scramble radio based transmissions as well as listen in to them. Finally he can store 1 song per 5 ME, +3 songs per level of experience that can be played out loud at any time.

Point System

5 points to buy this power. +10 kilometres and +3 songs each time rebought.

**SAVANT**

The character has heightened natural instincts:

**Hearing and Touch**

He can flawlessly play any piece of music he's heard in his lifetime, and reproduce any song.

**Sight**

He can duplicate any drawing or painting he has previously seen.

**Smell**

He can replicate any meal by simply smelling the finished product once.

As a side effect he automatically gains the skills of Art, Cook, all Musical Instrument types and Sing.

Point System

5 points to buy this power. It cannot be rebought.

**SEE AURA (revised)**

The ability to see someone's aura, sometimes thought of as the soul. This allows you to tell their power level, state of health, current emotional state, etc. +1 to Perception. +1 psi save per 5 ME, +1 every 2 levels.

<u>Aura Colour</u>	<u>Meaning</u>
Orange	Afraid
Red	Angry
Light Blue	Calm
Bright Crimson	Enraged
Violet	Excited
Vermilion	Happy
Black	Hateful
Blue	Love
Silver	Sad
Gold	Healthy
Grey	Ill
Rapidly rippling colours	Meta abilities present
Myriad Sparkles	Magic Use
Dark stain in centre of aura	Undead or Necromantic magic
Spirit's aura overlays mortal's	Possessed

Point System

15 points to buy this power. It cannot be rebought.

**SIXTH SENSE, ACTIVE**

This power automatically warns the hero about impending danger. The advance warning time is 1 minute per 5 ME, +1 minute per level. Will know direction and threat level. +1 to Perception. Gain +1 psi save per 5 ME, and +1 every 2 levels.

Point System

15 points to buy this power. +1 minute each time rebought.

**SIXTH SENSE, PASSIVE**

This power is identical to Sixth Sense Active in every way except one. Whenever there is impending danger to the character he avoids it by not noticing its there. He becomes distracted by a passing pretty girl and avoids a punch. He bends over to pick up the shiny pebble and dodges a bullet, etc. +1 to Perception. Gain +1 psi save per 5 ME, and +1 every 2 levels.

Point System

15 points to buy this power. It cannot be rebought.

**SOLAR EXPULSION (revised)**

The ability to control radiation. The character can fire radioactive bolts which do D10 rads per ME +D100 per level, over 1 metre per ME per level with a 30cm radius at core expanding 1cm for every 5 metres travelled. Can also melt objects with a 1000C per level touch with a 30 centimetre radius +10cms per level. Can generate heat at a rate of 500C per round per level (full effects on HU269). Immune to all radiation.

Rads Effects

Rads	Effects
1+	Discomfort.
101+	Nausea and vomiting for 1 hour. 50% chance of gaining anemia. 30% chance of gaining leukaemia after 3 months.
150+	Nausea and vomiting for 1 day. 75% chance of gaining anemia. 50% chance of gaining leukaemia after 3 weeks.
600+	Nausea, vomiting, bloody diarrhoea and fever. Loss of hair in D10 days and loss of immune system in 12 +3D6 days. Gain

Rads Effects

Rads	Effects
	anemia and leukaemia after 3 days. After 4 weeks go into coma for D10 days before dieing.
4000+	Physically crippled and die within D4 days.
5000+	Instant death.

Maximum Rad Exposure

8 rads per 13 weeks or 30 rads per year. No more than 25 rads in one dose.

Point System

10 points to buy Melt Object at 1000C with a 30cm radius. +1000C damage and +10cms each time rebought.

15 points to buy Radioactive Bolt at D100 rads with a 10 metre range and 30 cm radius core. +D100 rads and +10 metres each time rebought.

**SOLAR SUSTENANCE**

Instead of needing to breathe, eat or drink the character can absorb stellar energy via photosynthesis. Further he can absorb any kind of solar or radiation attack directed against him up to a max of 1 megawatt per ME, +1 per level.

Point System

10 points to buy this power, it cannot be rebought.

**SOLAR WALL**

Can form a shield or wall of radiation (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level. Inflicts D6 rads +D6 per level for every 30cms victim walks through. Immune to all radiation.

Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

**SONIC EXPULSION**

The ability to control sound. The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per ME, +10 per level. D6 damage per 5 ME +D6 per level, over 10 metres per ME per level. Victims are -6 and -25% until noise stops, plugging ears reduces effects by half. Can also emit a whine over 1 metre per 3 ME radius, +1 metre per level scream.

Immune to any sonic attacks.

Point System

5 points to buy Emit Whine. +1 metre each time rebought.

15 points to buy Sonic Bolt. +D6 and +10 metres each time rebought.

Decibel	Effect
0	Lowest threshold of hearing
10	Light whisper
20	Normal whisper
30	Murmuring in office
40	Subdued conversation
50	Average office
60	Average conversation
70	Busy street
80	Acoustic guitar
90	Heavy truck traffic
100	Subway/train
110	Power tools
120	Thunder
125	Rock band on stage
130	Airport
140	Sonic boom
150	Permanent damage to hearing begins here
160	Jet engine
180	Rocket engine
220	Cannon

**SONIC WALL**

The ability to create (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (15 centimetres per ME radius,

30cms per level) anywhere within 2 metres per ME, +3 metres per level. Immune to any sonic attacks.

Point System

15 points to buy the power at the minimum level listed. +15 points to rebuy with the listed increases.

**SOUND ABSORPTION**

Can remove all sound from within 3 metre per ME range, +3 metres per level over a 1 metre per ME radius +1 metre per level. By rolling a Roll with punch can negate any sonic based attacks or instead if roll a Parry can reflect sonic attack back on source. Immune to all sonic type attacks.

Point System

15 points to buy this power. +3 metre range and +1 metre radius each time rebought.

**SPECTRUM VISION**

A form of enhanced visual sense which includes the ability to see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. Equal to normal sight range. +1 to Perception.

Point System

15 points to buy this power. It cannot be rebought.

**SPEED READING**

Can read through 1 page per minute per ME. +1 page per level.

Point System

5 points to buy this power at 1 page per minute per ME. +1 page each time rebought.

**SUBSONIC FLIGHT**

The power to fly unaided at ME x10kph, +5kph per level with a maximum ceiling height of 100 metres per ME. While in flight gain +1 Attack, +2 Dodge and +1 per 30kph, +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

Point System

15 points to buy at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

**SUGGESTION**

This allows the hero to;

- 1) Implant an idea into a victim's head (eg, I am your friend, you're sleepy, etc) but only outside of combat.
  - 2) Cause a victim to speak what he is actually thinking.
  - 3) Block a specific memory in another for 1 week per ME, can save at start and once per week.
  - 4) Implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain
- All powers require eye contact and speech. Gain +1 psi save per 4 ME, and +1 every 2 levels.

Point System

15 points to buy this power. It cannot be rebought.

**SUSPENDED ANIMATION**

This power allows the character to place himself or anyone he touches to enter a state of suspended animation for 1 hour per ME. During this period he will not age, cannot move nor react to pain. It is especially useful in medical situations.

Point System

15 points to buy this power. It cannot be rebought.

**TELERECEPTION**

This is the ability to transmit what the character is experiencing through his own senses to another. This can be either what he is currently seeing, hearing, tasting or touching. The person it is being transmitted to must either be well known to the hero or within his line of sight. +1 person per level. Gain +1 psi save per 5 ME, and +1 every 2 levels.

Point System

10 points to buy this power. Can transmit to one additional person each time rebought.

**TELESCOPIC VISION (revised)**

The hero's eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images.

x2 normal range; this doubles every level. +5 to Perception. +3 to strike with modern weapons, add +5 to strike with thrown objects.

Point System

10 points to buy this power. Doubles in range each time rebought.

**THERMAL FLIGHT**

The power to fly by riding a planet's thermal currents (if it has any). Speed is ME x10kph, +5kph per level with a maximum ceiling height of 100 metres per ME. While in flight gain +1 Attack, +2 Dodge and +1 per 30kph, +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. Speed is also reduce accordingly in colder climates, as determined by the GM.

Point System

15 points to buy at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

**THERMAL VISION (revised)**

The hero can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat. +1 to Perception.

Point System

10 points to buy this power. It cannot be rebought.

**TOTAL RECALL**

This power grants the character an almost perfect memory. By studying a map or document for 1 minute, -2 seconds per ME the character will be able to recall them with 5% accuracy per ME. The character will also be able to recognize faces, costumes, and cars that they have only seen once or twice before. Memories are permanent and can be recalled with crystal clarity at any time.

Point System

10 points to buy this power. It cannot be rebought.

**TRUE SIGHT**

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful. +1 to Perception.

Point System

15 points to buy this power. It cannot be rebought.

**TWO DIMENSIONAL**

The hero can harmlessly reduce his body (and any nonliving matter he carries) to a flat, two-dimensional version. To an onlooker, the hero appears to have transformed himself into a life-size photograph. The hero's body functions and abilities are unaffected. Because the hero is now extremely thin, gaining leverage on three-dimensional objects is extremely difficult. He is also extremely hard to hit if he can turn his flat side toward his opponents. While in a flattened state, the hero takes only half damage from blunt physical attacks. On the other hand, a flat hero can suffer all sorts of abuse that he would normally ignore, such as being folded like a map and locked in a glove compartment. The hero can pass through the cracks around a door or adhere to a wall and pretend to be a poster. The hero can choose to flatten himself in any direction. He can appear to be a front-back, left profile-right profile, top-view-bottom view, or similar shaped two-dimensional image. Note: that while the one dimension is drastically altered, the remaining measurements remain the same.

Point System

20 points to buy this power. It cannot be rebought.

**VIBRATION EXPULSION**

The hero has the ability to control vibrations. He can fire a Shock Blast which does D6 per 5 ME +D6 per level, over 1 metre per ME per level. Knockback applies. Or he can instead send out Shock Waves over a 2 metre per ME range, +2 metres per level. This does 1 point of damage per ME + an equal amount per level cracking roads, walls, etc. with Knockback also applying.

Point System

15 points to buy each ability at its base level. Each ability increases by the amount shown each time rebought.

**VOID FLIGHT**

The power to fly by creating a vacuum directly in front of the character which serves to pull him forward. The maximum speed possible when using this is ME x10kph, +5kph per level. There is no maximum ceiling height. While in flight gain +1 Attack, +2 Dodge and +1 per 30kph, +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

Point System

15 points to buy at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

**VOID SHIELD**

The ability to create a semi visible layer of shielding which vaporises anything touching it. Can create shields around oneself or any within the character's line of sight. The size is up to (10 centimetres per ME thick, +30cms per level) x (30 centimetres per ME tall, 30cms per level) x (1 15 centimetres per ME radius, 30cms per level) anywhere within 2 metres per ME, +3 metres per level. The shield can destroy up to ME x10 SDC, plus x1 per level (eg. at third level the SDC would be ME x12). The total SDC replenishes at a rate of ME x1 SDC (+1 per level) per minute of non use. +4 ME. Can create multiple shields so long as the combined SDC doesn't exceed the total.

Point System

15 points to buy this power. It cannot be rebought.

**WARDROBE**

This character has the ability to summon any clothing he wants and exchange it with whatever he is currently wearing. The garments must either come from a predetermined location or from somewhere within his line of sight. He can summon 1 garment per 5 ME.

Point System

15 points to buy this power. It cannot be rebought.

**WARRIOR SPIRIT**

This power allows the character to summon his inner strength. During the summoning he gains; 1 SDC per PE , +10 SDC per level of experience; +1 attack per 5 ME, +1 attack per level; a horror factor of 8, and all feelings of fatigue disappear. The warrior spirit effects last one minute per ME, +1 per level of experience.

Point System

15 points to buy this power. It cannot be rebought.

**WEBBING**

With this power the character can fire one stream of webbing per round. The webbing causes D6 impact damage to anything hit by it. The webbing can be fired in the form of a strand or a cone, both able to hold up to twice the body weight of the character. If the webbing is fired in strand form it is up to 1 centimetre per ME wide in a circular radius and up to 2 metres per ME long. The character can decide how long and wide to make the webbing before firing it. The character can create a webbed shield of similar diameter.

The shield has a sticky side and a non-sticky side. The shield is permeable to all gases and liquids. Weapons, items, people, etc. all stick to the sticky side of the shield. The stickiness of the web is



equal to 1 PS per ME. After 1 minute per ME, +1 minute per level the webbing will degenerate.

Point System

10 points to buy Webbing with 1 PS per ME stickiness, and dissolves after 1 minute per ME. +1 PS per ME stickiness, and + 1 minute per ME each time rebought.

**WINGED FLIGHT, FEATHER**

The power to fly with feathered wings at ME x10kph, +5kph per level with a maximum ceiling height of one kilometre. While in flight gain +1 Attack, +2 Dodge and +1 per 30kph, and +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own PS. The SDC of each wing is equal to half the character's total SDC.

Point System

15 points to buy at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

**WINGED FLIGHT, INSECT**

The power to fly with insect wings at ME x10kph, +5kph per level with a maximum ceiling height of one kilometre. While in flight gain +1 Attack, +4 Dodge and +1 per 30kph, and +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 5 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to half the character's own PS. The SDC of each

wing is equal to one quarter the character's total SDC.

Point System

15 points to buy at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

## Major Powers

### **ABSORB LIFE**

The character can absorb the life force of any organism that he touches and add it to his own at a rate of 1 day of life per ME per round that he touches the victim, +1 day per level. This is permanent unless the stealer gives it back or dies.

#### Point System

30 points to buy this at 1 day of life per ME. +1 day each time rebought.

### **ADAPTABLE DEFENCE**

When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to his natural limit of major and minor powers. Whatever other powers he has are temporarily displaced until the situation passes. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks.

#### Point System

30 points to buy this power. It cannot be rebought.

### **AERIALKINESIS**

The ability to control air and elements of the atmosphere. Begin with 4 abilities. Choose 1 additional ability per level.

#### **Air Bubble**

The character can surround himself or any within his line of sight with a pocket of air of up to ME x10 cms radius (+30 cms per level) and SPD equal to ME (+1 per level). Air supply lasts 1 minute per ME, +1 per level.

#### **Air Armour**

A thin layer of air surrounding the caster is enhanced so that it now forms an armour, with SDC equal to 10 per ME. This armour retains the transparent properties of clear air and the recipient can easily see through the Air Armour. Those observing the target see his

outline as slightly blurred or obscured, although not in such a way that he is more difficult to strike in combat.

#### **Breath of Life**

This is a more surgical use of the character's powers. He can gently force a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect.

#### **Clear Air**

This allows the character to form a sphere of breathable, sweet air with a radius of 1 metre per ME. The spell acts only to purify air, not create air where there was none. It will remove all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected.

#### **Control Wind**

With this power the hero can change the wind's direction, stop the wind and create wind rush effects within a ME x10 metre radius (+10 metres per level). A wind rush can have a speed of up to ME x6kph, and is able to knock people and objects over.

He can also ride the wind at ME x2kph, +2kph per level. He can lift himself and an extra ME x5kgs, +5kgs per level. Finally he can create a whirlwind with a 1 metre radius per 2 ME (+2 metres per level) anywhere in his line of sight. It has a rotational speed of ME x10kph, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions.

However his control is such that he can create a cyclonic prison of air. The character may walk in and out of the cyclone as if it were clear air. Otherwise the vortex will not permit anything to

exit it and will suck in anything that touches it that fails a successful PS versus PS roll with the vortex having a PS of 20 +1 per 2 ME. Exiting the vortex does D6 per ME. It is possible to fly over the top but this requires a PP roll with recapture and 8d6 of impact damage if you fail. The vortex appears to be smoked glass with dust and fog writhing around in it and is remarkably quiet.

Another side to this is his ability to create a similar pocket cyclone around himself. Said cyclone adds -10 to his physical elusiveness against hurled missiles like arrows and spears. This increases to -20 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -5 to the caster's physical elusiveness against swords, etc. The vortex has a PS of 18, +1 per 5 ME, and people must make a strength roll to force their way through the vortex to grab the caster.

### **Manipulate Weather**

This ability allows the hero to make the sky overcast, create loud thunderclaps, increase and decrease the level of precipitation, and dispel or create a fog. He can do all this within a ME x10 metre radius (+10 metres per level) for ME x1 minute (+2 minutes per level). Finally he can call down a lightning bolt anywhere in his line of sight if it is overcast doing D6 per ME. +2 Strike with bolt.

### **Mistwalk**

The character can walk on mist, fog, or other vapours as if they were a solid surface. The character uses his normal walking movement on the level and half his normal walking movement while climbing.

### **Muffle Sound**

Sounds within the sphere of effect cannot be heard by beings outside it.

Beings within the sphere of effect can hear one another, though at a greatly reduced volume. The character hears all sounds clearly at an amplified volume within area of effect. The radius is 1 metre per 2 ME.

### **Propel Missile**

This allows the character to greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. It adds a +1 to the attackers strike, 1 to damage and doubles the range.

### Point System

30 points to buy the first 4 abilities at the minimum level listed. +15 points to rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

### **ALTER BODY**

This is the ability to completely alter one's body and metabolism. Bonus of +6 MA, Impersonate +50%. Add +1 PE for every 4 PE already have and +1 SDC for every 10 SDC already have.

Externally the character can alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation. Alter or imitate hands and fingerprints and add and remove 30 centimetres to his height, age and dimensions.

Internally he can rearrange own internal organs so they are better protected or not where an attacker expects them to be, and alter or imitate his voice.

Once per melee per level the character can initiate a surge of adrenalin which gives +2 Initiative, +1 on all combat rolls, and +1 attack. +1 to all of these bonuses every 3 levels.

At any time the he can place himself into a trance and gain +1 per 4 ME to save vs HF, Magic and mind control or other

forms of mental attack. +1 to all of these bonuses every 3 levels.

He can go without food or water for an additional day per level longer than normal.

He can also manage without sleep for an additional 2 days, +8 hours per level.

Healing can also be sped up once per day per level to +1 SDC per level at x2 normal rate. This can also be used to halve the effects of gases, poisons, drugs and diseases.

#### Point System

30 points to buy this power with all abilities included at their base level. The abilities increase by the listed amount each time rebought.

### **ALTER PHYSICAL STRUCTURE AIR**

The ability to turn into a being of gas. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his gas and replacing it with a corresponding amount of gas. His mind remains in this dimension to control the gas parcel which has taken the place of his body.

#### **Air Form**

He can change into all of the gas forms below. While in any form the character has no SDC, and gives no heat signature. Can move through the tiniest crack or space, and is immune to all gases.

#### **Flight**

While in any form can move at SPD x3kph, rotate at SPD x5kph and spread out over an area of ME x2 metre radius. At 80kph spin any within cant attack, cast spells, speak, etc are hurled 2 metres in air for every 10kph SPD. At 90kph also do D6 per round to anything within +D6 per 10kph over 90.

#### Form effects

Ammonia

Sterilize area of any bacteria.

Argon

Coats and renders inert any volatile substances but also gives off a blinding glow.

Carbon Dioxide

Removes all Oxygen from the area.

Carbon Monoxide

Lower temperature by 10C per 2 ME per round, +10C per level.

Chlorine

Purifies water.

Helium

Allows balloons to float but will not ignite. Can alter a person's voice but in too large a quantity can asphyxiate.

Hydrogen

Can be ignited for use in welding.

Nitrogen

Raise temperature by 10C per 2 ME per round, +10C per level.

Oxygen

Required by most organics.

Radon

Inflict 1 rad per ME per round, +1 per level.

Sulphur Dioxide

Death within 6 rounds unless get hospital treatment.

#### Point System

30 points to buy one Air Form. +15 points for each additional form. None of the individual abilities may be rebought. Celestialkinesis may be bought at half price.

### **ALTER PHYSICAL STRUCTURE ANIMAL**

This is the ability to transform into any animal while retaining one's own memories, powers and attributes. Gain Animal Abilities from form chosen while in that form. Requires 1 action to transform.

Point System

30 points to buy two animal forms. +15 points for each two additional forms. Animal Abilities I may be bought at half price.

**ALTER PHYSICAL STRUCTURE ASTRAL**

This bizarre but unique ability has the one disadvantage in that the character lacks a physical body. Therefore NO SDC or physical attributes. This character survives by invading other peoples bodies. When in a host body the character retains his own Hit Points, mental attributes and super abilities. The character also gets the hosts' SDC, physical attributes and Super Abilities. When not in a physical body the character is invisible, intangible and totally undetectable (except by True Sight). If the host body is killed the character is discharged and floats unconsciously for D6 days. The character can only stay in energy form for 1 day per ME.

Point System

30 points to buy this power. It cannot be rebought.

**ALTER PHYSICAL STRUCTURE BOREALIS**

The ability to transform all of one's body into an undetermined type of energy. Physically he appears as a humanoid of glowing colours. Depending on which energy colour the character transforms into determines what different powers he gains. Every colour allows 1 Minor power. The Minor powers must be determined when this power is first picked and cannot be changed later. The colours available include; Red, Orange, Yellow, Green, Blue, Indigo and Violet. Shifting between colours counts as 1 attack.

Note: if you take this Major power you may not take ANY other powers, Minor or Major.

**Borealis Form**

While in this energy form gain +5 SDC per ME. Immune to radiation, gases, toxins, laser beams and ion blasts. Explosions do half damage. Physical attacks (arrows, bullets, people, swords, etc.) pass right through. Nuclear explosions will dissipate the character, killing him. Heat (including plasma), cold and water based attacks (tech, magical, psi, etc) all do half damage.

Point System

30 points to buy two colour forms. +15 points to buy each additional colour.

**ALTER PHYSICAL STRUCTURE CARTOON**

This power turns the character into a cartoon.

**Elasticity**

The ability to make your body elastic and malleable enabling distortion and elongation. +80 SDC, AR 10, +6 PE and PP. Neck and fingers can extend by 2 centimetres per ME, +2 per level. Arms can extend by 3 centimetres per ME, +3 per level. Legs can extend by 5 centimetres per ME, +5 per level. The body can extend by 10 centimetres per ME, +10 per level. Flatten to 1cm. Take no damage from HTH attacks, collisions, explosions and falls. Kinetic attacks do half damage.

**Alter reality objects**

This is the bizarre ability to buy joke items from a novelty trick store and have them really work. For instance a joybuzzer will actually shock someone for D4 damage, X-Ray Glasses will work like the minor power, etc.

**Alter reality self**

The character can alter distance and perspective at will. For instance he can

step down from the top of a building just like stepping off of the street and on to a curb. If someone falls off a building, he can reach out and catch the victim as if he was standing right next to him. He can step over a mile wide chasm as if it were only an inch wide.

Point System

30 points to buy this power. It cannot be rebought.

**ALTER PHYSICAL STRUCTURE  
COPPER**

The ability to turn into a being of living copper. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

AR 16. +100 SDC per ME. PS +4 for every additional 100 SDC. Immune to all electrical attacks. Susceptible to rust. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Explosions, thermonuclear, energy, and solar powers do half damage. Physical attacks must do PS 20+ in damage, otherwise have no effect.

Point System

30 points to buy this. It cannot be rebought.

**ALTER PHYSICAL STRUCTURE  
DIAMOND**

The ability to transform all or part of one's body into a being of living Diamond. The mind continues to function in an astral form even when the head is converted.

While in this form; +150 SDC per ME, AR 18, PS +6 for every additional 100 SDC. Radiate no heat. Are immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles, explosions, thermonuclear, electrical, energy, fire and solar powers do half damage. Physical attacks must do PS 19+ in damage otherwise have no effect. Energy attacks bounce off and strike another target.

Point System

30 points to buy this power. This cannot be rebought.

**ALTER PHYSICAL STRUCTURE  
DINOSAUR**

This is the ability to transform into any dinosaur while retaining one's own memories, powers and attributes.

Requires 1 action to transform. Form refers to what the character gains when transformed.

**Anklyosaur**

Herbivore. Armoured body with club like tail, and spiky horns decorating its entire body. It lived during the Upper Cretaceous.

Form: 4.5 metre length, +900 SDC, tail does D20 x2.

**Apatosaur**

Herbivore. Formerly known as Brontosaurus, it was originally believed to be sluggish, slow, and not very bright. Now it is believed they travelled long distances in packs like elephants, keeping the younger ones in the centre of the herd for protection. When attacked they may have raised up on hind legs, slashing with their tail and using their massive forelimbs as weapons. Long necked, long tailed body with a long low skull. Their hind limbs were longer and more powerful than their fore limbs. It lived during the Late Jurassic.

Form: 21 metres length x4.5 metres height, +500 SDC, tail does D20.

### **Brachiosaur**

Herbivore. One of the largest dinosaurs. It had longer fore limbs than hind limbs, much like a modern giraffe. It used its incredibly long neck to feed on the tops of trees. Its nostrils were located on a high bump on its head above the eyes. It lived during the late Jurassic.

Form: 12 metre height x27 metre length, +740 SDC, 70kph, tail does D20.

### **Compsognathus**

Carnivore. These tiny hunters were bipedal, with a very long tail, and a long, flexible neck. It lived during the Late Jurassic.

Form: 60 cms height, +10 SDC, 30kph, claws do D6.

### **Deinonychus**

Carnivore. Large brained, light weight hunter designed for speed and agility. It ran upright and hunted both alone and in packs. It had strong forelimbs ending with grasping hands tipped with curved claws. Its muscular hind limbs ended with a nasty 5" long scythe like claw on each foot. Its tail was stiffened with bony rods to use as a counterweight for balance. It lived during the Early Cretaceous.

Form: 3.9 metre length, +180 SDC, 200kph, teeth do 3D10, claws do 5D10.

### **Gallimimus**

Carnivore? A fast Ostrich-like runner. Exactly what they ate remains unknown, but most likely consisted of small lizards and insects. It lived during the Late Cretaceous.

Form: 3.9 metre height, +30 SDC, 240kph.

### **Ichthyosaur**

Carnivore. Ichthyosaurs swam in the Mesozoic ocean when dinosaurs walked on land. To be precise, they appeared

slightly earlier than dinosaurs and disappeared again earlier.

Form: 1 metre height x12 metre length, +240 SDC, 300 knots, teeth do D100.

### **Pterodactyl**

Carnivore. This flying predator fed mainly on fish and lived during the Upper Cretaceous.

Form: 8 metre length, +160 SDC, 350kph flight, beak does 5D4.

### **Stegosaurus**

Herbivore. A quadruped with a huge body and tiny sloping head. It is known mainly for its row of plates that grew along its spine from head to tail. Its only defence was the row of sharp spikes on its tail. It lived during the Late Jurassic period.

Form: 10 metre length, +200 SDC, 30kph, tail spikes do D12 x10 each.

### **Triceratops**

Herbivore. The largest and heaviest horned dinosaur. Its horns reached 4' or more in length. Two horns grew from above the eyes, with a third shorter horn on the nose. It also had a large, solid bone frill on its head. It lived during the Late Cretaceous.

Form: 11 metres length, +220 SDC, 40kph, three 1 metre horns doing D20 x10 each.

### **Tyrannosaur**

Carnivore. The most famous of all carnivorous dinosaurs. It had a 4' skull with massively powerful jaws. It may have hunted in packs, though some scientists speculate it may have moved too slowly to be an effective hunter, eating carrion instead. It lived during the Late Cretaceous.

Form: 15 metre height, +300 SDC, 60kph, teeth do D10 x100.

### **Velociraptor**

Carnivore. A small, but powerful, bipedal hunter like its larger cousin Deinonychus. It had a large brain, and its

muscular hind limbs were each tipped with a large sickle-like claw, making it an extremely dangerous predator. It lived during the Late Cretaceous.

Form: 2.1 metre height, +150 SDC, 250kph, teeth do 2D10, claws do 4D10 each.

#### Point System

30 points to buy one dinosaur form. +15 points for each additional form.

### **ALTER PHYSICAL STRUCTURE DRAGON**

This is the ability to transform into any dragon while retaining one's own memories, powers and attributes.

Requires 1 action to transform. Form refers to what the character gains when transformed.

#### **Black**

Carnivore. Armoured body with club like tail. Can expel acid from its mouth (3 D6 +D6 per level, over 9 metres +4.5 per level). Immune to acid.

Form: 15 metre length, +600 SDC, 40 kph, tail does D20, teeth do D8 x100.

#### **Blue**

Carnivore. Armoured body with club like tail. Can expel Bio-energy from its mouth (draw on own SDC to do damage directly to the SDC of any victim in the line of sight. These recover at 3D4 per hour but only when used in this manner. Damage of 2 +1 per level per 1 SDC).

Immune to bio-energy attacks.

Form: 12 metre length, +500 SDC, 40 kph, tail does D20, teeth do D6 x100.

#### **Brass**

Carnivore. Armoured body with club like tail. Vibration expulsion. Immune to vibration attacks. Can fire cryogenic liquid from its mouth (the liquid will hang on a target for D4 melees and cause another D6 + level of experience in damage each melee unless the victim takes two attacks to shake it off with no

dodges, parries, or strikes during that time). Immune to cold attacks.

Form: 10 metre length, +400 SDC, 40 kph, tail does D20 x2, teeth do D4 x100.

#### **Bronze**

Carnivore. Armoured bronze body with club like tail. Can expel electrical bolts from its mouth (3D6 +D6 per level over 15 metres, +15 per level). Immune to electrical attacks.

Form: 15 metre length, +600 SDC, 40 kph, tail does D20 x2, teeth do D8 x100.

#### **Copper**

Carnivore. Armoured body with club like tail. Can expel explosive spheres from its mouth ( blast radius of 1 metre radius +1 metre per level within 30 metres +3 metres per level, doing 4D6 +D6 per level. Anyone caught within the sphere is subject to knockback). Immune to explosions.

Form: 12 metre length, +500 SDC, 40 kph, tail does D20 x2, teeth do D6 x100.

#### **Gold**

Herbivore. Armoured gold body with club like tail. Can expel fireballs from its mouth fire (3D6 +D6 per level over 15 metres, +15 per level). Immune to fire and heat attacks.

Form: 20 metre length, +900 SDC, 40 kph, tail does D20, teeth do D20 x100.

#### **Green**

Carnivore. Armoured body with club like tail. Can expel toxic gas from its mouth ( 2 metres length +1 per level, x1 metre diameter +50cms per level).

Victims must save or die. Those who do save take 4D6. Immune to poisons and toxins.

Form: 17 metre length, +700 SDC, 40 kph, tail does D20, teeth do D10 x100.

#### **Platinum**

Carnivore. Armoured platinum body with club like tail, and spiky horns on the end. Can emit sonic blasts from its mouth ( 3D6 +D6 per level, over 150



metres +10 metres per level. Victims are -6 and -25% until noise stops, plugging ears reduces effects by 1.). Immune to sonic attacks.

Form: 18 metre length, +800 SDC, 40 kph, tail does D20 x2 and spikes do D12 x10 each, teeth do D12 x100.

### **Red**

Carnivore. Armoured body with club like tail, and spiky horns on the end. Can expel radiation from its mouth (D100 rads per level, 10 metres per level, 30cm radius at core expanding 1cm for every 5 metres travelled.). Immune to radiation and heat.

Form: 20 metre length, +900 SDC, 40 kph, tail does D20 and spikes do D12 x10 each, teeth do D20 x100.

### **Silver**

Carnivore. Armoured silver body with club like tail. Can expel ice shards from its mouth (3D6 +D6 per level over 15 metres, +15 per level). Immune to ice and cold attacks.

Form: 17 metre length, +700 SDC, 40 kph, tail does D20, teeth do D10 x100.

### **White**

Carnivore. Armoured body with club like tail, and spiky horns decorating its entire body. Radiate light. Immune to flares. Can fire Electrical expulsion from its mouth (3D6 +D6 per level over 15 metres, +15 per level). Immune to electrical attacks.

Form: 10 metre length, +400 SDC, 40 kph, tail does D20, teeth do D4 x100.

### Point System

30 points to buy one dragon form. +15 points for each additional form.

## **ALTER PHYSICAL STRUCTURE EARTH**

The ability to transform all or part of one's body into a being of living stone. Through conscious effort can affect the degrees of molecular cohesion between

the numerous adjoining surfaces of his particles right down to the individual grains. The mind continues to function in an astral form even when the head is converted or the brain dispersed.

### **Earth Form**

While in this form gain +60 SDC per ME. PS +2 for every additional 100 SDC. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical powers do half damage. Radiates no heat.

### **Encasement**

2 metre radius per ME (+3 metres per level), with up to 10 SDC per ME (+10 SDC per level). May be used to encase objects, limbs or the entire body.

### **Manipulate Shape**

Can draw on any body of sand, dirt or mud to increase size and mass.

For every 1 cubic metre added gain +45kgs, +8 PS, and +600 SDC.

Can maintain for 8 melees per level 1 melee per cubic metre.

Alternatively can disperse limbs/body into sand/dirt particles and flow at one quarter SPD. Can also flow through any opening.

### **Mud Ball**

Create 1 per 4 ME once per round which does 1 point of damage.

### Point System

30 points to buy the Earth Form. +15 points to buy Encasement. +25 points to buy Manipulate Shape. +5 points to buy Mud Ball. None of the individual abilities may be rebought. Terrakinesis may be bought at half price.

## **ALTER PHYSICAL STRUCTURE ELECTRICAL**

The ability to turn into living electricity. The transformation is accomplished by mentally shunting the matter of his body

into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

### **Electrical Form**

While in this charged form gain +20 SDC per ME. Anyone touching him or that he touches takes up to 1000 volts per level. Take half damage from fire and lasers but x2 damage from water attacks. Is immune to any electrical attacks, including magical.

### **Electrical Expulsion**

The power to control electrical energy. Lightning bolts do 3D6 +D6 per level over 15 metres, +15 per level. Can also fire an Electro Magnetic Pulse bolt which will disrupt and ruin any electrical equipment. 10 metre range, +10 metres per level. Immune to electrical attacks.

### **Electrical Flight**

The power to fly by transforming into an electrical bolt. Speed is ME x10kph, +5kph per level. There is no ceiling height. While in flight gain +1 Attack, +2 Dodge and +1 per 30kph, +4 Damage per 32kph. The character can carry his normal weight carrying capacity without it affecting his speed (anything he carries is also transformed). After that he loses 1kph for every 10 additional kilograms.

### **Electrical Wall**

Can form a shield or wall of electricity (1.8 metres, +30cms per level thick) x (7.2 metres, +30cms per level tall) x (6 metres, +30cms per level radius) anywhere within 30 metres, +3 metres per level. Does D6 +D6 per level for every 30cms victim walks through. Also immune to electrical attacks.

### **Transmission**

Travel along any conductible material that touch as an electrical bolt at a rate of

1 metre per ME per second, +1 metre per level.

### Point System

30 points to buy the Electrical Form.

+15 points to buy Transmission. None of the individual abilities may be rebought.

+10 points to buy Electrical Bolt at D6 damage with 15 metre range and an EMP Bolt with 10 metre range. +D6 damage and +15 metres for the bolt and +10 metre range for the EMP each time rebought.

+10 points to buy Flight at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

+10 points to buy Electrical Wall at the minimum level listed. +10 points to rebuy with the listed increases.

+10 points to buy Electrokinetics.

## **ALTER PHYSICAL STRUCTURE**

### **ELECTROMAGNETISM**

The ability to turn into living electromagnetic energy. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

### **Electromagnetic Form**

While in this charged form gain +20 SDC per ME. Anyone touching him or that he touches takes up to 100 volts per level. Take half damage from fire and lasers but x2 damage from water attacks. Is immune to any electrical or magnetic attacks, including magical.

### **Control Energy Flow**

The character has the ability to interrupt or stimulate the flow of electrical energy. Any appliance, switch, weapon, computer, vehicle or robot within line of sight or 1 metre per ME can be affected.

The duration of this effect lasts as long as the character concentrates, (-2 on initiative and the loss of one melee action while in use). The flow of energy can be completely interrupted or boosted by up to 5% per ME.

### **Radio Frequency Manipulation**

It is possible to distort all or selected radio frequencies within line of sight or 1 metre per ME. The affected targets are unable to send or receive recognizable radio signals. On the flip side, the character can also boost the range of a single radio transmitter by 5% per ME. He can 'Hear' and potentially 'see' any transmitted information that passes through his sphere of effect, and if either the transmitter or a receiver is nearby, he can transmit his own images and sounds. With this he can blank out all communication devices except those of his allies, and speak through any radio device within range. He also can sense the general location of any transmitters.

### **See Electromagnetic Energy**

With a range of line of sight or 1 metre per ME, the character has the ability to see most of the EM spectrum. This includes standard visible light, infrared, ultraviolet, power waves (can see if machines are turned on/have an energy flow), radio waves (can actually see radio signals, transmissions, and receptions), and higher forms of EM energy like X-rays and gamma rays (so he can see areas and beings of radiation). Through a simple wall or door the character can also see living creatures - he can pick them out by their body heat and neuroelectric activity. Any obstacle thicker than about 12 inches, made out of metal, or that has a large number of wires carrying electricity within it will be impossible to see through.

### **Transmission**

Travel along any radio or microwaves at a rate of 1 metre per ME per second, +1 metre per level. The hero can carry an additional weight of +10kgs per ME.

#### Point System

30 points to buy the Electromagnetic Form. +15 points to buy Transmission.

None of the individual abilities may be rebought. Electrical Expulsion and Electrokinetics may be bought at half price.

+15 points to buy Control Energy Flow.

+5 points to buy Radio Frequency Manipulation at the base range. +3 metres each time rebought. Thus bought twice = <ME x1> +3kph.

+5 points to buy See Electromagnetic Energy. This may not be rebought.

### **ALTER PHYSICAL STRUCTURE**

#### **FIRE (revised)**

The ability to turn into a being of fiery plasma. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the plasma parcel which has taken the place of his body.

#### **Flame Form**

While in this plasma form gain +20 SDC per ME. Anyone touching him or that he touches takes up to D4 per level. Take half damage from thermonuclear or solar attacks but intense cold, chemicals or water have a 50% chance of dowsing his flame for 2D4 melees. Are immune to any heat or fire based attacks (including magical).

#### **Flame Expulsion**

The character can throw fireballs over his normal distance x2. They do D8 per level and have a 20% chance, +10 per level of causing anything combustible to

catch alight. Alternatively he can form a continuous gorge of fire which does 3D6 +D6 per level over 9 metres +4.5 per level, anything combustible instantly catches alight.

### **Flame Wall**

Can form a shield or wall of fire (1.8 metres +30 centimetres per level thick) x (7.2 metres +30 centimetres per level tall) x (6 metres +30 centimetres per level radius) anywhere within 30 metres +3 per level. Does D6 +D6 per level for every 30 centimetres the victim walks through.

### **Supernova**

This is an explosive discharge of fiery energy much like a dying sun;

Damage is 10,000 points x (character's ME + level) over a 30 metre radius x (character's ME + level).

5000 points x ME + (character's ME + level) over the next 30 metre radius x (character's ME + level).

2500 points x ME + (character's ME + level) over the next 45 metre radius x (character's ME + level).

1250 points x ME + (character's ME + level) over the next 60 metre radius x (character's ME + level).

625 points x ME + (character's ME + level) over the next 75 metre radius x (character's ME + level).

310 points x ME + (character's ME + level) over the next 100 metre radius x (character's ME + level).

150 points x ME + (character's ME + level) over the next 125 metre radius x (character's ME + level).

The character requires one day per 1000 points of damage expended to recover any of his fire powers.

### **Radiate Heat**

One metre per 2 ME radius (+2 metres per level), at a rate of 10C per ME per round, +10 per level. See table below for effects.

### Temp effects

31C

Discomfort. Shortness of breath.

Sweating.

40C

Blurry vision. Breathing is difficult. 50% chance of fainting every 8 minutes. -1 strike, dodge, etc.

50C

Can't open eyes. 80% chance of fainting every minute. D6 damage every 2 rounds. -3 strike, dodge, etc.

110C

Blind while in the area. 80% chance of fainting every 30 seconds. 2D6 damage per round. Can't do anything.

150C

Unbearable pain. Can;t breathe. 90% chance of fainting per round. 3D6 damage per round. Anything combustible ignites in 4 rounds.

### Humidity Game Effects

The body attempts to maintain a constant temperature of 37C at all times. In hot weather, the body produces sweat, which cools the body as it evaporates. As the humidity or the moisture content in the air increases, sweat does not evaporate as readily. Sweat evaporation stops entirely when the relative humidity reaches about 90 percent. Under these circumstances, the body temperature rises and may cause illness.

### Humidity effects

50-59%

30C to 36C; Heat rash, or prickly heat, occurs when blocked sweat glands become inflamed. This painful rash reduces the body's ability to sweat and to tolerate heat. -1 on all combat rolls, -5% on skill rolls.

60-69%

37C to 39C; Heat cramps are painful spasms of the muscles. The muscles used in doing the work are most

Humidity effects

susceptible. The spasms are caused by the failure of the body to replace its lost body salts and usually occur after heavy sweating usually in the leg or abdomen muscles. -2 on all combat rolls, -10% on skill rolls.

70-89%

40C to 45C; Heat exhaustion results when the body loses large amounts of fluid by sweating during work in hot environments. The skin becomes cool and clammy. Symptoms include profuse sweating, weakness, dizziness, nausea, and headaches. The pulse becomes weak. Fainting and vomiting accompanies heat exhaustion. -5 on all combat rolls, -25% on skill rolls.

Over 90%

Over 45C; Heatstroke is the most serious condition and requires immediate medical attention. The body stops sweating, and its temperature becomes very high (even exceeding 41C). Symptoms include hot and dry skin, and can progress to delirium, convulsions, coma and death. Unconsciousness is possible. No bonuses may be used with combat rolls, -50% on skill rolls.

Other Heat Effects

Extreme heat reduces IQ thinking ability by -1 point per 10C over 400C when in direct exposure.

Thermal and Infravision is useless once the temperature reaches over 50C due to all the thermal drafts in the air and over 80% humidity due to all the moisture in the air.

Water boils at 1000C causing steam within the immediate area and reducing visibility to 15 metres or less.

Point System

30 points to buy the Flame Form. +20 points to buy Radiate Heat. +30 points to buy Supernova. None of the individual abilities may be rebought.

+10 points to buy Fire Ball at D8 damage with a 20% chance of causing anything combustible to catch alight and Flamethrower at D6 damage with a 9 metre range. Ball does +D8 damage and +10% and Flamethrower does +D6 damage and +4.5 metre range each time rebought.

+10 points to buy Flame Wall at the minimum level listed. +10 points to rebuy with the listed increases.

+10 points to buy Pyrokinesis.

**ALTER PHYSICAL STRUCTURE  
ICE (revised)**

This is the ability to lower one's external and internal body temperature, projecting intense coldness from the body. The character can mentally override his hypothalamus to allow his body temperature to be lowered by an unknown internal mechanism. This ability converts the latent thermal energies in and around his body into an unknown form of energy that is efficiently dissipated. His body tissues are unaffected by subzero temperatures. He in effect can transform all or part his body into a being of living ice. The mind continues to function in an astral form even when the head is converted.

**Ice Form**

While in this form gain +40 SDC per ME. PS +1 for every additional 100 SDC. He gives no heat signature and is totally immune to cold. Explosives, fire and heat do half damage while energy attacks bouncing off.

**Encase in Ice**

2 metre radius per ME (+3 metres per level), with up to 10 SDC per ME (+10 SDC per level). May be used to encase objects, limbs or the entire body.

**Generate Ice**

1 metre per ME surface radius, +3 metres per level.

**Ice Expulsion**

The ability to control the elements of cold. A chilling bolt of cold can be directed at victims doing 3D6 (+D6 per level) in a 15 metre range (+15 metres per level). Taking more than 22 points of damage at once will reduce the victim's bonuses and speed by a cumulative 10%, and wears off in D4 mins. A being that loses all SDC in this manner falls into cryostasis and must be revived. Using heat will revive the victim in 3D4 minutes with little if any side effects. Anyone losing SDC are +25% vs. coma/death and get 3D4 hit points back when revived. Using this power it is possible to build up amounts of ice, equal in SDC to the damage rolled (each attack keeps adding strength to the ice). Can also form Ice Balls at the rate of 1 per round which do D6 damage (+D6 per level), and Ice Shards at a rate of 2 per round per level which do 2D6 (+D6 per level), 30 metres +10 per level. normal throwing range. Immune to ice and cold attacks.

**Ice Wall**

Can form a wall or shield of ice 1 square metre per round (+1 per level) with 100 SDC per square metre (+10 SDC per level), 30 metre radius +5 per level. Also immune to ice and cold attacks.

**Snowball**

Create 1 per 4 ME once per round which does 1 point of damage.

**Radiate Cold**

One metre per 2 ME radius (+2 metres per level), at a rate of 10C per ME per round, -10 per level. See table below for effects.

Temp Effect

0C

Shivering. Uncomfortable.

-10C

Rasped breathing. D4 damage per minute. 50% chance of fainting every 8

Temp Effect

minutes. -1 strike, dodge, etc.

-30C

Eyes half shut. 70% chance of fainting every minute. D6 damage every 2 rounds. -3 to strike, dodge, etc.

-50C

Can't open eyes. 80% chance of fainting every minute. D10 damage every 2 rounds. -5 and -50% to do anything.

-75C

Breathing slow. Can't move. 90% chance of fainting per round. 2D6 damage per round. cant do anything.

For every 10C below -30C reduce PP and IQ by 1.

Reduce temperature by an additional -20C if wet, and -1C for every 1kph of wind speed.

Treat normal clothes as reducing the effects of cold by +1C, heavy clothes +2C, a parka +3C, winter garments +4C, military winter garments +6C, and eskimo clothing +10C.

Point System

30 points to buy the Ice Form. +15 points to buy Radiate Cold. +5 points to buy Snow Ball. +15 points to buy each of the other abilities. None of the individual abilities may be rebought. +10 points to buy Cold Bolt at D6 damage with 15 metre range. +D6 damage and +15 metre range each time rebought.

+10 points to buy Ice Ball at D6 damage and Ice Shard. +D6 damage each time rebought.

+10 points to buy Ice Wall with a 1 square metre size, 100 SDC, and within a 30 metre range. +1 square metre, +10 SDC and +3 metre range each time rebought.

### **ALTER PHYSICAL STRUCTURE IRON**

The ability to turn into a being of living iron. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the energy parcel which has taken the place of his body. AR 17. +80 SDC per ME. PS +3 for every additional 100 SDC. Immune to all fire attacks. Susceptible to rust.

Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Explosions, thermonuclear, energy, and solar powers do half damage. Electrical and magnetic effects are doubled. Physical attacks must do PS 20+ in damage, otherwise have no effect.

Iron is also lethal against certain supernatural beings and can be disruptive to magic.

#### Point System

30 points to buy this. It cannot be rebought.

### **ALTER PHYSICAL STRUCTURE LEAD**

The ability to turn into a being of living lead. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

AR 14. +120 SDC per ME. PS +4 for every additional 100 SDC. Immune to magnetic attacks and forces. Physical

attacks must do PS 17+ in damage, otherwise have no effect. X-rays and radiation wont penetrate lead. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Explosions, thermonuclear, energy, and solar powers do half damage.

#### Point System

30 points to buy this. It cannot be rebought.

### **ALTER PHYSICAL STRUCTURE LIGHT**

The ability to turn into a being of pure light. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

#### **Energy Form**

While in this plasma form gain +10 SDC per ME. Immune to radiation, gases, toxins, laser beams and ion blasts. Explosions do half damage. Physical attacks (arrows, bullets, people, swords, etc.) pass right through. Nuclear explosions will dissipate the character, killing him. Heat (including plasma), cold and water based attacks (tech, magical, psi, etc) all do half damage. Must touch or pass through a victim to do damage.

#### Forms \_\_\_\_\_

Cosmic Rays

2% chance per ME (+10% per level) of causing death within D10 weeks.

Electromagnetism

Increase or decrease temperature by 100C per minute per level up to max of same. Can also attract and repel

Forms

conductive objects of up to 10kgs per ME, +10kgs per level.

**Gamma Rays**

D100 rads to whatever pass through.

**Infrared**

2% chance per ME (+10% per level) of burning out optic nerves.

**Microwaves**

2% chance per ME (+10% per level) of crippling nervous system.

**Protons**

Become Intangible while in this form.

**Solar Particles**

Victim suffers severe burns, mutilation and death if not treated at hospital within D10 hours.

**Ultraviolet**

2% chance per ME (+10% per level) of causing some form of cancer.

**X-rays**

2% chance per ME (+10% per level) of damaging immune system.

**Energy Expulsion**

The power to control amplified light. Can fire a laser bolt which does 3D6 +D6 per level over 15 metres, +15 metres per level. Also immune to laser attacks.

**Energy Field**

Can form a shield or wall of energy (1.8 metres +30cms per level thick) x (7.2 metres +30cms per level tall) x (6 metres +30cms per level radius) anywhere within 30 metres +3 per level. Does D6 +D6 per level for every 30cms victim walks through. Also immune to laser attacks.

**Flight**

In any of his energy forms at 2.997925 x 10<sup>8</sup> metres per second.

Point System

30 points to buy one Energy Form and Flight. +15 points for each additional form. None of the individual abilities may be rebought.

+10 points to buy Laser Bolt at D6 damage with 15 metre range. +D6 damage and +15 metres each time rebought.

+10 points to buy Energy Field at the minimum level listed. +10 points to rebuy with the listed increases.

Energy Expulsion may be bought at half price.

**ALTER PHYSICAL STRUCTURE  
LIQUID**

The ability to bodily transform whole or in part into a watery liquid substance of unknown composition. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted into liquid or dispersed.

**Liquid Form** While in this form radiate no heat. Physical attacks, gases and explosions do no damage but electricity does double. Is immune to any liquid attacks including corrosive, toxic and magical.

**Liquid Bolt**

Can fire a jet stream of water doing PS damage +D6, +D6 per level over 9 metres +1 per level. This pushes the victim back 1 metre per PS point greater than the victim's. A called shot to an open mouth can drown a victim.

**Liquid Wall**

This is the ability to draw condensation and form a shield or wall of water (1 metre per 5 ME thick) +30 cms per level, x (1 metre per 2 ME tall) +2 metres per level until concentration broken. Lasts ME x1 minute +1 minute per level. Most weapons will have their range halved by the water if not swept away together. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.



**Manipulate Shape**

Can draw on other water and add it to own mass increasing in size. Punch does +D6 per square metre and +10 SDC per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Point System

30 points to buy the Liquid Form. +20 points to buy Manipulate Shape. Neither of these abilities may be rebought.

+10 points to buy Liquid Bolt at D6 at 9 metres. +D6 damage and +1 metre each time rebought.

+10 points to buy Liquid Wall at the minimum level listed. +10 points to rebuy with the listed increases.

+10 points to buy Hydrokinesis.

**ALTER PHYSICAL STRUCTURE  
LIQUID METAL**

This allows the character to turn part or all of his body into a semi-thick shiny molten metal liquid. This is like both APS Liquid and Metal but with some major differences. The mind continues to function in an astral form even when the head is converted or dispersed.

**Liquid Form** While in this form gain +40 SDC per ME, +2 PS for each additional 100 SDC. Radiate no heat. Physical attacks, gases and explosions do no damage. Immune to paralysis/stun, cold, heat and normal fires. Explosions do half damage scattering the character. Electrical and magnetic effects are doubled.

Physical attacks must do PS 20+ in damage otherwise have no effect.

**Liquid Bolt**

Can fire a jet stream of liquid metal doing PS damage +2D4, +D4 per level. Range of 9 metres +1 per level, pushing victim back 1 metre per PS point greater than the victim's.

**Manipulate Shape**

Can draw on other metal and add it to own mass increasing in size. Punch does +D6 per square metre and +10 SDC per square metre. Can merge with any metal and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Point System

30 points to buy the Liquid Form. +25 points to buy Manipulate Shape. Neither of these abilities may be rebought.

+15 points to buy Liquid Bolt at 2D4 at 9 metres. +D4 damage and +1 metre each time rebought.

**ALTER PHYSICAL STRUCTURE  
MAGMA**

The ability to transform all or part of one's body into a being of living, molten rock. Through conscious effort can affect the degrees of molecular cohesion between the numerous adjoining surfaces of his particles right down to the individual grains. The mind continues to function in an astral form even when the head is converted into magma or the brain dispersed. Along with increased strength and protection, the form also grants the character the ability to manipulate stone and fire to a limited degree. The character transforms into a glowing orange and red being with the following abilities:

**Magma Form**

While in this form; +450 SDC, PS and PE +8.

Physical attacks must do PS 19+ in damage, otherwise have no effect.

Normal projectiles melt before striking the character and do no damage.

Electricity, energy and explosions do half damage. Immune to fire, heat, magma and all gases.

Anyone touching the character (including punching him) takes D6 damage per level.

Can sense the presence of nearby geothermal events or intrusions, and pinpoint them in space and time.

### **Create Volcano**

Line of sight range. Utilization of this power summons up a cylinder of magma to erupt from the earth, cooling and spreading to form a volcano. The size depends on the level of the character: height is 3 metres per level, width is 1.5 metres per level. The magma jetting forth from the cone typically does D6 damage per metre per round. It melts rock and plastics, sets fire to trees, boils water away, etc. The volcano will last until the character dispels it and drives it back underground. Careless magma characters will leave these things lying around almost as a signature. Rather than a volcano, the character can elect to make a lava tube erupt, crack in the earth break open and leak magma, or whatever the character wishes, as long as it falls within the dimensions and effects of the power.

### **Magma Expulsion**

The character can throw magma balls over his normal distance x2. They do D12 per level and have a 20% chance, +10 per level of causing anything combustible to catch alight.

Alternatively he can form a continuous torrent of hot magma which does 3D6 +D6 per level over 9 metres +4.5 per level, anything combustible instantly catches alight. Also immune to fire, heat and magma attacks.

### **Magma Wall**

Can form a shield or wall of magma (1.8 metres +30 cms per level thick) x (7.2 metres +30 cms per level tall) x (6 metres +30 cms per level radius) anywhere within 30 metres +3 per level.

Does D10 +D10 per level for every 30 cms the victim walks through. Also immune to fire, heat and magma attacks.

### **Manipulate Shape**

The character can make himself unstable allowing any physical attack to ooze through. He can then harden around it if desired trapping an attacker's limb. Can also melt into an existing pocket of lava or magma, merging with the substance and travelling through it or hiding within it. As a mode of travel, it is slow and difficult, and consists of following the lava down the tubes into the mantle, and back up again through the crust and onto the surface. A 5 km run becomes an epic 70 km journey. However, it is not expected and, if given time, can enable a character to reach places no one would suspect. As a means of hiding or evading, it is unparalleled. Few people draw close enough to a magma intrusion to get a good look anyway, and the character is virtually invisible within the mix. Characters can move through magma at one third of their SPD.

### **Melt Object**

Can generate 500C per melee in both hands doing 10D10 damage to anything held onto for 1 round. This will melt most objects, boil water, etc.

### **Radiate Heat**

One metre per 2 ME radius (+2 metres per level), at a rate of 10C per ME per round, +10 per level. See table below for effects. Use heat table under the APS Fire power for the effects of heat.

### Point System

30 points to buy the Magma Form. +25 points to buy Manipulate Shape. +15 points to buy Melt Object. None of these abilities may be rebought. +15 points to buy Create Volcano at 3 metres height. +1.5 metres each time rebought.

+20 points to buy Magma Ball at D12 damage with a 20% chance of causing anything combustible to catch alight. +D12 damage and + 10% each time rebought.  
 +15 points to buy Magma Thrower at D12 damage with a 9 metre range. +D12 damage and +4.5 metre range each time rebought.  
 +10 points to buy Magma Wall at the minimum level listed. +10 points to rebuy with the listed increases.

### **ALTER PHYSICAL STRUCTURE MAGNETISM**

The ability to turn into a being of pure magnetism. The mind is unaffected by the electro magnetic forces.

#### **Magnetic Form**

While in this form the character's aura deflects up to ME x10 SDC damage (+1 per level. Second level = ME x11) per round on anything that has at least 20% iron/steel composition. Further this aura has a physical SDC of 10 per ME (+10 per level. Second level = ME x10 +10). Explosions do half damage. Immune to any electrical or magnetic attacks.

Can sense the presence of iron/steel within line of sight or 98 metre radius, +6 per level.

#### **Attract/Repel Metal**

Can move up to 45kgs per ME (+5kgs per level. Second level = 50kgs per ME) on anything that has at least 20% iron/steel composition, up to a 50 metre radius +5 metres per level. Can be used to parry metal projectiles.

Damage from hurled objects:

Tiny items weighing less than 1 kg do 1 damage per 4 ME each.

Items weighing 2 to 5 kgs do 1 damage per 3 ME.

Items weighing 6 to 12 kgs do 1 damage per 2 ME.

Items weighing 13 to 26 kgs do 1 damage per ME.

Items weighing 27 to 54 kgs do 2 damage per ME.

Items weighing 55 to 110 kgs do 3 damage per ME.

Items weighing 111 to 222 kgs do 4 damage per ME. At this point large objects may also do crushing damage.

Items weighing 223 to 446 kgs do 5 damage per ME.

Items weighing 447 to 894 kgs do 6 damage per ME.

Damage is not greater with large objects than presented as more effort is required to move them.

#### **Magnetic Flight**

ME x10kph, +5kph per level on any planet which has a magnetic field.

#### **Magnetize Objects**

For 1 day per level requiring 1 round per kilogram.

#### **Radio Frequency Manipulation**

It is possible to distort all or selected radio frequencies within a radius of ME x1 metre radius, +3 per level. Or boost the range of a single radio transmitter by 25%.

#### **See Electromagnetic Energy**

Within his normal sight range the character has the ability to see most of the EM spectrum. This includes standard visible light, infrared, ultraviolet, power waves (can see if machines are turned on/have an energy flow), radio waves (can actually see radio signals, transmissions, and receptions), and higher forms of EM energy like X-rays and gamma rays (so he can see areas and beings of radiation).

#### Point System

30 points to buy the Magnetic Form at aura ME x10 and field ME x10. +1 aura and +10 field each time rebought. Thus bought twice would give aura ME x11 and field ME x10 +10.

+15 points to buy Attract/Repel Metal with 45kgs per ME. +5kgs each time rebought.

+15 points to buy Magnetic Flight at ME x10kph. +5kph each time rebought. Thus bought twice = <ME x10> +5kph.

+5 points to buy Magnetize Objects for 1 day. +1 day each time rebought.

+5 points to buy Radio Frequency Manipulation at ME x1 metre radius. +3 metres each time rebought. Thus bought twice = <ME x1> +3kph.

+5 points to buy See Electromagnetic Energy. This may not be rebought.

### **ALTER PHYSICAL STRUCTURE OTHERS**

The ability to turn one person per level into one other APS type. Must choose which type when first select this power, it cannot be altered later. The person is totally paralysed while in this form though he remains alive. The effect lasts for one hour per ME, +1 hour per level.

#### Point System

30 points to buy this power. It cannot be rebought.

### **ALTER PHYSICAL STRUCTURE PLANT**

This power allows the character to take on the genetic structure and general abilities of a plant. The mind continues to function in an astral form.

**Plant Form** While in plant form the character breathes through his entire body and is nearly impossible to smother. He heals x2 faster (same as Healing Factor) and can regrow any lost limbs within 24 hours, -1 hour per level. The character can absorb sunlight and minerals from the ground, allowing him to survive indefinitely without food as long as enough water is available.

AR 14. +10 SDC per ME. PS +1 for every additional 100 SDC. Physical

attacks must do PS 17+ in damage, otherwise have no effect. Radiates no heat, is immune to paralysis/stun, and cold. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Heat and normal fires, explosions, thermonuclear, energy, and solar powers do double damage.

Can also absorb enough water in D4 hours to allow him to survive for 1 day per ME, + 1 day per level without so much as a sip. He automatically alters salt water into fresh water in his body. By concentrating he can release water through his hands for others' use. All stored water will be released when the he reverts back to human form.

Finally when in a rural area he can blend into the surroundings and become 100% undetectable if stand still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metre per rounds and 0% if move any faster.

#### **Accelerate Growth/Wither**

Can grow a plant from seed to maturity and beyond by touch. Can accelerate or enlarge a plant up to 1 metre per 2 ME, +1 metre per level. Can also wither or kill a plant in a 1 metre per ME radius, +3 metres per level.

#### **Aloe Resin Secretion**

The character can secrete a very soothing chemical that is often used to treat burns and other skin irritations. It can be used to counter the effects of any of the other plant resins mentioned. Using it on normal wounds will make them heal in half the time as long as they are kept covered with it.

Control Plants 2 metre radius per ME, +3 metres per level. See HU page 285 for details.

#### **Ivy Resin Secretion**

This potent substance causes a severe reaction on skin, causing a rash, severe

itching, and watering eyes. Scratching the rash will only make it worse and will remain even after the goo is washed off, but will wear off in about 3 days, although there are several creams available that will neutralize the itching. While scratching, the hero loses 2 attacks per melee and is -3 to all combat rolls.

#### **Poison Blood**

The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes, -1 minute per level. Are immune to all poisons.

#### **Sap Secretion**

This is an extremely strong adhesive that can be used to glue broken items back together or sticking enemies in one spot. It is strong enough to seal down someone with a PS of up to 20 for 1 round per ME. Characters with a PS above 20 can break free in half the normal time. A thorough coating of the sap (entire body) can even hold a character up to PS 30.

#### Point System

30 points to buy the Plant Form. +5 points to buy Ivy Resin Secretion.

Neither of these can be rebought.

+15 points to buy Control Plants at 2 metre radius per ME. +3 metres each time rebought.

+15 points to buy Poison Blood with 30 minute lethality. -1 minute each time rebought.

+15 points to buy Sap Secretion for 1 round per ME. +1 round each time rebought.

### **ALTER PHYSICAL STRUCTURE RADIATION**

The ability to turn into a humanoid form of living radiation. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and

replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

#### **Solar Form**

While in this form gain +20 SDC per ME. Anyone touching or that touch takes up to D6 damage per 3 ME (+D6 per level) and D10 rads per ME (+D10 rads per level). Is immune to radiation, heat and lava.

#### **Dampener**

Absorb 10 rads per ME (+100 rads per level). If have Solar Expulsion the absorbed energy can then be added to the next attack.

#### **Detect Radiation**

5 metres per ME, +5 metres per level.

#### **Solar Expulsion**

The ability to control radiation. The character can fire radioactive bolts which do D100 rads per level, over 10 metres per level with a 30cm radius at core expanding 1cm for every 5 metres travelled. Can also melt objects with a 1000C per level touch. 30cm radius +10cms per level, generate at rate of 500C per round per level (full effects on HU269). Immune to all radiation.

#### **Solar Wall**

Can form a shield or wall of radiation (1.8 metres +30cms per level thick) x (7.2 metres +30cms per level tall) x (6 metres +30cms per level radius) anywhere within 30 metres +3 per level. Inflicts D6 rads +D6 per level for every 30cms victim walks through. Immune to all radiation.

#### **Radiate**

10 rads per ME (+ 100 rads per level). 1 metre per 2 ME, +5 metres per level.

#### Rads effects

1-100

Discomfort.

Rads effects

101-149

Nausea and vomiting for 1 hour. 50% chance of gaining anemia. 30% chance of gaining leukaemia after 3 months.

150-599

Nausea and vomiting for 1 day. 75% chance of gaining anemia. 50% chance of gaining leukaemia after 3 weeks.

600-1000

Nausea, vomiting, bloody diarrhoea and fever. Loss of hair in D10 days and loss of immune system in 12 +3D6 days. Gain anemia and leukaemia after 3 days. After 4 weeks go into coma for D10 days before dieing.

4000-4999

Physically crippled and die within D4 days.

5000+

Instant death.

Anemia is the loss of red cells.

Leukaemia is the loss of white cells (antibodies).

Maximum Rad Exposure of 8 rads per 13 weeks or 30 rads per year. No more than 25 rads in one dose.

Point System

30 points to buy the Radiation Form.

+25 points to buy Radiate. +15 points to buy Dampener. +5 points to buy Detect Radiation. None of the individual abilities may be rebought.

+5 points to buy Melt Object at 1000C with a 30cm radius. +1000C damage and +10cms each time rebought.

+10 points to buy Radioactive Bolt at D100 rads with a 10 metre range and 30 cm radius core. +D100 rads and +10 metres each time rebought.

+10 points to buy Solar Wall at the minimum level listed. +10 points to rebuy with the listed increases.

**ALTER PHYSICAL STRUCTURE  
SHADOW**

The ability to transform all or part of one's body into a living shadow. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his form and replacing it with a corresponding amount of D'arqueness. His mind remains in this dimension to control the form which has taken the place of his body.

Characters with this power have a connection to D'arque Lords but it is up to the GM to determine the nature of it. Shadow Form While in this form the character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. In the 2-D form the character has 100% Prowl, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.

**Create Darkness**

Can affect a 1 metre radius per ME (+5 metres per level) anywhere within his line of sight. If desired the player can focus this darkness around a single person and exert his will creating an unexplainable fear of the dark on the victim. He must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 or -20% penalty (whichever applies) on all rolls whenever attempting to do anything in darkened conditions.

**Night Vision**

Equal to normal vision.

Point System

30 points to buy the Shadow Form. +10 points to buy Night Vision. Neither of these individual abilities may be rebought.

+20 points to buy Create Darkness at 1 metre radius per ME. +5 metres each time rebought.

**ALTER PHYSICAL STRUCTURE SILVER**

The ability to turn into a being of living silver. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

AR 15. +60 SDC per ME. PS +2 for every additional 100 SDC. Immune to magnetic attacks and forces. Lasers attacks reflect off. Physical attacks must do PS 17+ in damage, otherwise have no effect. Take normal damage from fire. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Explosions, thermonuclear, energy, and solar powers do half damage. Physical attacks must do PS 20+ in damage, otherwise have no effect.

Silver is also lethal against certain supernatural beings particularly were-creatures.

Point System

30 points to buy this. It cannot be rebought.

**ALTER PHYSICAL STRUCTURE SOUND**

The ability to turn into a humanoid form of living sound. This unique power allows the character to actually adjust the aspects of everyday sound, so that they function in the character's favour.

**Sonic Form**

While in this form the character is invisible to heat and sound sensors. He is immune to any sound based attacks and can even parry such attacks, deflecting the at his attacker or at another person. Against a character with the same major power, both will find their sound powers effectively negated. He can alternatively choose to alter his soundwave body's vibrations to a point where physical attacks pass through him. Gain +10 SDC per ME.

**Amplify Sound**

The character can actually choose a particular sound, such as person's footsteps, a voice, or even breathing, and increase its volume (to his ears only) so that it can be heard and located with ease. It takes a melee action to active this aspect of the power, but it does not require any concentration to maintain. Part of this power allows the character to increase his own hearing range by a factor of one per ME.

**Channel Sound**

The character can actually put his hands or fingers to windows and some walls and hear any sounds or conversations on the other side. The sound waves are absorbed by the wall, channelled into the hands and translated within the brain. Further he can replay the sounds for anyone near him to hear.

**Nullify Sound**

This absorbs and dissipates all sound from within a one metre per ME radius surrounding the character. This means that no one (except the character) can

hear anything. This makes sneak attacks a much easier reality.

### **Sonic Expulsion**

The ability to control sounds. The character can release a concentrated sonic blast against opponents equivalent to 120 decibels, +10 per level. 3D6 +D6 per level, over 150 metres +10 metres per level. Victims are -6 and -25% until noise stops, plugging ears reduces effects by half. Can also emit a whine over 1 metre per 3 ME radius, +1 metre per level scream. Victims are -6 and -25% until the noise stops. Plugging ones ears reduces the effects by half. Immune to any sonic attacks.

### **Sonic Wall**

The ability to control sounds. Create 1 square metre per round (+1 per level) with 100 SDC per square metre (+10 SDC per level), 30 metre radius +5 per level. Immune to any sonic attacks.

### **Sound Disorientation**

The character can alter the sound input for anyone in the radius of his influence, or for those he specifically targets. In essence, those who fall victim to this power will hear the sounds of the current area at varying pitches, lengths, tones, volumes, and rhythms. The effect is so disorienting, that all victims suffer a combat penalty of -6 to strike, parry, and dodge for the before mentioned duration.

### Point System

30 points to buy the Sonic Form. +10 points to buy each of the other abilities. None of these individual abilities may be rebought.

+5 points to buy Emit Whine. +1000C damage and +10cms each time rebought.

+10 points to buy Sonic Bolt at D6 with a 150 metre range. +D6 and +10 metres each time rebought.

+10 points to buy the power at the minimum level listed. +10 points to rebuy with the listed increases.

Sonic Expulsion may be bought at half price.

## **ALTER PHYSICAL STRUCTURE TAR**

The ability to turn all or part of one's body into living...um...tar. Through conscious effort can affect the degrees of molecular cohesion between the numerous adjoining surfaces of his particles right down to the individual grains. The mind continues to function in an astral form even when the head is converted or the brain dispersed.

### **Tar Form**

While in this form; AR 15, 30 SDC per ME, PS +2 for every additional 100 SDC.

Weight in the tar form increases by 50%, and speed is cut by 25%.

Cutting weapons, vibration attacks, electricity, and sonic attacks do no damage at all.

Kinetic and cold attacks do half damage. Explosions and falls do no damage, but will disperse the character into a puddle of tar and the character must take 2D4 minutes to pull himself back into his normal shape. Extreme amounts of fire and heat damage the character, but also liquefy him some (see below). If exposed to high temperatures long enough, the character will totally liquefy and have to take 2D4 minutes to reform, as stated.

Energy weapons, psionics, magic, and fire are the only things the character is truly vulnerable to.

### **Adhesion**

Identical to the Minor Power.

### **Liquefy Body**

The character's body can temporarily become more liquid in nature. This state takes two melee actions to achieve and can last for one minute per level of experience. During this time, all physical



attacks do no damage. The character can also draw objects and people into his body and trap them. Consider this an entangle attack with a +4 bonus. If trapped, victims are cut down to one attack and no combat bonuses.

### **Tar Bolt**

The character can expunge a bolt of hot, sticky tar, with about double the impact of a punch. If targeted at a limb or the face, that particular part of the body is entangled (or blinded, in the case of eyes). The tar can also be used to stick doors shut and bond feet to floors. It has an effective PS of the ME attribute plus the character's level with a range of 20 metres +5 per level.

#### Point System

30 points to buy the Tar Form. +10 points to buy Adhesion. +25 points to buy Liquefy Body. None of these individual abilities may be rebought. +15 points to buy Tar Bolt with 20 metre range. +5 metres each time rebought.

### **ALTER PHYSICAL STRUCTURE TIN**

The ability to turn into a being of living tin. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the energy parcel which has taken the place of his body. AR 14. +50 SDC per ME. PS +2 for every additional 100 SDC. Immune to corrosion and rust. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Explosions, thermonuclear, energy, and solar powers do half damage. Physical attacks must do PS 20+ in

damage, otherwise have no effect. Double the effects from electrical and magnetic attacks.

#### Point System

30 points to buy this. It cannot be rebought.

### **ALTER PHYSICAL STRUCTURE TITANIUM**

The ability to turn into a being of living titanium. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

AR 17. +70 SDC per ME. PS +3 for every additional 100 SDC. Immune to magnetic attacks and forces, corrosion, rust and infrared radiation. Suffers double damage from vibration attacks. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Explosions, thermonuclear, energy, and solar powers do half damage. Physical attacks must do PS 20+ in damage, otherwise have no effect.

#### Point System

30 points to buy this. It cannot be rebought.

### **ALTER PHYSICAL STRUCTURE UNDEAD**

Can become any pre-existing undead type at will (gaining all abilities and weaknesses while in this form). If the character is exposed to something which is a weakness for his undead form (i.e. sunlight, garlic, etc.), then he will revert back to his original form and take the

appropriate damage for 1 melee. Note that upon death the character will become whatever undead he was last imitating permanently. This also has the side effect of granting immunity to all illnesses.

#### Point System

30 points to buy this power. It cannot be rebought.

### **ALTER PHYSICAL STRUCTURE VOID**

The ability to turn into a being of pure nothingness. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of non matter. His mind remains in this dimension to control the form which has taken the place of his body.

The character has the ability to instantaneously alter atmospheric density by creating vacuum type voids. This can be used in several radically different ways.

#### **Void Form**

While in this form are Intangible and have no SDC. Immune to radiation, gases, toxins, heat and cold attacks. Physical attacks (arrows, bullets, people, swords, etc.), explosions, and energy blasts pass right through him. Nuclear explosions will dissipate the character, killing him.

This form allows the character to survive not only in any airless environment, but also in both a pressure-less and high pressure area. He does not have to breathe. This could allow an alien from a toxic environment to survive without an air supply.

#### **Void Bubble**

The character can create a 1 metre per 4 ME diameter (+1 metre per level) sphere of vacuum anywhere within line of sight.

It bursts the blood vessels within a victim's lungs when air is forcefully drawn out. It also induces unconsciousness for D6 minutes. When the opponent finally awakes, he will be weak, and unable to fight (only ONE attack per melee) until he receives 4 hours on an oxygen tank. Further it does 2D4 hit points damage.

#### **Void Flight**

The character can create a vacuum directly in front of him which serves to pull him forward. The maximum speed possible when using this is 1kph per ME, +2kph per level.

#### **Void Implosion**

By touching an object can create a vacuum within it, causing it to violently collapse inward on itself. Each time it is used, the object is crushed into itself a little more. Can affect a 5 cm radius per ME area, plus the same amount per level. Any caught in it take 3D6 x10 damage per round from the vacuum until crushed.

#### Point System

30 points to buy the Void Form. This cannot be rebought.

+20 points to buy Void Bubble at 1 metre per 4 ME diameter. +1 metre each time rebought. Thus bought twice = (1 metre per 4 ME) +1 metre.

+5 points to buy Void Flight at 1kph per ME. Increase speed by +2kph each time rebought.

+30 points to buy Void Implosion at 5 cm radius per ME area. Plus the same amount each time rebought.

### **ALTER PHYSICAL STRUCTURE WOOD**

This power allows the character to take on the genetic structure and general abilities of wood. The mind continues to function in an astral form.

While in wooden form the character breathes through his entire body and is nearly impossible to smother. The character can absorb sunlight and minerals from the ground, allowing him to survive indefinitely without food as long as enough water is available. He can also absorb enough water in D4 hours to allow him to survive for 1 day per ME, + 1 day per level without so much as a sip. All stored water will be released when the he reverts back to human form.

AR 16, +30 SDC per ME. PS +1 for every additional 50 SDC. Physical attacks must do PS 17+ in damage, otherwise have no effect. Radiates no heat, is immune to paralysis/stun, and cold. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Heat and normal fires, explosions, thermonuclear, energy, and solar powers do double damage.

The character can fire splinters from his body which do 1 point of damage each with an effective range of 3 metres +1 metre per level. Once per hour (plus once more per level) can shoot 1 splinter per PE (plus half this per level).

When in a rural area he can blend into the surroundings and become 100% undetectable if stand still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metre per rounds and 0% if move any faster. He is easily mistaken for a tree.

In this form the character's blood is replaced with an extremely strong adhesive that can be used to glue broken items back together or sticking enemies in one spot. It is strong enough to seal down someone with a PS of up to 20 for 1 round per ME. Characters with a PS above 20 can break free in half the normal time. A thorough coating of the

sap (entire body) can even hold a character up to PS 30.

Damage can be healed by replacing damaged tissue with any other bits of wood. He simply touches a tree or other wooden object and absorbs its material until healed.

#### Point System

30 points to buy this, it cannot be rebought.

### **ANIMATE I**

The character can cause any non living physical object that he touches to come alive and obey simple commands. The object can talk (will answer questions) and move (if has wheels or legs).

Control 1 object per level, of up to ME x10kgs size (+10kgs per level).

#### Point System

30 points to buy this with control of 1 object of size = ME x10kgs size. 15 points to rebuy this at +1 object and size +10kgs.

### **ANIMATE II**

The character can bring to life any image that he touches including tattoos, paintings, sketches, photos, video and digital images. The image will possess a full body with all weapons, powers, etc displayed in its picture along with SDC equal to the animator's. It will obey all commands but for each day alive has a 10% cumulative chance of gaining free will, -5% per level of animator. Can give life to 1 image per 3 ME. It will remain for 1 hour per ME, +1 hour per level.

#### Point System

30 points to buy this at 1 image per 3 ME with a duration of 1 hour per ME. +1 image and +1 hour each time rebought.

**ANIMATE III**

The character can transport his life-force into any object that he touches. The character's body disappears and looks as if his body is being poured into the object being animated.

If the object touched is initially inanimate then the character can't control that particular object. Example: if a character animated a piece of wood then he could do nothing at all but lay in the same position. If the character animated a car then he could start the car and move the car and use any instruments installed into the car. While the character is in an inanimate object he would not be able to see, hear, smell, or be able to sense anything, but, if he is attacked he does take damage (the object animated takes on the character's hit points). If the character animates a weapon (dagger, bullet, etc.) then once the weapon is used, with the character the weapon, the character would take damage. Example: if a character animated a dagger and someone picked it up and stabbed someone, then the character would take damage from the attack.

For any of these attacks the damage would be equivalent to a physical hit, plus any damage adjustments. Any inanimate object that the character animates, he then can control any moving parts within the object.

Point System

30 points to buy this power. It cannot be rebought.

**ARMOUR SHELL**

The character can create a complete body covering of a super hardened bone substance which can be extended and retracted as desired. It has an AR of 14 and an SDC equal to the character's PE x100. The character has enough air to

last his PE x1 minute, +1 minute per level. It can withstand the vacuum of space, deep water up to PE x100 fathoms, PE x100 rads, PE x -100C degrees cold, PE x 100C heat, and PE x10 gravity.

Point System

30 points to buy this with an SDC of PE x100, enough air to last his PE x1 minute, PE x100 fathoms, PE x100 rads, PE x -100C degrees cold, PE x 100C heat, and PE x10 gravity. +100 SDC, +100 fathoms, +100 rads, -100C cold, +100C heat, and +10 gravity each time rebought.

**ASTRAL TRAVEL II**

The ability to phase one's entire physical body into the astral plane. The character is intangible and invisible while in this plane but he can see and hear others.

Can instantly appear at any known location. Or he can fly to an unknown one at a speed of 2.997925 x10<sup>8</sup> metres per second. He must then phase into the solid world to interact with it. +4 ME.

Point System

30 points to buy this power. It cannot be rebought.

**ATTRIBUTE LEECH**

You can temporarily drain attribute points from any one person within ME x1 metre radius and add them to your own (this does include HP and SDC). However the points can only be transferred between the same attributes. eg. The hero has 18 PS, victim has 15 PS and 10 MA. The hero could drain up to 17 PS and add it to his own giving him 35 PS. However he can't add the MA points to his PS, although he can add the victim's MA to his MA.

You can drain up to 1 attribute point per ME, + half your ME per level. If he can drain 20 points he can either drain all 20

from 1 attribute or 10 from 2, etc.  
Attributes can never be reduced to 0, 1 point must always remain.

Point System

30 points to buy this and leech 1 victim.  
+1 victim each time rebought.

**BACKFIRE**

By touching a victim you can cause their power/s to feedback and do damage to themselves even if they're immune to it. Once touched the victim is affected until he leaves your line of sight.

Point System

30 points to buy this power. It cannot be rebought.

**BIOMANIPULATION (revised)**

The ability to induce trauma to the nervous system through the power of the mind. Line of sight. Can use on one victim per level. It includes the following abilities;

**Blind**

-9 on rolls and -90% on skills.

**Deaf**

No initiative, -6 parry and dodge any attacks outside of immediate line of sight.

**Mute**

No magic or sonics possible.

**Pain**

1 point per ME, if this exceeds victim's PE then incapacitated, otherwise -1 and -10% for every 2 PE effected.

Point System

30 points to buy this power. It cannot be rebought.

**CHRONAL SHIFT**

The power to alter one's choral frequency and shift between points in time. The location must be within line of sight, a place well known to the person or a location which have an image of. If the location is not known then the

character simply transports over to the same geographical location in the other time frame. The character can travel over a time span of 10 years per ME, +10 per level (if the power is taken twice then its 20 years per ME, a third time its 30 per ME, etc).

The character can affect him self or a victim and 100kgs per ME. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character. Naturally the character is able to survive the ravages of crossing time, and as a side effect is also immune to the pressure less environment of outer space and any high pressure areas.

Finally the hero instantly knows what year he is in and how to get home. He can perceive any choral wormholes, gates, planar portals, etc and where they go.

Point System

60 points to buy this power. The character can travel over a time span of 10 years per ME, (+10 each time rebought. If the power is taken twice then its 20 years per ME, a third time its 30 per ME, etc).

**CHRONOKINESIS**

The ability to control time. Begin with 4 abilities. Choose 1 additional ability per level.

**Displace Self**

The character can use this ability to place himself between two time periods (a fraction of a second between the character's present time line and the future). As a result, the character's outline appears blurred, shifting and wavering. This distortion grants the

subject semi invisibility (-4 to hit). Another effect of this temporal field is to shroud himself from detection by divination and psionic powers, spells and mystic objects such as crystal balls.

### **Entropy**

The ability to age any object or organism 1 year per ME, +1 year per level for every melee that touch (unless save). An object can be aged to the point that it weakens or decays. For example, a character touching a sword, may be able to age it to the point that it rusts, for a door, it will age it to the point that it warps, for stone it will weather to the point that it will turn to sand, for food it will decay to the point that it becomes rotten or spoiled etc. The effect lasts for 1 hour per ME unless the organism dies or the object is destroyed.

### **Rejuvenation**

The reverse of Entropy. This makes the player Immortal, same as per the Healing Factor power.

### **Slow Objects**

This can be used over a 3 metre radius per ME (+2 metres per level) anywhere within the character's line of sight. If he cant see then it just centres around him. Can slow 1 person or object by 50%, +10% per level for ME x1 melee. This will of course also effect attacks per melee, dodge ability, etc.

### **Speed Up Objects**

The opposite of Slow Objects.

### **Split Second Slowing**

This can be used to automatically dodge any 1 attack per 5 ME per melee.

### Point System

15 points to buy Displace Self, Slow Objects, Speed up Objects or Split Second Slowing at the minimum level listed. +15 points to rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

30 points to buy Entropy or Rejuvenation at the minimum level listed. +30 points to rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

## **CONTROL ANIMALS**

The character is one with the animals and can pass among them without disturbing them (birds will not fly away and animals will not hide). +8 ME.

### **Communicate**

Animals will obey simple telepathic commands. The character also has empathy with all animals. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level.

### **Immune**

The character is immune to all venoms.

### **Summon**

The character can summon 1 animal per 2 ME of choice, +2 per level. He can summon any animal within a 100 metres per ME radius, +100 metres per level.

### Point System

30 points to buy all the abilities at the minimum level listed. +30 points to rebuy all the abilities with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol), except for Immune which cannot be rebought.

## **CONTROL INSECTS (revised)**

The ability to command insects. +8 ME.

### **Communicate**

Insects will obey simple telepathic commands. The character also has empathy with all insects. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level.

### **Immunity**

The character is immune all bites, stings and poisons.

**Increase**

For 1 hour per ME (+1 hour per level) can add +1 SDC per ME (+5 per level) to any 1 insect per ME within range. 10 metre per ME radius. +3 metres per level.

**Insect Armour**

The character can cover himself in bugs creating a form of armour with 10 SDC per ME, +30 SDC per level.

**Summon**

The character can summon 100 insects per 2 ME of choice, +2 per level. He can summon any animal within a 100 metres per ME radius, +100 metres per level.

Point System

30 points to buy all the abilities at the minimum level listed. +30 points to rebuy all the abilities with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol), except for Immune which cannot be rebought.

**CONTROL MINDS**

Can take control of the body and voice of 1 victim per 5 ME (+1 per level) within his line of sight. +8 ME.

Point System

30 points to control 1 victim per 5 ME. +1 victim each time rebought.

**CONTROL SPECTRUM**

The hero has total control over the colouration and colour transmitting abilities of any target substance, whether solid, liquid, or gaseous. This Power enables the hero to alter basic physics and the chemical properties of any target. The Power operates in either of these two modes.

**First Mode;**

In the first mode, the hero can consciously alter the frequency and intensity of light itself. He can change any frequency to any other frequency,

including infrared, the visible spectrum, and ultraviolet. Like a prism, the Power can split apart white light into a rainbow or re-combine back into white. He can lower the intensity of light to create normal darkness, even in the midst of brilliant light, though these shadows lack the opacity of those created by the Shadow power. Different frequencies of light have different properties. By altering the frequency of light, the hero can alter these properties. Infrared light causes objects to heat up. Ultraviolet light causes changes in pigmentation; effects can vary from the tanning of normal human skin to the rapid fading of printed material. It is also the key to photosynthesis. If the light is in a coherent form, like a laser beam, the effects of colour become more dramatic. Red lasers carry more heat and do greater damage for the Intensity. Blue-green lasers can pass unhindered through water. Again change the frequency of light and you change its effects.

**Second mode;**

The second operating mode for the Power is altering the physical colouration of the target material. The colour of an object can have great importance both to the fickle aesthetic tastes of humans and to the impartiality of Mom's Nature. Colouration determines the type and amount of energy that is either reflected or absorbed by the material in question. White and silvery surfaces reflect all light. Dark colours and black absorb all light. There is the matter of transparency. A perfectly clear substance lets light pass through. Examples include air, glass, and the lens in a human eye. Change the degree of transparency and you stop light from travelling through. A character with this Power can stop anything in its tracks if the target

depends on vision to find its way around. Conversely, the Power can make an opaque target transparent. Uses for this vary from humane through mischievous to outright criminal. A humane use is curing those types of blindness that result from the loss of the eye's natural transparency. A mischievous use is turning someone's clothing transparent. A criminal use is turning concealing barriers transparent if the character is seeking information behind that barrier; this can be anything from reading the contents of an envelope or locked file cabinet to studying a lock's mechanism while cracking the combination. Colour conveys information. Change the colour and you alter or even destroy the message. Consider the effect changing colour has on things as varied as comic books, paintings, photographic film, traffic lights, feathers, furs, and human skin. On a more prosaic level, the ability to change the colour of printed or written material can have immense consequences in an Information Age society such as our own. The possibilities include both vandalism and creation. Colourizing a closed book would not harm the printed pages; colourizing a cow purple wouldn't change the colour of a steak later on. As for the question of affecting the eyes of a living target, the GM and players should assume that the Power only affects the layer of tears that protect the eye. In effect, the target is momentarily blinded by coloured water that quickly washes away. This Power does not actually change the physical nature of a target. Elemental, molecular, and genetic structures remain unchanged except where Light is concerned. A steel safe made glass-like is still as strong as ever. A pane of glass given a steel-like surface shatters just as

before. The duration of the Power varies. The normal limit is 1 -100 hours after the colouration occurs. The hero can immediately reverse any colouration if he chooses.

#### Point System

30 points to buy this power. It cannot be rebought.

### **CONTROL UNDEAD**

The character can dominate the wills and actions of previously living, still-corporeal beings. Once control is established, the hero can order the undead to perform any task he desires, so long as it is within their ability. Control ceases when the task is accomplished, but can be reinstated at that time. This Power cannot affect anything alive. Intelligent undead may hold a grudge against the hero and later try to destroy him. Worse, they might attempt to make the hero into one of themselves.

The character can also animate any previously living body. Normally, the Power is used to Animate relatively intact cadavers, since these are capable of a greater variety of actions. Part of the Power is used to halt the process of decay and to maintain the structural integrity of the remaining body parts. Still, Zombies look awful, even the fresh ones. The Zombies are not alive. They lack the essential life force that is the core of each living being. The Zombies are at best mindless slaves, at worst grotesque marionettes who shuffle on the end of the Zombie Master's strings. The condition of a Zombie can range from freshly deceased to skeletal. The latter type of Zombie is little more than a walking skeleton, though being mostly bone it is cleaner than a still-fleshed Zombie. The Zombie does not have to have all its body parts. In fact, the Power



can be used to Animate detached limbs or partial remains. These have their uses too. Most Zombies were originally human but there is nothing to prevent your Animator from creating Zombies of other species. Since Zombies probably can't swim or fly worth a damn, the Animator is best choosing land based species for his experiments. Possibilities include Undead wolves, tigers, elephants, and so on.

Once he creates a Zombie, the Animator retains control over it until it is destroyed, returned to life, or stolen away by a higher ranked Undead Controller. An Animator can create an infinite supply of Zombies but can only retain direct control of a number of them equal to his Psyche rank number. Any Zombies over that number are in effect free agents who can act independently. Such free Zombies never attack their Animator though. Zombies are immune to attacks based on Psionics or other Mental Powers, Disease, poisons, Pheromones, Hard Radiation, and Sonics. They cannot see Illusions. They have resistance to most of the Control powers; the exception is Undead Control.

Some aspect of the original mind remains. Zombies possess rudimentary memories of their previous existence. A Zombie is also linked to the Spirit that once dwelled within it and can be used as a tool to Communicate with, Summon, and Control that Spirit. It is possible return the Spirit to its now-Zombie body by use of the Forced Reincarnation. Although this does not return the body to actual life, it does weld the spirit and body together so well that only the total destruction of the body will free the spirit again. Such a Spirited Zombie possesses his original Mental Abilities and can work at

restoring the other Abilities to their original levels.

The effect of Bio-Physical Control on a Zombie is peculiar. Zombies don't actually Heal since that is a function of living organisms. Any attempt to Heal a Zombie actually kills it by negating the Animation. Only Revival will truly return the Zombie to life, as it negates the Animation, cures any damage or decay, and draws the spirit back home. Note: if the Spirit is now Reincarnated elsewhere, this action creates a person with a newborn's mind and spirit. The popular misconception is that Zombies are inherently evil. This is not true. Zombies are only a reflection of their Animator's personality.

The hero can control 1 undead per 5 ME, +1 per level.

#### Point System

30 points to control 1 undead per 5 ME. +1 each time rebought.

### **COPY PHYSICAL STRUCTURE**

By touching an object for 1 melee can turn into a living version of that form (identical to the Alter PS powers) for as long as desired or until knocked out. At first level it affects the entire body. At second level can change one limb to another form, +1 limb at level 4, 6, 8 and 10.

Listed below are some materials not covered by APS;

#### **Ceramic, Kevlar**

+200 SDC

#### **Crystal**

The limb takes no damage from cold, laser, or radiation attacks. Fire does half damage. Attacks from beings with a PS of 17 or less do half damage (unless supernatural). Sonic and vibration attacks do double damage to the limb however. Add +D6 +2 damage to all hand to hand attacks. +30 SDC.

**Fabric**

+60 SDC

**Rubber, Plastic**

+150 SDC

Point System

30 points to buy this power (can convert individual limbs or entire body). It cannot be rebought.

**COSMIC AWARENESS**

The hero is in tune with the entire scope of reality. He possesses a detached, omniscient viewpoint that allows him to explore the entire existence of a chosen subject. Unfortunately this causes such a massive overload of superfluous information that the hero is hard pressed to sort it all out. Secrets, weaknesses, arcane knowledge, and anything else the GM wants to make difficult to find out requires an ME roll. In combat the power raises the hero's own attacks +1 by detecting the weak points in the opponent.

All are line of sight range or 2 metre per ME radius, +10 per level. +8 ME. +6 to Perception (credit to Ironclad).

Can only use 1 of the following at a time (see individual entries).

**Absolute Sense Of Direction**

Always know which way is polar north.

**Absolute Sense Of Time** Always know the exact time according to own time zone.

**Divination**

Same as Minor power.

**Empathy**

Can sense the emotions of any one lifeform that concentrate on.

Insight Detect weakness in opponent or structure and detect concealed person or objects.

**Lie Detector**

On anyone within sight.

**Omnitracking**

Can psionically locate a chosen target. This differs from normal tracking in that no physical or sensory contact however tenuous is required. Consequently the power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances. The only factors that can hinder the power are those that diminish any psionic activity. Track a specific person or lifeform anywhere within the same dimension.

**Precognition**

Same as Minor power.

**Retrocognition**

Same as Minor power.

**Sense Presence**

Even if invisible.

**Sixth Sense, Active**

Same as Minor power.

**True Sight**

Same as Minor power.

Point System

90 points to buy the entire package with line of sight range or 2 metre per ME radius.

**CREATE SOLID ENERGY CONSTRUCTS**

The hero can transform energy into a matrix that simulates solid matter. This matrix may be any shape the hero desires, although greater complexity requires an ME roll to create. The energy matrix possesses Strength equal to the hero's ME. It continues to exist for a duration determined by the hero's ME x1 minute. After that time the matrix harmlessly dissipates.

Some of the uses for this power include; Forming cages or barriers.

Forming servants to perform desired tasks.

Creating Body Armour to protect and enhance the hero's abilities.

Pieces that are "broken off" from the matrix immediately revert to their original energy form. It has a line of sight range with a size of 1 metre per 5 ME, + 3 per level. SDC per object = ME x10. Can create any shape objects, up to 1 per 5 ME, +1 per level. Melee weapons do D6 damage per 10 SDC.

Point System

30 point to buy this power. It cannot be rebought.

**CRYOKINESIS**

The ability to mentally control cold.

Begin with 4 abilities. Choose 1 additional ability per level.

**Blizzard**

The hero can increase and decrease the level of a snow storm. He can do all this within a ME x10 metre radius (+10 metres per level) for ME x1 minute (+2 minutes per level). This can be used to simply drench someone or be turned into a full blizzard (movement, actions and any combat rolls reduced by two thirds). Cold effects apply during a blizzard.

**Cold Blast**

The player can reduce the temperature dramatically anywhere within his line of sight. Can encase objects, limbs or the entire body up to 1 metre per 2 ME (+4.5 metres per level) radius with anywhere up to 5 SDC per ME, +5 SDC per level.

**Frostbite**

This causes a victim's hands and feet to get frostbitten, as if from exposure to extreme cold. The victim gets a save against this effect, but it must be made at -2. When affected by Frostbite the victim will fight with -4 and -40% on all rolls. These effects persist until the victim's extremities are defrosted by heat. Note that any extremity in a frostbitten state for more than 3 hours could potentially become gangrenous.

**Ice Blade** This spell turns a pile of ice into a sword which does D6 damage per 4 ME.

**Ice Wall**

The player must have an existing water source within his line of sight which he can instantly freeze and expand, increasing its size by (1 metre per 5 ME per level thick) x (1 metre per 2 ME per level tall) x (1 metre per 3 ME per level radius). Has an SDC of 2 per ME, +5 per level for every 30cms.

**Invulnerable** The character is totally immune to cold and like attacks.

**Mist**

The character must have an existing water source within his line of sight. He can create a 1 metre per 2 ME, +1 metre per level radius mist in which victims have trouble seeing, with -6 and -25% penalties.

**Slide**

Can slide on any slippery or icy surface with 98% ability.

Point System

15 points to buy each ability at the minimum level listed. +15 points to rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

**DEATH STARE**

Must have eye contact. Once this is achieved the victim must save vs. Psionics or die. Even if the victim saves then he is knocked out for 1 day per ME of the user. The character is immune to own stare.

Point System

30 points to buy this power. It cannot be rebought.

**DIMENSIONAL SHIFT**

The power to alter one's dimensional frequency and shift between universes. The location must be within line of sight,

a place well known to the person or a location which have an image of. If the location is not known then the character simply transports over to the same geographical location in the other universe.

Can affect self or victim and 20kgs per ME, +10kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character.

This character can also partially shift his body keeping the majority of it in his present dimension, but in effect rendering him intangible to normal matter. This enables him to pass harmlessly through any object. He can make himself and an additional amount of material equal to his own bodyweight unsolid. The character is only vulnerable to mind attacks and electricity (one quarter damage but forces him to turn solid). Naturally the character is able to survive the ravages of crossing dimensions, and as a side effect is also immune to the pressure less environment of outer space and any high pressure areas.

Finally the hero instantly knows what dimension he is in and how to get home. He can perceive any wormholes, gates, planar portals, etc and where they go.

#### Point System

60 points to affect self and 20kgs per ME. +10kgs per ME each time rebought. Thus bought twice = 30kgs per ME.

#### **DIVINE AURA**

+8 ME and MA, +4 PB. May only use 1 of the following at a time;

#### **Command**

Once per melee can issue a command (eg. stop, look, no, etc) which everyone who hears must obey. Victims are -1 to attack.

#### **Followers**

Can attract one follower per 4 ME (+1 per level) who will obey only him and do all he commands unquestioningly.

#### **Horror Factor**

When this is active anyone looking at the character must save vs trauma or break down, start crying and beg for mercy until the power is turned off.

#### **Intimidate**

When this is active anyone looking at the character is -1 per 2 ME to hit him. He also appears larger than life.

#### **Nausea**

When this is active anyone looking at the character must save at -2 (additional -1 per 2 levels) or start vomiting until the power is turned off.

#### **Super Ego**

Any equipment, weapons, etc looked at by the character has a 2% per ME chance (+10% per level) of failing and 1% per ME chance (+10% per level) of falling apart.

#### **Voice**

Can increase own voice range up to 20 metres per ME +10 metres per level (is deafening but does no damage).

#### Point System

30 points to buy all the abilities at their base level. It cannot be rebought.

#### **DRAIN**

By touching someone can absorb one power from the victim for one minute per ME, +1 minute per level. The power returns to its owner after the time is up unless he is dead in which case its lost.

#### Point System

30 points to buy this power. It cannot be rebought.

**ELECTROKINESIS**

The ability to mentally control electricity. Begin with 4 abilities. Choose 1 additional ability per level.

**Confuse**

Using this the character can interrupt the electrical signals in a victim's brain. The victim will become dazed and disorientated. Combat rolls will be -10 and -50%. Range is line of sight.

**Dampen**

Can hinder the function of electrical devices by slowing the current that powers the object. ME x2% chance +10 per level of disrupting and ruining any electrical equipment. Line of sight or ME x10 metre radius, +2 metres per level.

**Electrical Blast**

Must have an existing electrical source within line of sight. Can cause the electricity to lash out up to ME x10 metres +4.5 metres per level doing 3D6, +D6 per level.

**Immune**

To all electrical attacks.  
Sense Electromagnetic Field Sense and locate any operating electrical devices (eg. hidden surveillance devices, power cables, electrical traps, etc) within line of sight or ME x10 metres, +10 per level.  
Surge Can target specific electrical systems within his line of sight and overload them.

**Wall**

Must have an existing electrical source within line of sight. Can fuel it increasing its size by (ME x30 centimetres thick) x (ME x1 metre metres per level tall) x (ME x2 metres per level radius). Does D6, +D6 per level for every 30 centimetres the victim walks through.

**Point System**

30 points to buy the first 4 abilities at the minimum level listed. +15 points to

rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol). Damage begins at D6 and increases by the same amount each time rebought.

**ENERGY ABSORPTION (revised)**

The ability to absorb all forms of energy.

**Discharge**

Release part or all of energy absorbed doing D6 per 100,00 watts.

**Drain**

Absorb any kind of energy attack directed against him (but must see it coming) be it pure energy, electricity or lightning, fire (not heat), lasers/ light energy or batteries, cables, or power plants.

Anything weaker than a car battery is useless. A car battery provides 100,000 watts of energy, E-Clip 200,000, an electric cable 200,000 per melee, chemical power supply 300,000 per melee, nuclear power supply 500,000 per melee, and contemporary coal power plant 400,000 per melee. Max of 1 megawatt per ME, +1 per level.

**Flash**

Once per melee PC can generate a brilliant flash of light to blind all people within a 30 metres radius +1 per level. The effect lasts for 2D6 melees per level and causes -6 on all rolls.

**Glow**

Sheds light that can be used to see by in 15metre radius +3 per level, equal to 150 watts +25 per level. This light can be seen for a few kilometres at night.

Opponents are at -2 to hit with any ranged attack, -5 with melee combat in a very dark area (near blinding).

Opponents are at -1 to hit with any ranged attack, -3 with melee combat in a dimly lit area (semi- blinding).

Opponents are at -1 to strike with melee attacks in daylight or a well lit area.

**Immunity**

To heat, fire, radiation, lasers, electricity and any forms of energy that can absorb.

**Spotlight**

From eyes or any part of body with a range of 50 metres per 10,000 watts.

Point System

30 points to buy this power. It cannot be rebought.

**EXORCISM**

Force out anyone/thing possessing a victim unless save. Even if fail the victim gains a new attempt at resisting the possession at +1 per exorcism attempt.

Point System

30 points to buy this power. It cannot be rebought.

**EXPLODE**

The character can blow him self up and safely reintegrate a short time after after.

**Detonate**

This is an explosion using the character's entire body. Radius of ME x10 metres (+1 per level) doing SDC x10 damage (+1 per level). The person reintegrates after D4 rounds.

**Explosive Limb**

This is an explosion using just a limb. Radius of ME x1 metre (+1 per level) doing SDC x1 damage (+1 per level). Each limb detonated counts as one attack. The limb is restored within 1 round.

**Explosive Parry**

The character parries with an explosive force. It acts just like a normal parry but it does D6 damage to the object parried.

**Super Detonation**

This is a last ditch explosive discharge expending all the character's energy in one blast;

Damage is 10,000 points x (character's ME + level) over a 30 metre radius x (character's ME + level).

5000 points x ME + (character's ME + level) over the next 30 metre radius x (character's ME + level).

2500 points x ME + (character's ME + level) over the next 45 metre radius x (character's ME + level).

1250 points x ME + (character's ME + level) over the next 60 metre radius x (character's ME + level).

625 points x ME + (character's ME + level) over the next 75 metre radius x (character's ME + level).

310 points x ME + (character's ME + level) over the next 100 metre radius x (character's ME + level).

150 points x ME + (character's ME + level) over the next 125 metre radius x (character's ME + level).

The character requires one day per 1000 points of damage expended to recover any of his powers.

Point System

30 points to buy Detonate at ME x10 metres range and damage. An additional x1 to to both each time rebought (thus ME x11 if bought twice).

**EXTRA DIMENSIONAL STORAGE**

The character has the ability to place physical objects into a pocket dimension. It travels near the character at all times and is not centred upon any physical object. It takes 1 melee action to pull objects out of or put them into the pocket. The pocket dimension has a maximum storage capacity of ME x9kgs, +4.5kgs per level. The size of the object matters not, just the mass. The character can sense what is going on inside the pocket. Further, those attempting to open the pocket dimension are immediately known to the character. In an emergency the character can place himself in the

pocket but it will remain in the same spot. While he can breathe in there he wont have any food or water except what he takes in with him.

Point System

30 points to buy this power. It cannot be rebought.

**FORCEFIELD**

The ability to create an invisible or semi visible layer of protection, until depleted or cancelled. +8 ME.

**Field**

Can surround oneself or any within the character's line of sight. 12 metre radius +3 per level, with ME x100 SDC (+1 per level). Replenish ME x10 SDC (+1 per level) per minute of non use. Can create multiple fields so long as combined SDC doesn't exceed total.

**Body Armour**

Armour SDC is identical to the Field but can only be used on self and adds +1 damage per 200 SDC in Field when punch or kick someone.

Bolts of Force Line of sight range, D6 per 20 SDC in bolt's (identical to Field) but can create multiple bolts distributing the total SDC between them.

Point System

30 points to buy this power. It cannot be rebought.

**GENETIC INGESTION**

The bizarre ability to absorb the skills and powers of a person by eating them. The player may choose how much of a change to undergo. A full change means that the player replaces his own physical traits (including powers and mental attributes) with those of his victim. Partial change means that all traits become an average between the two. The player may maintain these changes for as long as he wishes while awake, but second loses consciousness, his

genetic structure will return to normal or can negate these changes and return to normal at any time. Can mix genetic structures, but only 1 structure per level may be absorbed at a time.

Point System

30 points to buy this power. It cannot not be rebought.

**GENIUS**

Raise IQ by +30. This character has also been able to learn one additional skill program (any, even those restricted by education level), and will learn one secondary skill per level in addition to the normal 2 skills every 3 levels. This character is a natural scholar and was a genius at university. Thus he has already gained 3 degrees of his choice all at +20% and all concurrently (that is all 3 were completed within the same 4 years). In this instance also gain a total of 20 Secondary Skills from any section, that is any Scholastic skill may be taken as a Secondary skill. Any course can be done within half the normal time and always gain +20% in any skill that take. This power also grants the character an almost perfect memory. By studying a map or document for 1 minute, the character will be able to recall them with 90% accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once or twice before.

Mathematical equations are a breeze, and he can solve virtually any problem in his head in a matter of seconds.

Reaction time is unmatched. Memories are permanent and can be recalled with crystal clarity at any time. His mind is in a constant state of analysis and receives bonuses due to the processes going on in his head.

Finally he can also take existing materials and technologies and use them to create new devices or applied technologies. He can repair previously operational devices, even if the device was of an unknown type. The hero can learn new technologies at a rate determined by his level, the complexity of the technology, and the amount of instruction available. The character's ability with current technology is at +20%. Equipment which is 1 Tech rating higher is at standard percentage for his level -10%. Equipment 2 levels higher is at standard -20%, at 3 levels higher its at standard -30%, and at 4 levels higher -50%. The Genius can also specialize in a particular field gaining +20% in that area. Examples include vehicles, weapons, biomedical technology, and architectural engineering. The hero has the ability to manufacture or modify items using any technology he knows. He still requires adequate physical resources to create the items.

Point System

30 points to buy this power. It cannot not be rebought.

**GRAFT OTHERS**

The hero can psionically operate on, dissect, rearrange, and perform transplants without the need for normal medical techniques to ensure success. No matter how crude the conditions in which the operation is performed or how messy it proves to be, the subject's life force is preserved. There is no major blood loss nor will the body reject any transplants. This power even permits the character to perform acts beyond current medical science, like brain transplants. The character gains a +4 to HF, and +1 every second level.

Point System

30 points to buy this power. It cannot not be rebought.

**GRAFT SELF**

The hero has the grotesque power to rearrange and perform transplants on his own organs and limbs. As before the hero's own life force is preserved. There is no major blood loss nor is there any need for recuperation. He can replace his hands, feet, arms, legs, eyes, ears, nose, etc with those of other life forms (even aliens) and take on the skills, abilities and powers of the being to whom the parts belonged. The hero can also add additional parts which normally he normally wouldn't possess such as wings, prehensile tail, etc. The character gains a +4 to HF, and +1 every second level.

Point System

30 points to buy this power. It cannot not be rebought.

**GRAVITY MANIPULATION (revised)**

The ability to control the elemental force of gravity.

**Centre of Gravity**

The character can rearrange his centre of gravity so that any designated surface becomes "down". If he jumps off the surface then normal gravity takes effect again. This can seem like Adhesion, allowing the character to walk along walls or ceilings but without needing to worry about weight or speed restrictions.

**Crush/Grip**

The character if successful in grabbing hold of another person, can use his gravitational power to crush his opponent. This is similar to the Crush/Squeeze attack used in Wrestling. The character can also increase his physical grip, by forming a gravitational field in his hands and arms. This



effectively increases his gripping PS by 8 points, plus 1 per level. PS damage bonus applies to damage done with these attacks.

Self or touch range with damage of Crush: 1D6x10; or Grip: 2D6.

### **Flight**

The character can make his body, and any object within a 1 metre radius, impervious to the effects of external gravitational fields, allowing him to float. The character can then focus his attractive power on a distant heavy object, pulling himself towards it. Combined with his Float power, above, the character gains a limited Flight capability. The character must always be moving towards the object he is focused on. A severe limitation on the character's flight is that he needs an object behind him to slow down. This might not pose a problem in locations with many buildings, etc, but must be taken into consideration. The character can also grapple onto objects above ground level to gain altitude (coming back down is easy, because the ground is always there). 32kph +8 per level, 300 metre height +25 per level.

### **Gravitational Pulse**

A directed pulse of energy is fired by the character, like a "reverse bullet." The impact has a high knockdown value, but in the forward direction. Characters who brace themselves for the impact in the wrong direction will be pulled forward off of their feet. Because of this unusual effect targets have a difficult time adjusting to the blast, and suffer a penalty of -6 to roll with the impact. Further, because the waves easily travel through matter, armoured characters take half damage to their own SDC, in addition to the full damage done to the armour. Effective range is about 30 metres, where the pulse will lose focus

and disperse, causing little damage. 2D6 + D6 per level damage.

### **Hurl Objects**

This power is a consequence of the Pull power below. It relies on rotational motion, functioning like a hammer throw. If a character pulls an object towards him, he gives it velocity. The character can then step out of the object's path, and pull it towards him so that it traces a somewhat circular path (with the character at the centre). The character can then release the object, and it will travel in a straight path towards the target. The limitation is that objects must have a mass no greater than one third the mass of the character, or he will be pulled off of his feet towards the object/s being hurled. This will cause the character to lose control of the object, sending it off behind him.

Objects must initially be no closer than 3 metres away and no further than 180 metres plus 6 metres per level. The range of the thrown object is 30 metres. After landing, the object will likely skid for a short distance, doing half damage to anything it strikes. 2D4 x10 damage +4 per level.

### **Pull Objects**

The character can pull objects towards him with an effective PS of 40, +5 per level. Note that this does not allow the character to push objects away from him. Additionally, when objects are pulled they often have considerable velocity, especially if they're not held back by large frictional forces. This means small objects will typically move faster than large objects when pulled in this manner. Characters can regulate the effective PS of their pull by 5 attribute points per level of experience. Ex: A fourth level character can opt not to use the +15 effective PS bonus, and can lower the standard PS of 40 to as little as

a PS of 20. The character can stop using his power before the object reaches him, hoping that friction with the ground will slow it down. If the character attempts to pull large objects (comparable to his own mass), he will feel the gravitational attraction as well, and must "anchor" himself to an object in the opposite direction. This anchoring is a natural reflex, and costs no additional attacks. 180 metres + 8 per level.

If the character steps out of the way the object will cause the effective PS times 2 SDC damage to whatever was behind the character. If the character doesn't step out of the way the object will strike him. The object has likely been pulled with an effective PS greater than the character's actual PS, and will cause 2 SDC for every point of difference between the two (reduced because the character can try to "catch" the object). For small objects (22.5kgs) the object does only 1 SDC per PS point.

#### **Reduce/ Increase Gravity**

Self or line of sight, 6 metre radius +3 per level.

Zero Gravity 2 metre radius +1 per level.

#### Point System

30 points to buy all the above abilities at their base level. +30 points to rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

#### **GROWTH (revised)**

The ability to increase one's size and mass. This process requires the rapid acquisition of bodily mass from an extra-dimensional source. This extra dimensional mass fortifies all the cellular tissue, including bones and muscles enabling him to support his increased weight and giving additional strength. +4 PE. Can grow +10% per ME. Increase SDC +20, PS +1, SPD +1,

and weight +22.5kgs for every extra 10% of height.

#### Point System

30 point to buy this at +10% per ME. +30 points for each additional +10% per ME. Thus bought twice = +20% per ME.

#### **HARM INVULNERABLE**

With this ability all super abilities and hand strikes used by the character do half damage to beings with the Invulnerability major power, to supernatural creatures or Cosmic beings (as opposed to the normal not doing any damage at all). +1 to PS, PP, PE and SPD. Increase SDC by 10%.

#### Point System

30 points to buy this power. It cannot not be rebought.

#### **HEALING TOUCH**

The ability to heal another life form at phenomenal rates. Must touch for 1 minute uninterrupted to perform healing. Restore 4 SDC (+1 per level) per 10 minutes and 2D6 SDC (+1 per level) once per 12 hours (-1hr per level). Damage and duration of drugs, toxins and poisons reduced by half and patient gains +4 to save. Give +8 on any 1 save once per day +1 per level.

Negate all pain for 15 minutes per level. Immediately bring a comatose patient up to 3 SDC and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. +4 PE, +25 SDC, +6 on all saves.

#### Point System

30 points to buy this power. It cannot not be rebought.

#### **HOLY/UNHOLY WEAPON**

Can mentally will into existence a soul weapon of light or dark which can affect both physical and ethereal supernatural creatures.

Can use this either to paralyse for 1 melee per ME, induce shock/coma unless save or disrupt, disrupt an entity's body enough to banish it back to its original plane, or destroy Undead. Once per day per ME the character can will his weapon to do 1 damage per ME, +D4 per level. All weapons are +1 to strike per 2 ME. Remains until cancelled or knocked out but uses up 1 attack per melee while in use.

#### **Hand Held Weapons**

Swords, axes, machetes, staves, maces, and all manner of melee weapons.

#### **Thrown Weapons**

Short bows, shuriken, throwing axes, and throwing knives. The weapon has 20% more range than a normal weapon of its type. Use limited only by number of melee attacks of character.

#### **Whips**

Can fire a soul rope ME x1metre +1 metre per level and mentally control end of it making it sticky, allowing people to swing on it, climb up it or entangle with PS equal to ME.

#### Point System

30 points to buy this power. It cannot not be rebought.

### **HYDROKINESIS**

The ability to mentally control water. Begin with 4 abilities. Choose 1 additional ability per level.

#### **Aquakinesis**

The hero can reach out through a pool or lake, forming arms or other shapes out of the water. He can then exert his strength through the water arms. The arms can take damage equal to the caster's total SDC, and its stretching ability is dependant on the amount of water available for it to draw on.

#### **Breathe Water**

Any true water which has oxygen in it.

#### **Calm Water**

2 metre radius per ME, +3 metres per level within line of sight while concentrate.

#### **Control Rain**

The hero can increase and decrease the level of precipitation. He can do all this within a ME x10 metre radius (+10 metres per level) for ME x1 minute (+2 minutes per level). This can be used to simply drench someone or be turned into a torrential downpour (movement, actions and any combat rolls reduced by two thirds).

#### **Create Waves**

5 metre radius per ME, +5 metres per level. The size of the wave can be up to ME x1 metre doing D6 damage per metre size.

#### **Lore**

By concentrating the hero can learn the following about his location: north direction, location on world (if the stars are out), depth of water, the height of the tide and current state, maximum height of tide and time to reach apogee, local air currents and speeds.

**Purify Water** The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content.

#### **Remove Toxin**

This can be used by the hero on himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body.

#### **Veil of Mist**

Line of sight. 1 metre per 2 ME thick +30 cms per level, x 1 metre per ME tall +2 metres per level until concentration broken. Lasts ME x1 minute +1 minute per level. It is difficult to see through the mist and all attacks are -5.

**Wall of Water**

Line of sight. 1 metre per 5 ME thick +30 cms per level, x 1 metre per 2 ME tall +2 metres per level until concentration broken. Lasts ME x1 minute +1 minute per level. Most weapons will have their range halved by the water if not swept away together. Water Armour This forms a protective barrier of water around the character. Any kinetic attacks are simply caught in the water and slowed to the point of ineffectiveness. Lasers are diffused and rendered harmless. There is no actual SDC.

**Water Phasing**

The character can walk through ice as if it is fog or swim through it as if it is water.

**Water Slam**

3 metre height per ME, +4 metres per level. Does D6 damage per 10 metres height.

**Water Slick**

The caster selects a 3-18mtr radius he can see; this section is covered with a slick of water and is very slippery. Any character who walks through a square that is slicked must roll under their PP or fall over.

**Water Spout**

Line of sight. 1 metre height per 3 ME, +3 metres per level until concentration broken.

**Water Walk**

Self or any within line of sight until concentration broken.

**Whirlpool**

Line of sight. 1 metre radius per 2 ME, +2 metres per level until concentration broken.

**Point System**

30 points to buy the first 4 abilities at the minimum level listed. +15 points to rebuy each ability with the listed

increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

**ILLUSION**

Can create realistic 3D images of anything the person can imagine anywhere within line of sight with a radius of 2 metres per ME +5 per level. +8 ME.

Although not physical images will look, sound and smell real to the victim. These Illusions can be mechanically detected and recorded by such means as photography or television. The Illusion can take any size or appearance the hero desires and is limited only by his imagination. The Illusion can be a realistic simulation, a fanciful creation direct from the hero's mind, or an abstract display of light. The hero is playing with light itself and can create anything that is visible. Since most people depend on vision to gain information on their surroundings, this power presents the awesome ability to apparently alter the nature of reality. The hero can cast his Illusions anywhere though he must be able to clearly see the area where the Illusion is formed if he wants to make it at all realistic.

If the hero possesses a means of extending the range of his senses, he can maintain the realism of his Illusion at up to full range of both this Power and that of whatever means he uses to extend his vision. Ways of increasing the senses' range include mechanical means such as binoculars and remote TV cameras and sense-extending Powers, most notably Telescopic Vision and Clairvoyance. The GM is free to determine how long the hero can maintain his concentration in a given circumstance. Breaking the hero's concentration abruptly terminates the Illusion, while merely getting distracted causes the Illusion to begin to

lose realism (drift, lose detail, become translucent, and so on). The Illusion's effect on a viewer varies. A viewer must make a Psionic save at -1 per level of the Illusionist, success means the viewer now recognizes the Illusion's true nature. Players running characters viewing an Illusion are only allowed to make a roll if they suspect the Illusion.

This can occur if they physically touch the Illusion, if the Illusion is somehow flawed, or if the character is just naturally cynical. Since Illusion-Casting includes the Power of Light Control, Illusions can provide a measure of protection against light-based attacks. An Illusory tent would provide protection against both infrared and ultraviolet light, thus keeping the hero cool and safe from sunburn. It does not provide protection against any of the other ways Momo's Nature has of affecting us. That Illusory tent would be drafty, cold, and flimsy.

If the Illusion-caster has any of the Energy Expulsion Powers, these can be redirected to apparently originate from the Illusion rather than from the hero. More commonly, the power is used to disguise the true nature of anything the hero or her companions might be doing. The main drawback to Illusion is that the hero must keep his Power's true nature a secret from his adversaries. It must be presented as if it were another power entirely. Even if the Power's nature is public knowledge, the Power is still effective. The Powers of Light Emission and Light Control are innate factors of Illusion. As such, the hero has the ability to generate any intensity and frequency of light. He can warp light, alter its frequency, and change its degree of coherency. The hero can simulate other visual Powers with some effectiveness as well.

As well the character can simulate invisibility. The effects are nearly the same, anyway; the hero becomes effectively invisible to any living or artificial being. The hero actually remains visible but he can now surround himself with a holographic Illusion of empty space. This field can be limited to the hero's body or increased to cover a large area. Within the Illusory Invisibility, things remain visible. From the point of view of anyone within the Power's protection, it appears that the area has been surrounded by an irregularly-shaped transparent balloon that causes weird tricks of light. Outside the "balloon" a viewer sees only the Illusion of empty space, even if the viewer has just stepped out of the invisibility field. Standing at the edge of the field can result in a headache as the viewer's eyes see both the reality and the Illusion.

Of course, the hero has to be able to see his intended target; otherwise he would be unable to simulate the appearance of emptiness appropriate to the target area. Casting an Illusory Invisibility in the air or in space is easier. Note that as this is an Illusion, it can be detected by careful visual examination or the simplest of physical tests. The "empty space" is only what the hero imagines such an empty space to look like. As the hero tries to hide more area, the problems of realism multiply. If the Illusory Invisibility and the viewer move in relationship to each other, the viewer might be able to detect a slight distortion of light at the edge of the field. (The player can imagine it by thinking of a clear drinking glass).

The flaw is when the field is viewed from above; a viewer sees the ground below but may realize that the surface detail is not continuous. Rivers And roads have sudden, unexplained gaps.

Clairvoyance cannot detect Illusions at all and thus would also penetrate the deception. The Power cannot deceive any of the other senses or such Powers as Radar, True Sight or Telepathy.

Point System

30 points to buy this power. It cannot be rebought.

**IMMORTAL**

The ability to heal oneself at phenomenal rates;

+16 PE, +50 SDC, +6 vs. Poisons, Gases, Drugs, Disease, Possession and Mind Control.

Recover 8 SDC per 5minutes and heal any broken bones x20 faster.

Heal 48 SDC twice per day +2 per level.

Recover 4 HPs per 8 minutes.

Doesn't fatigue or scar.

Fire, heat and cold have only 25% effect.

Poisons, Gases, Drugs and Disease have only 15% effect.

Stop aging at age stipulated and if killed can regenerate completely so long as a single drop of blood remains. However each time that die must take an Insanity.

Can only be killed through disintegration.

Regenerate 1 limb once per day taking D4 hours.

Regenerate 1 organ per 2 days taking 2D4 hours.

Impervious to the transformative bite of vampires and certain werebeasts.

Point System

30 points to buy this power. It cannot be rebought.

**IMMOVABLE**

The ability to withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost

impossible to move. 5 tons per ME +1 per level. The subject must be aware of an attack to prepare for the blow. If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities). SDC +4D6 x10.

**Point System**

30 points to buy this power. It cannot be rebought.

**INDEPENDENT SPIRIT**

The hero's soul is capable of independent existence in the real world. The spirit can leave his body and travel independently; it is often mistaken for an Astral Body. The spirit can even survive the death of the physical body without being immediately drawn into an afterlife dimension. Independent spirits possess all the Mental Abilities, Skills, and Powers of the whole being. Health remains unchanged although now it is more of a measure of how well the spirit can resist entering the appropriate afterlife.

If the spirit is still in his original body, that body may either retain a share of the overall consciousness when the spirit is away or the body may lapse into a coma at these times. There an equal chance of either, although the player should choose one at the time the hero is created. If the original body is dead, the spirit can develop bonds to one or more new bodies, dwelling like a tenant in each but tied to none. The spirit cannot Possess the body or in any way hinder the real owner's abilities. They do share a telepathic bond that extends into shared dreams. If the spirit possesses powers that require a physical form to use, he can lend these to whatever body he is occupying.

Point System

30 points to buy this power. It cannot be rebought.

**INFECTIOUS**

The character can transmit any existing disease via skin contact. As a side effect he is also completely immune to all diseases.

Point System

30 points to buy this power. It cannot be rebought.

**INSANITY**

+8 ME. Through eye contact with the victim the character can force him to witness the moment of death of all those he has harmed, through his victims' eyes and develop a random insanity. For every minute of eye contact the victim has 10% cumulative chance of going into coma. Victim can save vs. insanity at -1 per level.

Point System

30 points to buy this power. It cannot be rebought.

**INTANGIBILITY (revised)**

The character can render his body intangible to normal matter. This enables him to pass harmlessly through any object. Can render self + an additional 3kgs per ME +3kgs per level un-solid. The character is only vulnerable to mind attacks and electricity (half damage but forces him to turn solid). Once he lets go of an object it turns solid again. Further the character has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth.

Point System

30 points to buy this power. It cannot be rebought.

**INVISIBILITY I**

With this power a hero can render himself undetectable by normal, consciously willed sight. There are four very different means of accomplishing this effect. Each form has unique characteristics regarding such factors as the area made invisible, protection against light-based attacks, mechanical detection, and detection by other means. Can affect self + an additional 3kgs per ME +3kgs per level. Simple physical contact can alert others to the hero's presence (Physics, Hallucinatory, Holographic). An invisible character may find himself surrounded by a coating material (rain, dust, and paint for example). This only effects the physics based Invisibility.

This is the form possessed by Sue Richards. The hero's body is totally transparent to the visible light spectrum. He cannot be mechanically detected or recorded (i.e. by photography or television) and is immune to attacks using visible light (lasers, mostly). The invisibility range can be extended to cover other sections of the energy spectrum (infrared and ultraviolet light, radio waves, hard radiation); this also bestows immunity to attacks using these forms. At these levels the hero can also extend the area of invisibility beyond his body. This permits the hero to protect others and, more importantly, to wear clothing.

Point System

30 points to buy this power. It cannot be rebought.

**INVISIBILITY II**

With this power a hero can telepathically render himself undetectable by normal, consciously willed sight. Can affect self + an additional 3kgs per ME +3kgs per level. Simple physical contact can alert

others to the hero's presence (Physics, Hallucinatory, Holographic).

The hero is actually visible but is ignored and immediately forgotten by beings who would otherwise be capable of detecting his presence. He is also immune to detection by other senses. He can be mechanically detected and recorded (this is where this Power gets weird); a video monitor or alarm that reveals the hero's presence will be ignored by anyone within range of the hero's Power. Photographic film records the hero, but anyone looking at it while within range of the hero's Power will ignore the hero's image. Anyone outside this range can see the hero quite clearly, and will be very confused about the lack of reaction by those around the hero. He can extend this invisibility to anyone in physical contact with him. If the hero loses touch (literally) with someone whom he was protecting in this way, that person is immediately susceptible to the Power's effect and forgets that the hero was ever there. Robots and cybernetic beings are unaffected by this Power, but they can be protected by it. The Power does not affect any light-based attack but does provide protection against psionic attacks +2 vs. Psionics.

#### Point System

30 points to buy this power. It cannot be rebought.

### **INVISIBILITY III**

This is a variation on the telepathic invisibility power (Invisibility II) allowing a hero to render himself undetectable by normal, consciously willed sight. Can affect self + an additional 3kgs per ME +3kgs per level. Simple physical contact can alert others to the hero's presence (Physics, Hallucinatory, Holographic).

The hero is actually visible but is surrounded by a telepathic field that makes others see an empty spot where the hero is. The Hallucination can incorporate the hero's surroundings and affect real-time viewers at a great distance. In other words, the hero can disguise the area around himself and this disguise will fool anyone looking at the area, even if they are miles away. However, this Power doesn't fool film or videotape; these record the scene as it really is. Hallucination also prevents detection by other senses. The hero can be mechanically detected and recorded; as with the Telepathic form, anyone within, range of the effect ignores the hero. Robots and cybernetic beings can also detect him. This Power provides no protection against light-based attacks, but does provide protection against psionic attacks +2 vs. Psionics.

#### Point System

30 points to buy this power. It cannot be rebought.

### **INVISIBILITY IV**

With this power a hero can render himself undetectable by normal, consciously willed sight. Can affect self + an additional 3kgs per ME +3kgs per level. Simple physical contact can alert others to the hero's presence (Physics, Hallucinatory, Holographic). The hero is actually visible but has surrounded himself with a holographic image of empty space. The holograph can incorporate a wide area and affects anyone within line of sight (if someone can see across interstellar space, the holograph fools you). The holograph can be mechanically detected and recorded as if it were real. It will not prevent detection by other senses. Robots and cybernetic life accept the holograph as



real. It provides protection against light based attacks equal.

Point System

30 points to buy this power. It cannot be rebought.

**INVULNERABLE (revised)**

The ability to withstand massive amounts of damage. +200 SDC, +24 PE. The player's bones are nearly unbreakable and his skin is cut resistant. Save bonus of +4 vs. magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. Immune to cold, fire, heat, microwave beams, electricity, bullets, falls and normal punches. Poisons, Gases, Drugs, Diseases and Radiation have half effect with +4 save against each.

Point System

30 points to buy this power. It cannot be rebought.

**KARMA (revised)**

The ability to control the random elements known as Luck. The character gains +3 to roll with punch/fall or impact, +2 to parry, +1 on all saves, and +8 ME. Can attempt to dodge all attacks, even sneak and sniper.

**Luck**

Can cause something lucky to happen along with the following;

x2 normal bonuses on 1 combat roll.

x2 normal bonuses on 1 save.

Turn critical damage wound into minor.

Boost ally's chances by +1 per 4 ME (+1 per level) and +1% per ME (+10 per level) through verbal encouragement.

**Unluck**

Can cause something unlucky to happen to any 1 enemy per ME within his line of sight;

-1 normal bonuses on 1 combat roll.

-1 normal bonuses on 1 save.

Turn minor damage wound into critical.

Point System

30 points to buy this power. It cannot be rebought.

**KINETIC ABSORPTION**

This devastating power allows the character to redirect kinetic energy into destructive physical attacks. The only drawback to the power is that if the energy is stored for too long it will harm the character. Any damage (kinetic) taken can be redirected as a physical attack. For example, a character is shot with a full clip from an Ingram Model 10 and does 160 points of damage. The damage taken is added to the PS damage bonus until the all the energy is redirected. The character can divide the bonus any way he wants, i.e. 2 attacks with +20 to damage, or 4 attacks with +10 to damage, and so on. If the energy is held for too long it will hurt the character and may ever kill him. The character can store kinetic energy the number of melee rounds equal to his PE. If it is held for longer then that time, then the character takes 2D6 times the number of extra points of kinetic energy to his SDC/Hit Points every melee round until all the energy is redirected. +6 to PE and +3D6 x 10 to SDC.

The character can redirect up to 10 damage per ME.

Point System

30 points to buy this power. +1 damage per ME each time rebought.

**LIGHTSPEED FLIGHT**

The ability to fly faster than light. Within an atmosphere or short distance this would be very close to Teleport. +4 save vs. toxic gases, +4D6 x10 SDC.

**Breathe**

Don't need to but however do require stellar light to photosynthesize.

Flight 1 light year per day, -1 hour per level.

### **Immune**

To vacuum, radiation and cold of space identical to Alter PS Ice and Radiation.

### Point System

30 points to buy the power at the speed of 1 light year per day (-1 hour each time rebought).

## **MATTER CONSUMPTION**

This power turns the character's stomach into a bottomless pit, capable of eating nearly anything. The stomach of this person transforms 95% of everything eaten into pure energy meaning that no matter how much the hero eats, it will be nearly impossible for them to get fat.

The person will be able to eat even non-foods, like stone, metal, or plastic.

Eating large weapons all at once will upset the mutant's stomach, causing him stomach pains and some major gas problems leaving him -2 to strike, parry, dodge, and initiative for D4 hours. The hero's teeth have a PS equal to ten times his hand's PS allowing him to bite through most materials. His teeth also have an SDC equal to five times his own.

### Point System

30 points to buy this power. It cannot be rebought.

## **MATTER FIELD**

The ability to summon a barrier created from any nearby physical objects. The armour revolves around the character protecting against all attacks. It gives SDC of 5 per ME. +8 ME.

### **Barrier**

Can surround oneself or any within the character's line of sight. The barrier revolves around the person at up to a 3 metre radius +1 per level, with ME x100 SDC (+1 per level). Replenish ME x10

SDC (+1 per level) per minute of non use. Can create up to 1 barrier per 5 ME, +1 barrier per 3 levels (so long as there is sufficient material at hand).

### **Matter Armour**

Armour SDC is identical to the Field but instead of revolving attaches to the person and adds +1 damage per 200 SDC in Field when punch or kick someone.

### **Matter Shards**

Both the barrier and armour at any time can be ejected outwards at high velocity like shrapnel. Damage is D6 per shard piece with a range of 1 metre per ME, +1 per level.

### Point System

30 points to buy this power. It cannot be rebought.

## **MATTER MANIPULATE**

+8 ME. Can alter the molecular structure of anything that touch with a 30 cm radius per level from each hand, changing 2 elements per ME. If the elements are next to each other on the Periodic Table then the change is instant, if not then it requires 1 melee for each space it is away, -1 per level (minute of 1).

### Point System

30 points to buy this at 2 elements per ME. +1 element per ME each time rebought.

## **MEDIUM**

This character can talk to spirits and elementals and can summon ghosts and ask for help. Unfortunately this is never free. A person with the medium power is often in a complex web of favours owed and favours due, to the spirit world. The character can do the following;

- 1) See ghosts and spirits.
- 2) Summon spirits and talk to them.

3) Can ask a spirit to grant him one minor power which can be only be used for 2 minutes per ME before the power is extinguished.

4) Likewise he can ask for a major power as well for 1 minute per ME.

5) Finally he can request a skill program for 1 hour per ME or a single skill for 1 day per ME.

Point System

30 points to buy this power. It cannot be rebought.

**MIMIC I (revised)**

This ability lasts so long as the victim remains within his line of sight or a 1 metre radius per ME, +2 metres per level. Can mimic the powers of 1 person per 5 ME, +1 person per level. Copy either 1 Major or 2 Minor at a time with that power temporarily supplanting the Mimic power first and then any other powers. May choose which power/s copy from each person. If taken twice then the character gains the ability to recopy any power that he previously held at any time even if the victim is no longer around.

The following information was provided by Sentinel;

A mimicker would not know who in a crowd he was mimicking unless they were actively doing something with their powers. As to knowing what powers he has manifested, I would say that they may reflexively activate. That is, he knows he just got something, but not what, and spontaneously triggers it and then figures out what it is. If the mimicker is in very close proximity to his (unknown) target, he may be able to get a feel for where his new power was coming from, but not necessarily. In any event, the sudden triggering of the power, if it's at all visible or spectacular,

will most likely draw out the original owner of the power.

Point System

30 points to buy this power. Can recopy any previous power if rebought.

**MIMIC II**

The hero can duplicate a power by absorbing the traces left behind whenever a power is used. The residue may be in anything that was near, or the target of a power's emission. The duration of the borrowed powers is determined by the hero's ME x1 minute. The average amount of residue bearing material is about the size of a bread loaf. It is completely drained after a single use. As with Mimic Type I if taken twice then gain the ability to recopy any power that previously held at any time.

Point System

30 points to buy this power. Can recopy any previous power if rebought.

**MIRROR MASTERY**

The character chooses 6 abilities when he first takes this power. He then chooses 1 additional ability each level.

**Bomb**

This ability allows the hero to specify a trigger condition that will cause a mirror to crack and explode into tiny razor shards. It does D4 damage per shard.

**Darken**

Can cause a mirror to become opaque by touching it. It will prevent any mirror magic or powers from functioning.

**Distraction**

Creates a cloud of tiny mirrors which surround the target as if in a whirlwind of glittering reflections. This effectively blinds them, and is also very disorientating; other people can see the target almost normally. This can also be directed outwards, as a defence, in which case people find it hard to see in, and

disorientating to look at, while the person inside can see out almost normally.

### **Heal**

This is a form of healing which requires a real physical mirror. The target stands before the mirror and this spell transfers their injuries into the mirror and entirely onto their reflection, leaving them unharmed. Depending on the degree of injury this may cause the mirror to break as it is, to some extent, taking on the injuries of the target.

### **Hypnotic Trap**

The hero can create a mirror into which when the target looks their mind's attention becomes trapped, engrossed in the myriad reflections and the seemingly infinite depth of the reflected world beyond. This does not remove the soul of the target or any such thing, but merely locks the target's mind into paying attention to the mirror and the mirror alone.

### **Message**

This allows the caster to record an audio and visual message in a mirror that will replay when a simple trigger condition is met.

### **Mirror Creation**

Limited ability to physically alter any inorganic object into a Mirror of same size as the original object.

### **Mirror Link**

With a sample of the target (for example a lock of hair, some blood or whatever) this spell creates a link between a mirror and the target. This causes an image of the target to appear in the mirror's reflection. Once the link is set up whatever is done to the image in the mirror then affects the target in a Voodoo-doll-like manner, subject only to the limitation that too much damage will break the mirror and sever the link (though of course supernaturally tough

mirrors can be created). The mirror can also be used to initiate mental contact with the target.

### **Mirror Multiplier**

This splits the image of the target up into many illusory duplicates which then move in a realistic fashion away from the target (the target should also really move away from where they were at this point). All of the illusory duplicates will then act normally for as long as the hero concentrates. This can be highly confusing in a combat situation.

### **Mirror Vision**

The mirror will show in reflection the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Mirror Walk**

Once have a location in sight can then walk through the mirror to the destination on the other side. Can also bring other people and objects through by holding them.

### **Record**

By placing documents in front of a mirror it will record them like a camera. It can store up to IQ x10 pages for later viewing.

### **Reflect**

Any mirror can be used to parry any electrical, fire, solar or other energy based attack of up to IQ x10 damage per blast. If the damage is greater than this in any one attack then the mirror is destroyed.

### **Scry**

Can concentrate on any mirror willing it to show the scene of any location where there is another mirror present or that have previously visited (same as Clairvoyance). Can only hear what is

going on if the mirror is present at the other location.

### **Storage**

This allows a mirror to become connected to the mirror realm in some fashion. When a trigger condition is fulfilled then the mirror transfers anyone currently reflected in the mirror into the mirror realm. Unwilling targets may save versus psionics, though this save is a -10.

### **Swap**

The hero can cause the appearance of all of the designated targets to be swapped with those of others in the target group (either at random, or as specified).

### Point System

30 points to buy 6 abilities at their base level. +15 points to buy each additional ability at its base level. None of these abilities cannot be rebought.

## **MULTIPLE POWERS**

The hero can possess a number of powers beyond the norm but can only use a single one at a given time. Switching between Powers takes 1 melee turn. When the player generates this power, he gets to generate an additional set of powers as well. He chooses either 6 Major, 5 Major and 2 Minor, 4 Major and 4 Minor, 3 Major and 6 Minor, 2 Major and 8 Minor, or 1 Major and 10 Minor. The Multiple Powers power counts as 1 of the Major powers (which is why there must be at least 1 Major selected).

But remember only 1 power may be used at a time.

### Point System

30 points to buy this power. It cannot be rebought.

## **MULTIPLE SELVES I (revised)**

The character can create one double of himself per 2 ME, +1 per level (but not

any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

### Point System

30 points to buy this at one double per 2 ME. +1 double per ME each time rebought.

## **MULTIPLE SELVES II**

This is the bizarre ability to reach into alternate realities and pull over copies of yourself (this is similar to the movie *The One*). This gives you a potentially unlimited army of doppelgangers. The doppelgangers are distinctively different from the original, either by dress, haircut, colour, etc. This power requires a full melee of concentration to summon one double who appears anywhere within his line of sight. The character can summon one double per 2 ME, +1 per level.

The main problem with this power is if the original witnesses the death of one of his doppelgangers then he must roll vs Insanity or be traumatised. The double must be worked out ahead of time by the GM.

### Point System

30 points to buy this at one double per 2 ME. +1 double per ME each time rebought.

## **MULTIPLE SELVES IV**

The body of this character is a collection of individual bodies held tightly together by either a single consciousness or a hive mind and functioning as a single unit. One helpful side effect of this power is that the individual bodies do not physically suffer while they are

joined together; breathing is assumed to occur without difficulty. However, the collective mass will probably have to break apart in order to allow the individual units to eat. Because of its peculiar dual nature, the collective mass has two sets of attributes. The first set represents the abilities possessed by the individual component entities; the second set is that of the combined entities. The majority of powers can only be manifested when the mass is combined. Individual entities can at best exhibit the powers at their lowest setting. The combined form's abilities may be affected by the loss or addition of more individual entities to its form. The combined form's unique physical structure allows it to simply create holes in its body to avoid making contact with the attacking force. However, such beings have a peculiar weakness: a successful grappling attack breaks the body into two masses. The body can automatically rejoin in D4 rounds unless something prevents this, like teleporting half the body into a parallel dimension. The combined form can be any size, depending on the size and number of the individuals entities that compose it. Most are human-size and composed of smaller creatures generally less than 3" long (between the size of a mouse and a dragonfly).

Point System

30 points to buy this power. It cannot be rebought.

**MULTIPLE SELVES V**

The character can create one double of himself per ME, +1 per level (but not any equipment he is carrying). However with each new duplicate, the doubles (but not the character) reduce their height, weight and SDC by half. This is because they are spreading their

collective mass out between each person. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

Point System

30 points to buy this at one double per 2 ME. +1 double per ME each time rebought.

**NECROSCOPIC TOUCH**

This power is the exact opposite of Healing Touch. The ability to heal another life form at phenomenal rates. Must touch for 1 minute uninterrupted to perform healing.

Exacerbate any wound causing it to become putrid, fester and seethe. This prevents any cuts from healing in a proper manner. The wounds grow fetid and do not recover for many months, considerably weakening the victim. The victim takes an additional 1 SDC damage per ME of the character (+1 per level) and -1 PE per 5 ME (-1 per 2 levels) per touch. Already severely wounded victims are immediately rendered comatose. Their condition becomes critical and they will die without medical attention.

Damage and duration of drugs, toxins and poisons doubled and the victim is -4 on any further saves.

Double all pain for 15 minutes per level.

Point System

30 points to buy this power. It cannot not be rebought.

**NEGATE MAGIC**

+8 ME. The character can affect one person per 3 ME, +1 per level. The victim cant cast any spells or invoke any magic from any object so long as he

remains within line of sight of the negator (this includes magic enhancements).

Point System

30 points to buy this power. It cannot be rebought.

**NEGATE POWERS (revised)**

+8 ME. The character can affect one person per 3 ME, +1 per level. The victim cant use any of his metapowers so long as he remains within line of sight of the negator.

Point System

30 points to buy this power. It cannot be rebought.

**NEGATE SUPERNATURAL**

+8 ME. The character can affect one person per 3 ME, +1 per level. The victim cant use any of his supernaturally derived abilities or enhancements so long as he remains within line of sight of the negator. A Were would revert to human in his presence.

Point System

30 points to buy this power. It cannot be rebought.

**OVERLOAD**

The ability to push one's own super abilities beyond their normal limits by drawing from his SDC. He can reduce his SDC all the way down to 0, but becomes comatose at this point for D4+2 hours. Only a medical doctor can determine that he isn't dead.

**Attributes**

Increase MA, ME, PS, PP and PE by 1 per SDC point or SPD by 2 per SDC point.

**Damage**

+1 die (usually a D6) to damage of an attack power/SDC pt used (4 SDC = +4D6 damage bonus on 1 attack). For attacks that do D4x10 or D6x10 damage,

or anything similar, 3 SDC can instead give +10 damage bonus.

**Duration**

Each SDC point used can add a melee to duration of a power that is measured in melees, or can add a minute to a power with a duration in minutes, etc.

Increase/ Decrease Amount In the case of Growth, Shrink, and Shapechange, at a cost of 1 SDC per 10% change per melee, its possible to push abilities beyond the norm.

**Numbers**

For animal control powers, 20% more animals than normal can be affected for 3 SDC per hour. For more powerful abilities (controlling people, creating giant insects, or creating more duplicates than normally possible) cost is 5 SDC per extra per hour.

**Range**

1 SDC = +20% range bonus on visual ranges, and effect lasts for 1 minute For effect powers, the range of effect or the area of the effect (2 different concepts) can be boosted by +10% per SDC for 1 melee.

**Senses**

For 1 SDC accuracy of a heightened sense can be increased by 20% per SDC per melee

**Speed**

2 SDC will boost running or flying speed by 16 kph for 1 minute per level. Valid only for characters with super fast running or flying speeds.

Point System

30 points to buy this power. It cannot be rebought.

**PAPER MANIPULATION**

This power is kind of like telekinesis, but limited to paper products and books. There are however a number of inherent weaknesses involved.

### **Create Advanced Construct**

Optional: Level 3 ability

Range: Touch or Tether: 50ft =10/level

From third level on the character can create an advanced puppet to fight in his place. It can be anything from a huge humanoid, to a wolf, to a flying paper bird. Can create 2 puppets at level 3 and then 1 additional puppet at levels 5, 7, 9, 11, 13 and 15. Puppets take 1 action per every 250 SDC to create. Once created the user can use 1 action to charge the puppet with more SDC. In the following examples, it would take 2 melee actions to create the soldier and 4 to create the giant. Only one puppet can be used at a time. The hero could do other actions, but only if he isn't doing anything with the puppet.

e.g. Paper soldier 1000 SDC max, 500 SDC minimum. Roughly 100 sheets of paper to make, 5 feet tall. Weapon: chain 3D6. +5 strike, parry and dodge (in addition to Hero's PP bonus).

Created to fight in place of the paper user, he controls it like an extension of his body, but in order to control it from a distance he needs paper strings or tethers. The puppet is complicated but useful in that it keeps the user out of danger. He can control it better as he doesn't even have to worry about danger to his person (within reason). The Puppet cannot hear or see, and does not have a mind of its own. The hero can also instil any WP's he has on to the puppet.

e.g. Paper Giant 10,000 SDC max , 1000 SDC minimum. Roughly 2500 sheets of paper to make, 8ft-20ft tall. Weapon: various giant sized, 50 PS, -5 parry and dodge (in addition to Hero's PP bonus).

### **Create Paper Armour**

The hero can create a body armour made out of paper. By touching the paper he can instil up to 250 SDC per level. The

armour acts like a second skin and does not impede movement. He can pump more SDC into the armour, but for every 100 SDC over his limit he will lose one action per melee round and receives -1 to strike, parry and dodge.

### **Harden Paper**

The character can literally harden his paper constructs to the tune of D4 x100 SDC per level once every melee (yes that means at level 3 he gets 3D4 x 300 SDC per melee). He can put it all into one sheet of paper to make it as hard as the strongest metals. The shape can remain a shield, a beam to hold up a roof or a paper dome to protect against enemy attacks. He can also charge a paper cloud swirling around him to become a deceptively nasty defence against melee opponents. Objects will retain their hardness for as long as the character holds or concentrates on it. He can allow it to revert to normal at will or allow it to fall apart in which case it will dissipate in 5-10 minutes, or less for small constructs. (possible damage ratings depend on the situation- GM's discretion). Enemies get a -3 to -8 to strike parry and dodge against a cloud or swarm of swirling paper, depending on the size and severity of course. Penalties include attacking anything within or behind the cloud. Allies receive this penalty as well. The Paper user isn't affected by the penalty, the paper moves as he wishes after all.

Range is touch or 15 metres, +3 per level.

### **Manipulate Paper**

The hero can manipulate paper as if it was an extension of his own body. He can move and form it into whatever shape his mind can imagine. Paper cannot levitate, but it can glide on air (it might seem like levitation at times to those around him). He can control ten



sheets per ME. He must be able to see the paper for any complicated creations. Paper will maintain shape beyond the range limit of the character for a limited period of time, but he will no longer be able to manipulate it. Paper can be turned into anything from bubbles, to tools, to simple clouds of swirling paper. If he can imagine it, he can probably do it. Objects will retain their shape as long as manipulator holds it or concentrates on it. Range is touch or 15 metres, +3 per level.

### **Sense Paper**

The character can sense the presence of any paper product up to 15 metres, +3 per level.

### **Total Recall**

This power grants the character an almost perfect memory with written material. By studying a map or document for 1 minute, the character will be able to recall them with 90% accuracy. The memories are permanent and can be recalled with crystal clarity at any time.

### **Weaknesses**

**Fire:** No matter how much SDC the paper has it still burns like normal paper. If it is a construct with a large amount of paper the user can attempt to smother the fire by rolling above a 12 on a D20. If he fails he has simply fanned the flame and made it worse. Heat lasers and energy weapons will penetrate the paper with no trouble of course.

**Water:** Armoured paper has an AR rating against water attacks equal to 2 AR per level up to a max of 18. If the water strikes above the AR, then all the paper struck is soaked and useless, if a construct is tossed into a lake, it will be soaked unless the paper user puts all his strength and concentration into maintaining a paper bubble which he can direct wherever he wishes BUT he cant

see where he's going if he's inside the paper and he can't do anything else. He can make a small paper boat the same way.

**Sound/Vibration:** This is the bad one. A single sound attack, or effect such as a concussion blast from a missile will blow away a large portion or even all of a paper construct no matter how much SDC he had charged, it is all lost. A constant sound attack such as being in the middle of a rock concert or in the middle of a shuttle take-off renders most of his abilities useless. Limited to one sheet of hand held paper. Heavy vibration is BAD. The sound interferes with the way his power works.

**Optional:** At level 3 the hero gets a save that starts at 20, +1 per level against single sound/vibration attacks. For instance, a level 7 paper user could attempt to roll above 16. At level 11 he would have to beat a 12. In the rock concert he'd have to roll once per melee.

### Point System

30 points to buy this power. It cannot be rebought.

### **PHOTOGRAPHIC REFLEXES**

+8 ME. After studying and watching a skill in use for one hour, the character may then perform it at 5% per ME, +1% per level (up to the normal 98% max). It then becomes a permanent skill.

Can learn any Martial Art in the same way as a normal skill with no limit on the amount of martial arts that can be learned. +1 Attack, Strike and Parry every 2 levels. +1 Initiative and Dodge every 3 levels and can dodge multiple attacks with single dodge. +1 to Perception (credit to Ironclad).

### Point System

30 points to buy this power. It cannot be rebought.

**PLANT ABILITIES****Accelerate Growth/Wither**

Can grow a plant from seed to maturity at a rate of 2.4 metres per melee lasting for 1 minute per ME, +1 per level. Can also wither or kill within a 10 metre radius, +3 per level within line of sight. Blood The character's blood becomes a lethal poison which can kill a human size life form in 30 minutes, -1 minute per level and are Immune to all poisons.

**Chameleon**

Only functions in bush/woodland area. Can blend into surroundings and become 100% undetectable if stand still, 75% if move up to 60cms per round, 50% if 180cms per round, 25% if 1 metre per round and 0% if move any faster.

**Control Plants**

Can psionically control all plant life over a 30 metre radius +3 metres per level within line of sight. These plants can be used to ensnare, strangle or cover over and hide objects.

**Immune**

Are completely immune to all diseases and viruses.

**Heal**

SDC heals x2 faster and can regrow any lost limbs within 24 hours, -1 hour per level.

**Nourishment**

Can absorb sunlight and water instead of eating and drinking.

Point System

15 points to buy each individual ability. No ability can be rebought.

**PSI WEAPON**

Can mentally will into existence a weapon of psychic energy which does synaptic damage directly to the victim's brain. Can use this either to paralyse for 1 melee per ME, or induce shock/coma unless psi save.

Once per day per 5 ME (+1 per level) can will it to do 1 damage per ME, + half your ME per level. All weapons are +1 to strike per 2 ME. Remains until cancelled or KOed but uses up 1 attack per melee while in use.

**Hand Held Weapons**

Swords, axes, machetes, staves, maces, and all manner of melee weapons.

**Thrown Weapons**

Short bows, shuriken, throwing axes, and throwing knives. The weapon has 20% more range than a normal weapon of its type. Use limited only by number of melee attacks of character.

**Whips**

Can fire a psi-rope ME x1 metre +1 metre per level. Can mentally control the end of it making it sticky, allowing people to swing on it, climb up it or entangle with PS equal to ME.

Point System

30 points to buy this power. It cannot be rebought.

**PSYCHIC COMBAT**

The character can phase himself and someone else's spirit into the Mindscape, unless they save vs Psi. Their physical bodies remain behind unmoving and defenceless. The two can then engage in psychic combat.

The following is a variation on Dan Steiner's Psi Combat rules;

On the psychic plane Mental Points are used instead of Hit Points. MPs are determined by ME +D6, +D6 per level. Psychic Agility is used instead of PP and SPD, and determined by IQ.

Mental Endurance remains the same and is used in the place of PE.

Any mental powers will work with greater effect in the Mindscape, physical powers on the other hand wont. Once MPs are reduced to zero then the character is knocked out. If the person's

MPs are reduced to zero and takes additional damage equal to 100% of his normal MP roll below.

Mental Trauma table:

01-50

Mentally exhausted for the next D6 days, cant use any mental powers during this period.

51-83

Mentally exhausted for the next D12 days. The victim also incurs a Minor Insanity.

84-93

Mentally exhausted for the next D20 days. The victim also incurs a Major Insanity.

94-98

Mentally exhausted for the next D6 weeks. The victim also incurs an Extreme Insanity.

99-00

The victim is lobotomised.

Point System

30 points to buy this power. It cannot be rebought.

**PYROKINESIS**

The ability to mentally control fire.

Begin with 4 abilities. Choose 1 additional ability per level.

**Endow With Fire**

This allows the hero to change the nature of normal weapons into flaming ones when used. This may be cast either on melee weapons or on batches of missile weapons (arrows, bullets, bolts). The flaming characteristic of a weapon does not appear until the weapon is used, and then lasts until the first time it hits something. Weapons do an additional +D4 per 3 ME. This however can be regulated. So if he could normally do +4D4 then he can choose to do anywhere between +D4 to +4D4.

**Extinguish Fire**

Line of sight. 27 metre radius +2 metres per level.

**Flame Blast**

Must have an existing flame source within line of sight. Can cause the fire to lash out up to 1 metre per 2 ME +4.5 metres per level doing 3D6, +D6 per level.

**Flame Wall**

Must have an existing flame source within line of sight. Can fuel it increasing its size by (1 metre per 5 ME thick +30 cms per level) x (1 metre per 2 ME tall +2 metres per level) x (1 metre per 3 ME tall +2 metres per level radius). Line of sight. Lasts ME x1 minute +1 minute per level. Does D6, +D6 per level for every 30 cms the victim walks through.

**Invulnerable**

To all heat and fire attacks. The hero can also breathe smoke, brimstone, and other noxious materials.

**Smoke**

Must have an existing flame source within line of sight. Can create a 1 metre per 2 ME +1 metre per level radius cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.

**Spontaneous Combustion**

Any 1 object per round in line of sight which is combustible can be ignited doing D6 per level. If used on human skin it can scar the entire body and melt the skin, making the effective PB 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features.

**Weld**

The hero can spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Point System

30 points to buy the first 4 abilities at the minimum level listed. +15 points to rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

**REFLECT**

Can reflect back 1 damage point per ME of either physical, energy or psi damage back at attacker. Each level increases this by the original ME amount. Must declare which reflect is being used before the attack begins. +8 ME, +2 Parry +1 per 3 levels when using Reflect.

Point System

30 points to buy this at 1 point per ME. +1 per ME each time rebought.

**REINCARNATE**

This power is based on the idea that a spirit enters countless reincarnations throughout eternity but that the memory of each past life is usually lost somewhere in the transition from one life to another. This power allows the hero to remember the details of his more recent lives.

The character's level is also the number of consecutive past lives the hero can contact. The earliest incarnation is the lifespan in which the power first appeared; it has been growing one point at a time ever since. This limit spares the player the responsibility for making up a mega-biography going back to the dawn of time. The time elapsed between incarnations is up to the player, but at least one incarnation per century is recommended. Soon after the player acquires this power, he should work out a basic timeline for and list of his past incarnations. Players are urged to make their past lives relatively normal people. Still, if the player is determined to fill up

his past with glory after glory, the GM can insist on a simple rule. To wit: there is a 1% chance that any specific historical figure was a former incarnation of the present-day hero. The power is used primarily to gain information. The hero can make extremely long-ranged plans that involve the assistance of past lives in solving current problems.

A character with this power can suffer damage, get sick, age, and even die. None of it is permanent to the character, though. When the hero's body dies from any cause, the unique nature of his lifeforce enables it to transfer to a new body. He can also transfer some but not all of his Powers to the new body.

There are five forms of Serial Immortality, each with a different means of rebirth and Power transferral. The player must choose one of these methods, either selecting for himself or letting the die decide.

**01-20 Newborn**

The body is that of an infant. The character can enter the body at any point from conception to birth. He is helpless until birth actually occurs. He can accelerate the body's physical development in order to induce birth and quickly regain physical maturity. The rate of accelerated development is the character's level x1 year per day. Mental Powers are immediately transferred to the new body. Physical Powers are regained as the body matures. The GM can decide how and when the Powers reappear. Powers that are derived externally or result from massive alterations of the hero's original form are not transferred. The hero will have to recover or recreate the source of these Powers in order to regain them.

**21-40 Premade**

The new body is a previously prepared clone or android body that was prepared specifically for this purpose. Such a body is already physically mature and in possession of the full range of the hero's Powers. It is completely mindless and rests in a comatose state until activated by the hero's lifeforce. The knowledge of how to create these bodies can be learned by characters with a high IQ provided they are properly trained. Someone with Amazing Reason can figure it out for himself. If a premade body is unavailable at the time the old one dies, the lifeforce drifts in Limbo until such a body becomes available.

**41-60 Reanimation**

The lifeforce enters and revives a recently deceased but unmutated corpse, preferably of the same species as the original body. The body must be reasonably intact, although the Power does include a single-use form of Self-healing that repairs the body and restarts bodily functions. The hero can not control which body he enters but rather is drawn to one in the following order of preference: 1) closest to old body, 2) most recently dead, and 3) least severe damage.

Mental Powers are immediately transferred. Most physical Powers are regained as the hero-re shapes the new body to accommodate the Powers' use. Powers that are external must be recovered or recreated. The amount of time needed to reshape the body is the number of days equal to 100 minus the character's level and ME. If the corpse has intrinsic Powers, the hero gains the use of these upon re-animating the corpse. Such Powers are not transferred to subsequent bodies. The re animated body regains full life within a day of the Power's use.

**61-80 Spontaneous Creation**

This is the most sociably acceptable form of Serial Immortality. The hero creates existing matter and energy into the flesh of a new body. The newly-created body is identical to the previous one and possesses all Powers except externally derived ones. Any Power that is in the hero's self-image can transfer. The amount of time needed to reshape the body is the number of days equal to 100 minus the character's level and ME.

**81-00 Parasite**

This is the nastiest, least socially acceptable form of Serial Immortality. The character's lifeforce invades a living, physically mature body and overwhelms the original occupant's mind. Successful invasion is determined by a save vs. Psionics by the victim. Failure means the invader must choose another victim. If the invasion succeeds, the original mind suffers one of five possible fates; the player must choose one that holds for all victims of this Power. There is an equal random chance for each.

Subordination: The victim retains consciousness and individuality but loses all physical control. He is a prisoner in his own body.

Merger: The victim's mind is incorporated into the greater mind of the invader.

Comatose: The victim's mind is rendered unconscious for the duration of the invasion.

Obliteration: The victim's mind is completely destroyed.

Eviction: The victim's mind is driven out of his body and becomes a Independent Spirit.

It is incredibly difficult to finally defeat an adversary with any form of Serial Immortality. The best the foe can normally hope for is to defeat the current

body and then prepare for the next incarnation. It is possible to stop the infinite progression from body to body by preventing the hero from leaving his current body (suspended animation will do) or entering a new one (stranding the hero in intergalactic space is a good tactic). The lifeforce can be directly fought or even killed within the Limbo dimension.

Sometimes a character with this Power can be forced out of his current body without that body getting killed in the process. The GM is free to decide what conditions apply in his campaign; suggested means revolve around coercion or such Powers as Magic, Power Controls, Summoning, and Exorcism. If successful, the lifeforce is driven into Limbo or a new body in a more peaceful location. As for the now vacated body, the results vary with the form and variety of Serial Immortality:

**Newborn**

The body is now occupied by the innocent soul of a newborn infant, regardless of the body's physical age.

**Premade**

"He's dead, Jim."

**Re-animation**

"She's dead, Jim."

**Creation**

The body reverts to its original materials.

**Parasite/Subordination**

The victim awakens with full knowledge of his past plight.

**Parasite/Merger**

The victim awakes but is temporarily schizoid due to lingering effects of the merger.

**Parasite/Comatose**

The victim awakens with no knowledge of the intervening time.

**Parasite/Obliteration**

"This one's dead, too."

**Parasite/Eviction**

The body is comatose but will revive when the original mind rejoins the body.

Point System

30 points to buy this. It cannot be rebought.

**RELIVE INJURY**

This is the power to make people re-experience any injury from their memory. The victim immediately suffers the full effects of that injury. This includes cuts, broken limbs, ruptured organs, etc. However he can only relive previous injuries through this power not suffer new ones. The range is line of sight.

Point System

30 points to buy this power. It cannot be rebought.

**REPLAY**

At any point the character can reverse time and repeat an event. You and any other players remember what happened the 'first time', but the NPCs don't. You can now act on what you learned, or avoid things that didn't work out the way you wanted them to. However each event can only be repeated once. You can rewind up to one minute per ME, +1 minute per level.

Point System

30 points to buy this at one minute per ME. +1 minute per ME each time rebought.

**RIFT**

Can create a vertical gateway of up to 1 metre x1 metre anywhere within 30 metres +3 per level which leads to any location that know well, can see or have a detailed picture of. The practical basis for this is the power of a warp targeted on the hero's own body. In game reality the hero forms two parallel space warps

at the desired point of detachment, then shifts the location of the outer warp. The perceived result is that part of the hero's body detaches and flies off on its own. Normally, the majority of the hero's body acts as an anchor and cannot be moved by shifting the space warps. The hero can develop Power stunts with which he can transport himself (Example: the hero sends out a hand to grab onto a distant object and then pulls himself to it).

Despite a player's misgivings, this Power lends itself to several useful Power stunts. A self-propelled sword arm is handy in a fight. A hero facing a toxic cloud could leave his nose behind. A blade cannot sever something already detached. It is also a great power for a macabre sense of humour.

Point System

30 points to buy the power and create a vertical gateway of up to 1 metre x1 metre, anywhere within 30 metres. +3 metres each time rebought.

**ROCKET FLIGHT**

The ability to fly at supersonic speeds via a form of explosive discharge. Start with a maximum speed of Mach 1, +1 per level. The character can accelerate at a rate of 200kph per melee however he can never travel below 200kphs. Turning in flight is also not easy. In time it is possible for the character to reach orbit. +8 PE, +200 SDC, vision range x2 +1 per level. While in flight gain +2 Strike and Parry, +1 Dodge per 30kph, and +4 Damage per 32kph.

Point System

30 points to buy the power at the supersonic speed of Mach 1 (+1 each time rebought). Vision range x2 (+1 each time rebought). At Mach 10 can reach orbit.

**SHAPE CHANGE (revised)**

The ability to alter your appearance or any part of your body to resemble anything from imagination. Your structure may it be no less than half, or more than double your original size.

Point System

30 points to buy this power. It cannot be rebought.

**SHAPE CHANGE OTHERS**

The ability to alter another person's appearance or any part of their body to resemble anything from imagination. Their structure may it be no less than half, or more than double their original size.

Point System

30 points to buy this power. It cannot be rebought.

**SHRINK (revised)**

This is the ability to get a lot smaller. When reducing size mass is not compressed into the reduced stature. Rather the mass is somehow extended into an extraphysical dimension from which the mass is later reclaimed automatically once size is increased. Size can be reduced by 10% per ME. This can then be reduced by a further 10% per level. SPD changes from metres per minute to centimetres per minute. If retain mass then only SPD reduced as above (all else remains same). If taken twice then gain Atomic Shrinkage which allows you to reduce the size of your atoms, thus reducing overall size and mass.

Strength and SDC remains proportional to the hero's current size. This is the only form that enables the hero to reach a microverse. While this is the most popular form of Shrinking, it has a potentially deadly disadvantage. As the hero's atoms shrink they can no longer interact with other, normal size atoms.

As a result the hero cannot breathe, drink, or eat normal-size matter. Fortunately the power envelops the hero with an aura that temporarily reduces all atoms to be consumed.

#### Point System

30 points to buy this power. +30 to buy atomic shrinkage. It cannot be rebought beyond this.

### **SONIC FLIGHT (revised)**

The ability to fly at supersonic speeds of Mach 1, +1 per level. +4 PE, +120 SDC, vision range x2 +1 per level. While in flight gain +2 Initiative, Strike and Parry, +1 Attack, +1 Dodge per 30kph, and +4 Damage per 32kph.

#### Point System

30 points to buy the power at the supersonic speed of Mach 1 (+1 each time rebought). Vision range x2 (+1 each time rebought). At Mach 10 can reach orbit.

### **SONIC POWER (revised)**

The ability to greatly enhance one's own vocals.

#### **Emit Whine**

1 metre per 3 ME radius, +1 metre per level scream. Victims are -6 and -25% until the noise stops. Plugging ones ears reduces the effects by half.

#### **Hear Sound**

20 metres per ME range, +30 metres per level. See decibel scale below. Normal penalties for fighting in dark or against invisible are half. Can estimate the exact distance, location, and speed of anything within hearing range. Can also recognize sound types.

#### **Immune**

To all sonic attacks and extremely loud noises.

#### **Sonic Blast**

The character can release a concentrated sonic blast against opponents equivalent

to 120 decibels +10 per level. D6 per 4 ME, +D6 per level over a 10 metre radius per ME, +7 metres per level. Same penalties as Emit Whine.

#### **Sonic Boom**

D4 per 5 ME (+D4 per level) x10, over 5 metres per ME +5 metres per level. +10 damage underwater. Same penalties as Emit Whine.

#### **Vocal Mimicry**

The capacity to recreate almost any sound the character has ever heard. Imitate any voice/sound/ etc. with 10% per IQ point chance + 5% per level of a perfect mimic (fools voiceprint scanners).

#### Point System

30 points to buy two abilities at their base level. +15 points to buy each subsequent ability at its base level. +15 points to rebuy each ability.

<u>Decibel</u>	<u>Effect</u>
0	Lowest threshold of hearing
10	Light whisper
20	Normal whisper
30	Murmuring in office
40	Subdued conversation
50	Average office
60	Average conversation
70	Busy street
80	Acoustic guitar
90	Heavy truck traffic
100	Subway/train
110	Power tools
120	Thunder
125	Rock band on stage
130	Airport
140	Sonic boom
150	Permanent damage to hearing begins here
160	Jet engine
180	Rocket engine
220	Cannon



**SONIC SPEED (revised)**

The ability to run at supersonic speeds. Mach 1, +1 per level. +6 PE, +160 SDC, vision range x2 +1 per level. While running +6 Initiative, +1 Strike, +4 Parry, +6 Roll, +1 Dodge per 30kph, +4 Damage per 32kph.

Point System

30 points to buy the power at the supersonic speed of Mach 1 (+1 each time rebought). Vision range x2 (+1 each time rebought).

**SPIN (revised)**

The ability to spin at super speeds. +6 PE, +20 SDC.

Can spin at 353kph +32 per level, move at 160kph +16 per level and leap 3 metres per level up x 6 metres per level across. While spinning +1 Attack and Strike, +4 damage per 32kph. Balance 98% and can breathe normally. 3600 vision, +3 Initiative, +1 Parry and Dodge per 32kph. Automatically deflect bullets, thrown objects and gas attacks.

Can use spin to pick up and hurl loose objects and dust at anyone within 30metre diametre +5 per level, victims are -8 per 20% on all combat and skill rolls. Or can intensify it to hurl victims caught within with effects identical to Alter Physical Structure Air. Victims can't do anything while trapped and once free are -4/10% on all abilities for 1minute per melee caught in spin. Finally the character can also fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing D6 damage per 32kph of speed over a 30 metre + 3 metres per level of experience area.

Point System

30 points to buy the power at 60kph (+30kph per each time rebought). While spinning can move at 32kph (+32kph each time rebought) and leap 3 metres

up (+3 metres each time rebought) x 6 metres per level across (+6 metres each time rebought).

**SPONTANEOUS MUTATION****OTHERS**

The ability to cause other people's powers to randomly mutate into totally new ones by touching them. Can only affect one power per attack. The victim then rolls on the table for his new power/s.

Point System

30 points to buy this power. It cannot be rebought.

**SPONTANEOUS MUTATION SELF**

Every 24 hours the character develops a completely new set of random powers. Only this one power remains permanently, all other powers must be rerolled each time.

Point System

30 points to buy this power. It cannot be rebought.

**STRETCH (revised)**

The ability to make your body elastic and malleable enabling distortion and elongation. +80 SDC, +6 PE, +3 Roll, +2 Parry and Dodge. Neck and fingers can extend by 20 centimetres per ME, +20 centimetres per level. Arms can extend by 30 centimetres per ME, +30 cms per level. Legs can extend by 50 centimetres per ME, +50 centimetres per level. The body can extend by 1 metre per ME, +1 metre per level. Flatten to -1 centimetre thickness per level, may glide (see Animal Abilities Bird). Condense into a ball of 50 centimetre radius and bounce taking no damage from HTH attacks, collisions, explosions and falls. Kinetic attacks do half damage.

Point System

30 points to buy this power. It cannot be rebought.

### **SUPER STRENGTH**

Metahuman class strength way above a normal persons'. Gain PS +1 per ME, plus the same amount per level (see the Strength Chart table for damage and carrying capacity). At PS 40 can damage objects without taking damage to own hands or feet.

#### Point System

30 points to buy +12 PS. +10 PS each time rebought.

### **TELESCOPIC VISION (revised)**

The hero's eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images.

x2 normal range; this doubles every level. +5 to Perception. +3 to strike with modern weapons, add +5 to strike with thrown objects.

If taken twice the hero can see anything in his line of sight, even the surfaces of distant worlds. However the power is limited by the speed of light. Images of Alpha Centauri for example are five years old.

#### Point System

10 points to buy this power. Doubles in range each time rebought.

### **TELEKINESIS (revised)**

The character can handle material objects without having to make direct or indirect physical contact (pushing or blowing, for example). He can perform any action that could be accomplished using normal Strength. Most telekinetics visualize their power in terms of an amorphous arm extending from the body. Line of sight range. Can move up to 20kgs (+1 per level) per ME or

push/punch with PS 2 per ME. The character's punch can be augmented telekinetically to do +1 damage per 4 ME. Additionally it can be used to block blows and projectiles by making a successful parry roll. Finally telekinesis can be used to levitate the character up to ME x2 metres (+2 metres per level), and fly at a rate of ME x3kph (+3kph per level). +8 ME.

#### Point System

30 points to buy this power. It cannot be rebought.

### **TELEPATHY (revised)**

The ability to read minds and communicate with others by thought. +8 ME. Begin with 4 abilities. Choose 1 additional ability per level.

**Agony** Can throw mind bolts through touch or line of sight causing 1 point of pain per ME to the victim's ME. If this exceeds victim's ME then he collapses for 1 melee per ME, otherwise -1 and -10% for every 2 ME effected.

#### **Illusion**

Can create mental illusions identical to the Illusion power but only the victim can see it. Affect 1 person per 4 ME within line of sight, +1 per level.

#### **Link**

Can create a multi linkup between all people that are communicating with. Can also bond with another person via touch and learn everything the victim knows for 1 minute per ME, +1 per level unless save.

#### **Locate**

Can detect location and number of any hidden lifeforms by their thoughts within a 30 metre radius (+5 metres per level) even if hidden by magic (unless save). **Shield** Can shield self +1 person per 2 ME, +1 per level against any psionic attack or intrusion gaining +1 save per level.

**Stroke**

Can use mind bolts to induce haemorrhage leading to death within D6 melees.

**Stun**

Can mentally knockout 1 person per level within line of sight.

Talk Can communicate with 1 person per 3 ME (+1 per level) within line of sight or 105 metre radius, +10 metres per level.

**Track**

Can track any person that have previously linked with by their thoughts if within 10km radius, +10 per level.

Point System

30 points to buy the first 4 abilities at their base level. +15 points to buy each additional ability at its base level. None of these abilities cannot be rebought.

**TELEPORT (revised)**

The ability to instantly transport oneself from one place to another. The location must be within line of sight, a place well known to the person or a location which have an image of. Self or victim and 30kgs per ME, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting. If the hero doesn't know where he is, psychological blockage may prevent him from consciously Teleporting. Extremely dense materials like Neutronium or black holes are impassable.

Point System

30 points to buy this power at its base level. +20kgs each time rebought.

**TELEREFORMATION**

This is a peculiar form of Self Teleportation. The hero can disintegrate

his body, transport his lifeforce any distance, and then create a new body out of materials available at the destination site. The power shapes these into substances that composed the hero's original body. Alternatively the character can create an altered version of his self-image. Obviously, most heroes with this Power cannot carry objects, passengers, or clothing. However a costume may likewise be generated from available material. The power can be diminished or destroyed by mental Powers that alter the hero's self-image. If the hero loses his self image, then the next use of the Power results in his bodily annihilation and conversion to an Independent Spirit.

Point System

30 points to buy this power. It cannot be rebought.

**TERRAKINESIS**

The ability to mentally control earth. Begin with 4 abilities. Choose 1 additional ability per level.

**Burrow**

This spell allows the caster to dig a hole in earth. He may choose to have the excavated material pile up at the edge of the hole or to have it slip off deeper into the earth. The hole takes 1 minute to excavate per 100 cubic metres.

**Collapse**

The hero selects 1-18mtrs in a straight line that they can see; the roof over these collapses, and any character underneath the collapsing rocks suffers 2D6 damage to their HPs.

**Dust Storm**

Line of sight range with a 1 metre radius per 2 ME, +3 metres per level. Any victims are -6 in combat and -30% on skills.

**Earth Fist**

By drawing on the primal powers of Earth, the hero causes his fist to turn into extremely dense rock. When attacking with an Earth Fist, the character does 9D6 damage. Treat as a blunt weapon.

**Earth Phase**

The hero can move right through stone. As he walks it parts around him like water. If it its a long distance he could run out of air.

**Earth Shards**

This causes a radius of 1-18mtrs of area within the hero's line of sight to explode forth with razor sharp crystals. Any caught in it suffer 3D6 damage.

**Earth Sight**

This allows the hero to see 1 inch through stone or earth per ME by touch.

**Earthquake**

The earthshaking scatters objects and forces everyone to make PP rolls to remain standing. All movement is reduced to one quarter (round down). All combat rolls are modified by -4.

**Encase**

Anything within line of sight range can be entrapped in solid earth, sand or stone. Up to 10kgs per ME, +10kgs per level can be used.

**Geyser**

This can create a geyser where there was none before. Hot, sulphurous water will begin spurting out of the ground forcefully and can be directed by the caster. Any hit by the scalding water will take D4 points of burn damage per ME.

**Hurl**

2 metres per ME, +3 metres per level. 2kgs per ME, +5 per level at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed.

**Lava Blast**

The hero can summon a blast of red-hot lava. The stream of lava shoots out of the hand of the caster doing D6 per ME

+D6 per level, over 1 metre per ME +4.5 per level. Anything combustible instantly catches alight. The lava cools shortly after impact and must then be removed by the target otherwise the hardened lava will slow him by 25% because of all of the extra weight. It will also improve his AR by 1 because of the hardness of the rock.

**Quicksand**

Line of sight range with a (1 metre radius per 3 ME, +1 per level) x (1 metre depth per 2 ME, +2 per level). Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls.

**Refine**

This is used on earth materials and causes them to separate into their component minerals. One kilogram per ME per round may be sorted, +1kg per level. The caster must know of the existence of a fraction and have seen it in order to tune the spell to bring it out. So it is vital that he have the Maths skill.

**Rend Earth**

Line of sight, up to (1 metre wide per 3 ME, +2 per level) x (1 metre deep per 2 ME, +3 per level) x (1 metre length per ME, +5 per level).

**Tower**

Line of sight. 1 metre per 2 ME height x 1 metres per 4 ME radius. SDC 60 per square metre.

**Wall**

Line of sight. (1 metre length per 2 ME, +2 per level) x (1 metre height per 3 ME, +1.5 per level) x (1 metre thick per 4 ME, +10 centimetres per level). SDC 200 +10 per level.

**Point System**

30 points to buy the first 4 abilities at the minimum level listed. +15 points to rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

**TRANSFERRAL I**

The character can transfer his consciousness into another person's body. Once inside he takes over the body completely (the victim will remember nothing from moment that he is taken over). He can still use his own skills but not any other powers he may have.

Victims can make a saving throw at the start and then once every one hour per ME of the victim. His own body drops into a dreamless, sleep-like trance.

Without a mind to control it, the body is just an empty shell. +6 vs. Possession, +2 vs. Psi, +8 ME.

Point System

30 points to buy this power. It cannot be rebought.

**TRANSFERRAL II**

Unlike Transferral I this character can phase his whole body into any life forms within his line of sight. Once inside he takes over the body completely (the victim will remember nothing from moment that he is taken over). He can still use his own skills but not any other powers he may have. Victims can make a saving throw at the start and then once every one hour per ME of the victim. +6 vs. Possession, +2 vs. Psi, +8 ME.

Point System

30 points to buy this power. It cannot be rebought.

**TRANSFERRAL III**

Unlike Transferral II this character can phase his whole body into any machine within his line of sight. Once inside he takes over the device completely. He can still use his own skills but not any other powers he may have. The device has no saving throw. +6 vs. Possession, +2 vs. Psi, +8 ME.

Point System

30 points to buy this power. It cannot be rebought.

**TRANSFERRAL IV**

This is a unique form of Transferral. By touching a dead body (human, animal or alien) he can transfer his mind into the living body of whomever last saw the dead victim alive. He will initially be disorientated for D4 turns as he takes stock of where he has ended up. Once inside the victim he can still use his own skills but not any other powers he may have. There is no limit to the distance of transferral but it must be in the same dimension and era. If taken twice he transfer his entire body. +6 vs.

Possession, +2 vs. Psi, +8 ME.

Point System

30 points to transfer one's mind. If bought again he can transfer his entire body.

**VIBRATION EXPULSION**

The hero has the ability to control vibrations.

He can feel vibrations much like a motion sensor over a 1 metre per ME radius, +2 metres per level.

He can expel a Shock Blast doing D6 per 5 ME +D6 per level, over 1 metre per ME per level. Knockback applies.

He can expel Shock Waves over a 36 metre (+3 metres per level) in a 2 metre radius (+30 cms per level). Knockback applies. 3D8 damage +D8 per level cracking roads, walls, etc.

Finally he can also vibrate into Intangibility with kinetic and gas attacks do no damage but energy, fire, etc do one third damage while psionic and electricity do full causing PC to turn solid. Move at one third normal speed.

Point System

15 points to buy each ability at its base level. Each ability increases by the amount shown each time rebought.

### **UNDERWATER ABILITIES (revised)**

This character is a natural underwater.

- 1) He has gills which allow him to breathe underwater as naturally as above water.
- 2) He can resist the effects of high water pressure, up to 100 metres per PE underwater, without worry of such ailments as burst eardrums, damage to blood vessels, and the bends. Gains +5 SDC per PE, and +1 PS per 10 SDC (the bonuses still apply above water).
- 3) He can swim at 100%. Swim rate is SPD x4.
- 4) Can see clearly in the dark and heat images and traces equal to normal vision range.

#### Point System

30 points to buy this power. It cannot be rebought.

### **WEIGHT MANIPULATION (revised)**

The ability to increase or reduce the mass of organic and inorganic matter. Can affect self or line of sight lasting until the character's concentration is broken. Increase or decrease weight by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 SDC and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.

#### Point System

30 points to buy this power. It cannot be rebought.

## **Section 4: Cosmic Powers**

### **BIOLOGICAL AUGMENTATION**

Gain all of the abilities listed below;

#### **Agility**

PP is raised to 50. This character never suffers any penalties in combat regardless of how tricky the shot or how many modifiers would normally apply. Likewise with any skill rolls requiring feats of dexterity even seemingly impossible ones (ala Matrix). Leap range is tripled.

#### **Intelligence**

IQ is raised to 50. This character has every skill and all at 98%. He also has an almost perfect memory. By looking at a map or document the character will be able to recall them with total accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once before. Mathematical equations are a breeze, and he can solve any problem in his head in a second.

Finally he can also take existing materials and technologies and use them to create new devices or applied technologies. He can repair previously operational devices, even if the device was of an unknown type.

#### **Senses Advanced Vision**

x10 normal range, + x2 per level. Can also see small objects clearer.

#### **Heightened Hearing**

x10 normal range, + x2 per level. Can hear any level of decibel at any range.

#### **Heightened Smell**

x10 normal range, + x2 per level. Can recognize/Identify specific odour/ scent of anyone that have met and track them by smell.

#### **Heightened Taste**

Can instantly identify anything that taste.

**Heightened Touch**

Can read pages just by touching the print and listen to a phone conversation by touching the line.

**Stamina**

PE is raised to 50. This person never tires, ever. He is totally immune to all drugs, toxins, poisons and intoxicants unless he chooses to allow them to influence him.

**BIOLOGICAL  
TRANSMOGRIFICATION**

The character has total molecular control over his own biological form and thus gains the equivalent of all of the following abilities;

Alter Form Insect, Alter Metaphysical Structure Undead, Alter Physical Features, Alter Physical Structure Animal, Alter Physical Structure Dinosaur, Alter Physical Structure Plant, Body Weapons, Shape Change and Stretch.

**COSMIC BOLT**

The power to channel ambient cosmic energy into his own body at will and expel it violently as either a concussive force or a gentle knockback. The bolt is composed of all the various different forms of energy including solar, electrical, plasma, microwaves, etc. Each bolt can be incrementally controlled to do from 1 point of SDC damage up to D6 x10 MDC. +D6 per level (or D6 x1000 SDC) with a range of 1 light year, +1 per level.

**COSMIC SOURCE**

This character can become a living power source for Chi, ISP, PPE or Mana depending upon which dimension he resides in. Energy can be drawn from him for as long as he allows it. The

amount he can make available is equal to his ME x100, and requires 1 hour per 100 points to recharge.

**CREATE CONSTRUCTS**

This power is virtually identical to the Major Power. The hero can transform energy into a matrix that simulates solid matter. This matrix may be any shape the hero desires, although greater complexity requires an ME roll to create. The energy matrix possesses Strength equal to the hero's PS. It continues to exist for a duration determined by the hero's ME x1 hour. After that time, the matrix harmlessly dissipates. Some of the uses for this Power include: forming cages or barriers, forming servants to perform desired tasks, creating body armour to protect and enhance the hero's abilities.

SDC per object = ME x100. Create any shape objects up to 2 per ME, +2 per level.

**DIVINITY**

Raise MA to 35 and PB to 33. The character has all of the following abilities:

**Command**

At any time the character can issue a command (eg. stop, look, no, etc) which everyone who hears must obey, unless save at -5. Victims are then -4 to attack for the next round. Voice range of 5kms.

**Followers**

Can attract 10 per level who will obey only him and do all he commands unquestioningly.

**Horror Factor**

Anyone the character gazes at must save at -5 or break down, start crying and beg for mercy until the power is turned off. Further anyone looking at him while trying to attack are -5 to hit him with an additional -1 per levels.

**Super Ego**

Any equipment, weapons, etc which the character looks at has a 98% chance of failing and 75% chance of falling apart.

**ECHO**

The ability to mimic any Minor and Major power which come within his line of sight or 1km radius +1km per level. The character can copy the powers of any life form within his radius. May also recopy any power that previously held at any time even if the person is no longer around. Further the character can also duplicate a power by absorbing the traces left behind whenever a Power is used. The residue may be in anything that was near or the target of a power's emission. The duration of the powers copied in this manner is determined by the hero's ME x1 day. The average amount of residue bearing material is about the size of a bread loaf. It is completely drained after a single use.

**ELEMENTALKINESIS**

Can tap into one of the elemental signs gaining the following abilities. However all ranges, durations and damage are now x10. All forms will function in space, as in fire will burn (solar), air wont dissipate (solar winds), etc.

**Air**

Includes Celestialkinesis, Alter Physical Structure Air and Shadow.

**Earth**

Includes Terrakinesis, Alter Physical Structure Stone and Tar

**Electro Magnetism**

Includes Electrical Expulsion, Alter Physical Structure Electricity and Magnetism.

**Fire**

Includes Pyrokinesis, Fire Expulsion, Magma Expulsion, Alter Physical Structure Fire and Magma.

**Gravitic**

Includes Alter Physical Structure Void and Gravity Manipulation.

**Water**

Includes Hydrokinesis, Acid Manipulation, Ice Expulsion, Alter Physical Structure Liquid and Ice (power affects all liquid types).

**ENERGY BONDS**

This can either take the form of a glowing web or bands which are launched from the character's hands. They instantly wrap around whatever they hit preventing anything from slipping out. The character can mentally control amount of the amount of MDC in the web which can be up to ME x10 + x1 per level (or x1000 SDC). The net can also be cast onto doorways, small tunnels, etc to make passage through them impossible until the SDC is completely depleted. It can be up to ME x1 metre radius, +1 per level, normal throwing range. Lasts until SDC is depleted or until concentration broken.

**ENERGY LEECH**

The opposite of the Cosmic Source, this character can drain anything including Chi, ISP, PPE, Mana, metapowers or life and feed on it. Can do this to any organism within sight. This is permanent unless the stealer gives it back or dies. The amount absorbed in a single attack is equal to his ME x100 and he will be unable to soak in anymore until he has expended some of it.

**ENLARGEMENT**

This ability allows a character to grow up 100 meters per ME. Growing to max size on a planet could have devastating consequences for its inhabitants.



**FORCE BARRIER**

The ability to create an invisible or semi visible layer of protection which remains until depleted or cancelled. It may be used either as body armour for oneself or anyone within line of sight, or as a barrier of up to ME x100 metres radius. The total amount of MDC the character can generate is ME x100 MDC +1 per level (or x10,000 SDC). He can replenish at a rate of ME x10 MDC +1 per level (or x1000 SDC) per minute of non use. Can create multiple fields so long as combined MDC doesn't exceed total.

**INDOMITABILITY**

This character is well nigh invulnerable having a hardened molecular structure, able to survive not only in the pressure less environment of outer space, but also in high pressure ones. He does not have to breathe and as a result is unaffected by gases of any type. The character is also totally immune to the effects of cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches below PS 100, poisons, gases, drugs, diseases, radiation, magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. The character gains MDC of PE x20, +20 MDC per level or SDC of PE x2000, +2000 SDC per level.

**MOLECULAR MANIPULATION**

The character can alter the molecular structure of anything within his line of sight. This goes beyond the normal constraints of Matter Manipulate. Being able to manipulate molecules anywhere up or down the Periodic Table and beyond (the GM could create some new exotic materials not currently known to

our own science). Can affect up to ME x100 tons, +50 per level.

**OMNISCIENT**

This character is one with the universe. The hero is in tune with the entire scope of reality. He possesses a detached, omniscient viewpoint that allows him to explore the entire existence of a chosen subject. Unlike Cosmic Awareness secrets, weaknesses, arcane knowledge, and anything else the which would normally be difficult to find out is easily available to him.

1) He always knows which way is he is facing on a planet and exactly where he is in his home universe, knows the exact time according to that location's time zone, can sense the emotions of any life forms within his line of sight, can detect weaknesses in opponents or structures, detect concealed life forms or objects (including the invisible and ethereal), detect lies, locate a chosen target anywhere within the same universe and understand all languages, technology and societies no matter how alien. He can also see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. Finally the character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility.

2) At various times the character can have precognitive flashes which can be used to determine correct procedures for overcoming a problem or survival and give sufficiently clear insight into upcoming events that he might be able to use that foreknowledge to his advantage. The problem lies in two areas, the flexibility of the time stream and the

preparedness of the GM. One problem with the Power is that the time stream is extremely malleable. Each decision made creates an alternate timeline, a parallel Earth almost but not quite identical to the version of Earth where your campaign occurs. Each vision is an event that will come to pass in some time stream somewhere. It need not be the hero's impending timeline. That's where Precognition comes in. Each Precog vision gives the hero a chance to consciously shape his world's timeline. Because of this, the envisioned event might never come to pass, at least not where the hero is concerned.

This leads to the second problem, that of GM preparedness. To accurately and realistically portray Precog, the GM would need to work out a detailed timeline of the campaign's future events, including variables that account for probable player actions. Short-range Precog can be useful in combat. The hero can use his Power to discover his opponent's next move. This form can be used by any Precog, regardless of the limits otherwise constraining the Power. The character can see up to ME x100 years into the future or the past. The retrocognition side of the power can be focused more selectively by making physical contact with the target whose history is being examined. The hero can mentally examine a person, item, or site and mentally relive a specific moments of history.

A final aspect of the power It is a combination of automatically functioning Psionic Powers (Telepathy, Empathy, and Precognition) that warns the hero about impending danger. The advance warning time is 1 minute +1min per level, +4 ME. Will know direction and threat level

3) Finally the character can see distant sights without directly seeing it with his eyes. He receives a visual simulation of what he would see if he were actually present at the scene. The Power is not hindered by any of the factors that affect normal light transmission, such as distance, blockage, obscurement, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision. For example, current conditions inside a sealed room on the surface of Venus. When in use, the Power overrides normal vision. Normally the Power is consciously controlled. Sometimes it functions automatically. This can be the result of improper control, interference, or be triggered by sudden, dramatic events occurring to someone who whom the hero shares an emotional rapport. The power can work against the hero if unwanted visions obscure the hero's sight or distract him at a crucial moment. When the Power is used to spy on another Clairvoyant, there is a possibility of that person detecting the use of the Power. Clairvoyance can function as a pipeline to draw light-based and Psionic attacks toward the hero. Such attacks may even affect him if they were aimed at something else within the area he is spying upon. The hero has +1 resistance to such attacks. Clairvoyance can be used in conjunction with other Powers to increase the range at which those Powers can affect a target. Likewise he can also hear what being said, in this case hearing distant sounds and voices despite any intervening distance or barriers. The power is not hindered by factors that affect normal sound transmission, such as distance, time lag, muffling, distortion, or the absence of a transmitting medium. Because of this, Clairaudience has superior range over

Enhanced Hearing. Only Clairaudience enables the hero to hear across a vacuum, for example.

When the Power operates, it overrides the hero's natural hearing. Distant sounds are sensed at their original volume level. The Power is normally a voluntary Power that must be summoned. Sometimes it functions automatically; this can be the result of improper control, tampering by outside forces, or be triggered by sudden, dramatic events occurring to someone with whom the hero shares an emotional rapport. When using the Power to eavesdrop on another Clairaudient, that person may automatically sense the first Clairaudient's effort.

### **SPACE WARP**

The ability to not only fly faster than light at 100 light years per day +10 per level but also the character can create a space warp tunnel of up to 100mtrs x100 metres anywhere within sight which allows others to follow at a speed identical to the character's. Don't need to breathe in a vacuum but however do require stellar light to photosynthesize. This also results in the character being immune to the effects of the vacuum, radiation and cold of space.

### **TELEKINETIC MASTERY**

Like the normal Telekinesis, the hero can handle material objects without having to make direct or indirect physical contact (pushing or blowing, for example). The hero can perform any action that could be accomplished using normal Strength. Most Telekinetics visualize their Power in terms of an amorphous arm extending from the body.

Line of sight range. Can move up to 1 ton, +1 per level per ME or push/punch

with PS 20 per ME. The character's punch can be augmented telekinetically to do +1 damage per 4 ME. Additionally telekinesis can be used to levitate the character up to ME x 20metres, +20 meters per level, and fly at a rate of ME x30kph, +30kph per level.

### **TELEPATHIC MASTERY**

Gain the powers of Control Animals, Control Insects, Control Minds, Control Undead, Empathy, Exorcism, Psychic Interference and Telepathy. All ranges and damage are x10.

### **TRANSPORT**

The ability to instantly teleport oneself from one place to another which is within his line of sight, is well known to the person or which have an image of. Can also transport an additional mass of 1000 tons, +100 per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as not knowing where he is or psychological blockage. Extremely dense materials like Neutronium or black holes do not affect him.

### **UNDYING**

This character stops aging at whatever age he stipulates and if killed can regenerate completely so long as a single drop of blood remains. He cannot die except by total disintegration. Immune to all Poisons, Gases, Drugs, and Diseases. Recover 1 SDC and HP per ME every minute and heal any broken bones almost instantly. Can regenerate 1 limb every hour and 1 organ every 2 hours. Finally he is impervious to the

transformative bite of vampires and certain Werebeasts.

### **UNEARTHLY STRENGTH**

This form of strength is both psionically and cosmically enhanced. It is divided into Strength Class showing the PS level, MDC Damage representing how much is done by each hand, and Tonnage displaying the amount of weight which can be carried (x2 to determine lifting ability). Unearthly strength begins at Class 300 and increases by one class level each time this power is retaken.

#### Strength Class

300	100 MDC Damage 3000 Tonnage carrying capacity
400	200 MDC Damage 6000 Tonnage carrying capacity
500	300 MDC Damage 12,000 Tonnage carrying capacity
600	400 MDC Damage 25,000 Tonnage carrying capacity
700	500 MDC Damage 50,000 Tonnage carrying capacity
800	600 MDC Damage 100,000 Tonnage carrying capacity
900	700 MDC Damage 250,000 Tonnage carrying capacity
1000	800 MDC Damage 500,000 Tonnage carrying capacity
2500	2000 MDC Damage 5,000,000 Tonnage carrying capacity
5000	5000 MDC Damage 50,000,000 Tonnage carrying capacity

## **Section 5: The Sub Minors**

Reproduced in full in it's original format as created by AJ Pickett, the Key, Duck Plasterer, R Ditto and Sightblinder. All uncredited sub minors were created by AJ Pickett.

Ok, to answer a question or two....  
Non-superpowered character classes (excluding the Ancient master) can take sub minor abilities at the cost of one skill program per sub ability taken in a straight exchange, CRAZY Heroes get a special bonus of one FREE sub ability, no matter what power category they are in. Mega Hero or Mega Villain types keep their Mega status and can select Sub minor abilities just like regular super types, exchanging one minor power for two sub abilities, one major power for four sub abilities. If you really want to, exchange Supernatural PS, extra SDC, mega powers and other bonuses at a one for three ratio, so Mega Heroes naturally have more sub minor powers, and I would recommend that Mega heroes get to choose their sub abilities, whereas regular heroes just roll for theirs randomly (or best out of three for the sub munchkin in all of us).

### **Random Roll Table**

- 01 The character can always find small objects such as pens, matches, scraps of paper that have relevant information on them, toothpicks, car keys, etc, if the object sought is within 50ft of them, or anywhere in a familiar area.
- 02 The character can hold their breath for five minutes.
- 03 The character is always exactly on time (they never arrive late to anywhere they planned to be unless

obstructed or the distance they have to travel changes).

04 The character can always get vehicles to start unless they are definitely broken and can't start at all (note: does not suffer from alien technology penalty).

05 The character always manages to wear their clothes well, they have a +10% bonus to charm/impress no matter what their PB is, but only while clothed.

06 The player can select an area of trivia knowledge, such as obscure baseball trivia, that their character has memorised obsessively.

07 The character is unlikely to be bitten by dogs, in fact, dogs just generally (noticeably) like this character for some unknown reason.

08 The double edged ability to stop small devices from working just by "having a good look at it to see what makes it tick", the character has a nasty -20% to any electrical or mechanical repair skill, but a hefty +40% to demolitions disposal (or similar).

09 The character possesses the "Sly wink", used only when the target person is not acquainted with the character it provides a one time bonus of 5 to MA (and any possible Trust/intimidate rolls).

10 The character can figure out exactly how much strain/load or damage any given object can take with impressive precision.

11 The character has the double edged ability to both catch and pass on mild illnesses, catching a cold/flu once a week (and lasting D6 days) the character can infect people in close range easily (70% +3% per level after first).

12 The character always knows exactly how long it will take for the police/fire/ambulance officers to arrive at the scene once alerted/called.

13 The character always manages to have a spare \$20 on them in cash or change (starts at 100%, trying to find another \$20 same day is -25% cumulative penalty), although the character will be at a loss as to when the twenty bucks got into the pocket/wallet, etc.

14 The character can guess peoples middle or first name, favourite colour, star sign, favourite number or what a person does for a living at 45% (+5% per level) accuracy.

15 The character somehow avoids broken bones, no matter how severely hurt the bones are fine, even if it's from a lethal fall, no bones broken.

16 The character is somehow able to avoid getting dirty, managing to keep clean and have their hair in place no matter what sort of sludge is being thrown at them.

17 The character has the ability to eat almost anything not directly toxic. They can withstand insanely spicy food, bad milk, very old cheese, you name it, they can eat it.

18 The character has a weird bonus of +5 to called shots with small, thrown objects. But only if the character announces the shot and a witness sees it.

19 The character can recall/quote lines from songs to fit ANY situation. No matter what is going on, they will be able to sing a few lines that fit the situation perfectly.

20 The character has an unusual talent for telling jokes, a roll over 50% will leave listeners distracted by uncontrollable laughter for one melee round, rolling below 50% will have little effect on listeners (note, this skill does not increase).

21 Select one secondary skill (at random), boost it by 20% (if this increases the skill beyond 98%, so be it)

and this skill is at a professional level, but the character really has not noticed they are exceptionally good at it, and will always doubt their skill even in the face of verifiable results.

22 The character has a mild form of the Jedi mind trick, and can manage to get a slightly confused or flustered person to agree to ONE thing they say, but only if it is not extremely important or unlikely (like asking a cop if you can borrow their car or gun, although asking them to give you their handcuffs is OK).

23 The character has an unusual resistance to alcohol, able to drink three times as much (of any type of alcohol) as a normal adult with only mild symptoms of intoxication.

24 The character always knows the exact time, even the exact time in another time zone or country.

25 Possesses an extremely loud voice when yelling/shouting, yet talks at normal volume, the character can be heard at double the normal distance (any ability that requires yelling is this character's forte).

26 Incredibly photogenic. For some reason the character seems to be 50% more attractive (PB) but only in photographs, not video or anything else.

27 The character has rhythm. Dancing is so natural that they automatically have the dancing skill at 80% and can easily become the centre of attention on any dance floor, they also have a natural grace about any physical actions, even walking.

28 The character just doesn't have a strong reaction to pain and can if they must take a hit. Unfortunately they have less sensation in general and they don't notice getting cuts, scrapes and other small injuries.

29 The character has a near perfect sense of direction and can usually

manage to shave at least 20% off travel times by taking a "short cut".

30 The character can spit for an extremely long distance with incredible accuracy, the spit always hits and it's even possible to try trick shots with basic strike rolls for anything truly insane.

31 The character has a Reputation for excellence in one particular field/skill and will be respected as a leader in the field: add a bonus of 2 MA, but only when dealing with fellow professionals.

created by Duck Plasterer

32 The character is forever running into people they know, in the oddest places and for some reason it always seems like a reasonable event when the person is asked why they are there at that time and place.

created by Duck Plasterer

33 Showmanship: the character is +10% on skills, or +1 to strike, parry and dodge and +D4 on damage, when he or she is the centre of attention. Something about an audience brings out the best in the hero, allowing them to achieve their full potential. The audience must consist of at least twenty+2D6 people (team mates don't count). If the hero is performing for a crowd of at least ten times that many people (or better yet, gets televised), the bonuses increase to 20% on all skills used during this public scrutiny, or +2 to strike, parry and dodge, +1D6 damage and one additional attack per melee round.

created by Duck Plasterer

34 The character has a knack for finishing other people's sentences for them. Bordering on the psychic, the hero can accurately second-guess the end of a spoken message just before it's delivered. Add a one time bonus of 5% to Interrogation, Streetwise and

Seduction skills, or any others of a similar nature.

created by Duck Plasterer

35 The character always has a cutting, witty remark or a devastating comeback in any situation, on the down side the character must make a saving throw to resist saying inflammatory remarks at inappropriate times.

36 Idiot Savant. The character can choose one area of expertise (like mathematics, mechanics, or talking backwards) that they are instinctively good at. Skill percentage (if applicable) is at 95% and does not increase, on the other hand, they tend to lack social skills and have -5% on all other skills.

37 Nigh photographic memory. The character thinks they can recall everything ever read, heard or seen with 100% accuracy, but in fact they can only recall with a 60% accuracy, which always leads them to believe someone else has changed things from how they remembered them.

38 The character has an over inflated ego, yet seems to carry it off, boasting may intimidate opponents (roll vs. MA on D20) and people will always think the character is "holding back" their full power.

39 The character has the ability to "fluke it" once per day, there is good chance that anything the character attempts will automatically succeed, but only once a day, and the character has no control over it (rolling dice not required, just beg the GM to let it happen at dramatic moments).

40 The character's aunt had "the eye" and their grandfather had "the gift", and it seems the character does, being able to say mysterious, cryptic predictions that only make sense AFTER the event, and getting FEELINGS of BAD VIBES in dangerous places or

touching implements of evil. The character also tends to collect medicine bags, charms, crystals and such.

41 The character has the bizarre ability to summon common house flies, but only about D4x10 and half that in winter. The flies are not exactly under their control, they just buzz around their vicinity.

42 The character has an iron fast sense of self assurance and is always calm, optimistic and wise sounding, believing that they hold the secret to life (even in the face of certain, immediate disaster), they just can't be spooked or intimidated.

43 The character fully believes that someone is watching them at all times, and in ways they can only imagine using nearly invisible bugs and taps.. and they will probably never find out that it's true, but they will find most ordinary listening devices and such.

44 The character always survives falls, although they may be pretty busted up from landing on something (pipes, cars, etc), they just don't die, the most they will suffer is a mild coma for a few days (from really big falls, over 160ft) and sometimes they can just completely fluke it (20% chance) and walk away unharmed, but shaken.

45 The character has the ability to sing at a pitch which can break ordinary glass, the range is close (about D4 x10ft) and it doesn't work on very tough safety glass or proper crystal glassware.

46 The character is an excellent learner, able to pick up skills and moves just by observation at the level of proficiency of the person the character observes! But, these skills and moves are only temporary, after a day they fade completely from memory and any attempt to use them again ends in disaster.

47 The character has the knack of getting tame animals (even other peoples pets) to attack on their command, and not just cats or dogs, even pet hamsters can be transformed into savage attack animals with words like "GET 'EM!" and making "tsssss tsssss" sounds.

48 The character has inherited a super hero/villain's suit, with a history and life of it's own (almost), the suit is nigh indestructible (may be badly ripped up, but can ALWAYS be repaired) and has the following stats.

Armour Class = D6+5.

SDC = D6x10 +10.

Resistance to one type of attack (reduce first 20 points of damage by half, further damage is at full strength).

Invent one special gimmick (such as being able to hide a large handgun in an unlikely place in the suit).

The suit has a high likelihood of being targeted for extermination with extreme malice by a large hit-list of old enemies of the previous owner of the suit, also, most opponents will just automatically gun for the suit wearer because anyone in a suit like this must mean trouble.

The suit has a public reputation that dogs it and the current wearer, everyone will compare the current owner to the original wearer of the suit.

49 The character doesn't need to sleep like normal people and it constantly worries them.. They will try soothing tea, warm milk, sea sounds, special pillows, you name it, the only side effect of not sleeping is being chronically bored and worried that they are going to go insane, because you just HAVE to sleep, don't you?!

50 The character can REALLY encourage others EXTREMELY well, unfortunately, this can lead to others taking unreasonable risks because of their bloated sense of destiny and self

assurance, providing the usual bonuses and penalties that someone suffering from a Frenzy does.

51 The character has a minor Karmic Quirk, being able win any simple gambling match involving the toss of a coin, highest card wins, rock, paper, scissors and so on, but only if it does NOT involve gambling for money. created by Duck Plasterer

52 Arch-Nemesis Syndrome: something about this character just really, really irritates opponents. They always target them first in any encounter and are +2 to strike when attacking the character, BUT due to their insane anger they are -10% on all skills in their presence and tend to blurt out stupid, unthinking comments (Such as the last steps of their evil plan, or the time until the cops arrive, etc) and insults (which just waste breath really), they are also -2 to parry and dodge. Another disadvantage is that petty bureaucrats tend to victimize the character whenever possible, although the press seem to just ignore the character.

created by Duck Plasterer

53 The character has skin-deep healing, being able to heal skin damage at ten times the normal rate (compatible with other healing powers). This only applies to skin damage (i.e.. cuts, burns, bruises and so on). Unfortunately this super quick regeneration always results in heavy scarring: deduct 1 from initial Physical Beauty and a further 1 PB with every third level of experience.

created by Duck Plasterer

54 This character is chronically clumsy and is always bumping into or tripping over things. This has both good and bad affects, however. When under surprise attack, the user always tends to trip, stumble, stub their toe, slip, or otherwise Automatically dodge at +10



just as the attack is being made. Of course, the downside is that they are constantly bruising themselves through their clumsiness, and have a bad habit of breaking valuable objects (never take this person to an art museum!).

created by R Ditto

55 The character has the ability to bend spoons or other small metal objects they are holding with no apparent effort (apart from concentration), this is of no real use really apart from bluffing that they have incredible mental powers and such.

56 The character can normally tell when someone is not telling the truth, although they tend to miss small "white lies" they will always catch a real, dishonest statement (by careful observation usually, but they can also catch lies in phone conversations), base chance is 50% plus their Mental Affinity (added), plus 2% per level after first.

57 The character is a well known Author, but nobody knows what the character looks like, just their name is very famous, automatically gets the writing and research skills at a professional level and has excellent contacts in the publishing field (you may choose what sort of books the character writes).

58 The character has an unusually hard, powerful punch, for some reason the character just does an additional 2 points of damage and has a natural (undeclared) chance to Knock out opponents with a punch on a strike roll of 19-20.

59 Stage Fright; In one on one fights this character has +3 to strike, parry, and dodge. When performing a skill without anyone present, there is a +30% bonus to any (observable) skill. However.. if a 3rd person (or camera/recording equipment) is present, the character has a -3 penalty

to strike/parry/dodge. The same is true for skill performance. The character's anxiety of failure (stage fright) is so strong that any skills are at a -30%.

Friends and strangers alike may bring on this penalty (nervous/anxious even when among friends) This character (if part of a team) is very likely to go off on his own and avoid groups as often as possible.

60 Nerve Pinch: the effects of this attack are exactly like those of the minor power 'Mental Stun', but with two important distinctions: the intended target is -1 to save vs. this attack and the victim must be touched on the (unprotected) neck for the nerve pinch to have any effect.

created by Duck Plasterer

61 The character has the unusual trait of looking weaker than they really are, they give the wrong impression of their true power to the extent that opponents just won't take them seriously, until they get the beats that is.

62 The character can converse quite normally with the mentally ill. they will always be able to make sense of what they are saying, and vice versa. They will very rarely attack or oppose the character, unless they make an obviously threatening or inflammatory move.

created by Duck Plasterer

63 While the character may or may not have no training whatsoever in the mystic arts, they have naturally built up a large reserve of mystical energy. Base PPE is  $1D4 \times 10 + 70$ ; character gains an additional  $3D6 + 2$  PPE with every extra level of experience. Any practitioner of magic, friend or foe, within forty feet of this character can tap into and use this energy reserve at will and there's nothing the character can do to stop it (unlike other people). Due to this high PPE base, beings with magical senses may mistake

the character for a powerful mage or supernatural creature.

created by Duck Plasterer

64 The character has apparently been reincarnated many times, living various different lives over the centuries. While they don't consciously remember any previous experiences, sometimes (30% chance, or Gm's call) they can remember some skill, language or move that can help them in any current situation. This knowledge rarely lasts for more than a minute at most and the character never remembers having it.

Furthermore, the character refuses to believe in 'past life nonsense' and is openly disdainful of those who do.

created by Duck Plasterer

65 Discounts: The character can find bargains with extreme accuracy, even just by looking at store ads. Has a 5% +1% per level that any purchase will be "accidentally" discounted by 3d6%.

created by R Ditto

66 Freaky dexterity. The character gets a +8 to PP for any activity that uses only the hands, and any magic tricks that only use slight of hand are 98% successful and very smoothly done.

+10% to any skill that requires a good hand. The person can also juggle very well, can juggle up to 2d4+4 knives at high speed and not even get cut. +5 to strike with thrown weapons that just require a flick of the wrist, this remarkable talent does not apply to any other part of the body, just hands.

created by R Ditto

67 Sound mimicry. The character can mimic almost any sounds they have heard. They have a base accuracy of 80% +4% per level to mimic common sounds and can mimic complex sounds like machine gun fire or vehicles at only a -10% penalty. A failure still means it sounds close, but not very real. The

character can get peoples attention with ease, but people can become very annoyed with the character's show off antics.

created by R Ditto

68 Uncanny Timing; A character with this talent always happens to wander upon danger/crime/etc just as it is happening.

69 Through verbal suggestion alone, the character can convince just about anyone that they can smell any particular scent ("Do you smell... burning?!").

created by Duck Plasterer

70 The character can pop a shoulder joint out to escape straight-jackets and other confinements. Unfortunately, it hurts like hell. Roll vs. pain and if successful, add a +20% to any escape rolls until the shoulder is relocated in the socket, until then, other manual skills are penalised by 10%.

created by the Key

71 The character has the ability to sleep anywhere, at anytime, even standing, on cold hard ground, in the middle of a war, or a busy street corner. The character likes to get 7 + D4 hours a sleep a night and people tend to think of the character as mildly narcoleptic, but, the character can wake instantly on hearing a specific sound or event, they sleep easily, but lightly.

created by the Key

72 The character's catchphrases are, well...catchy, no matter how dumb they'd sound when you or I said them. Each time the character uses the same catchphrase with witnesses to hear it, there is a cumulative 4% chance that it will catch on, becoming the hot new buzzword, with everyone saying it to sound hip and cool. However, for each week this goes on, there is a cumulative 5% chance that it will go out of style. People will stop saying it and will be

unable to remember why it sounded so cool.

73 Gum Manipulation. The character likes gum a lot and has perfected a small range of sub powers.  
a: Can place gum on one hand and hit that hand, catapulting the gum into their mouth.

b: Able to spit out the chewing gum and whack it away with their hand, they can whack it at a target with no strike bonus or penalty.

c: Can blow bubbles, "snap" the gum in their mouth, never bust a bubble, and can instantly remove gum from themselves.

d: Can find gum in any given situation and always seems to have a couple of packs on them.

e: Can use gum to hold small things together like glue and find very useful tasks for their gum in all sorts of situations.

("Now, I'll use this aluminium wrapper and a piece of gum to foil the magnetic lock while you distract the guard").

created by the Key

74 Electronic devices in the characters presence over a long period of time will develop dozens of little quirks, suffer non-critical malfunctions and failures but will NEVER break down permanently. The character will be 'in tune' with them and +10% on all relevant skills. Other people will be at -10% to use them, however.

75 The character has a knack for making dramatic entrances. MA is effectively 30, but only within one minute of them entering a scene in an impressive manner, after that MA returns to normal.

76 Third Time Lucky: If a character fails two consecutive skill rolls on the same task, the third will gain a +20% modifier. If the character still fails, no

further bonuses will be received for further attempts.

77 Roll on the Phobia table. The character is totally unafraid of that particular thing, will automatically pass all horror factor checks relating to it or things like it, and will be unable to understand why anyone else is scared of it.

78 The character never has a computer "crash" when working with one, no matter how many programs are running, or how old or antiquated it is. They can find a lost/misplaced file instantly and have little trouble using weird/alien computer systems.  
created by the Key

79 The character can read barcodes by running his finger along them, they can also memorise serial numbers, passport numbers, code keys and other random strings of digits, including phone numbers (any number of them can be instantly recalled).

80 Reverse Achilles: A minor body part of the character (nose, single finger or toe, ear etc) is completely invulnerable (as per the Major super power).

81 Wherever they are, whatever the time, the character can always catch a cab or a ride with any available transport within 1D4 minutes of trying. They still have to pay for the ride on cabs, ferries and such though.

created by Duck Plasterer

82 The character has the ability to make any malfunctioning or broken piece of machinery, electronics, or any mechanical device work by bumping it in a specific spot.

Effect: The character has a 60% +5%/level of getting this to work...the effected object will run only in the characters presence and will stop

running 1d6 hours after they have left the area.

created by Sightblinder

83 At will, the character can summon up to D6+2 common white doves that will follow basic mental commands: fly that way, peck on that window, poop on that guy, etc. The doves can be ordered to attack, it's just that they can't really cause any appreciable damage except a small annoyance or distraction.

created by Duck Plasterer

84 The character has a knack for attracting groups of admirers, for whatever reason, there will always be a good chance the character can "Summon Groupies", they will act just like any usual Fan, seeking autographs, etc.

created by R Ditto

85 The character can remain airborne for a few moments more than usual for some reason, they get to use an extra one of their attacks while in the air and can leap for an extra 25% of their usual maximum distance or height, this also adds a special bonus (GMs call) on trick jumping bikes, skateboards, etc.

86 The character is an extreme Pacifist and avoids performing any act of violence. They get a constant +2 on initiative on the first round of combat, and +1 to initiative on all rounds after that, they have a 50% chance of detecting any surprise attack, are +20% to detect traps, concealment and any other ambush and gain a permanent bonus of +2 to parry and dodge ALL attacks. They tend to talk in terms of Karma, prefer to negotiate and never incite or condone violence, even if they are Villains, they will avoid trying to hurt anyone.

87 The character is highly unlikely to ever be attacked by any type of Feline, in fact, any type of cat (big or

small) just generally (noticeably) like this character for some unknown reason.

88 The character has the natural ability to swim extremely well under water, they have an unusual swimming style that gains them a 25% speed boost, also, their normal swimming skill has a one time bonus of +30%.

89 The character has a talent for shifting blame from one target to another, a simple roll vs. their combined MA and IQ scores on 2d20 is all that is required, plus they get a +1 bonus to this roll each level of experience. A failed roll results in the blame being directed back to the original target (or possibly the character) and the character will not be trusted by anyone involved next time they ask the character (IF they ask that is).

90 The character has the spooky ability to dodge anything thrown at them from behind automatically, they can also dodge anything thrown at them that they can see, but must roll to dodge.. this does not apply to any attack/object which has not been actually THROWN at them.

91 The character has a natural ability to perform insane stunts in cars, but just ordinary cars. They can have a normal skill in piloting automobiles, but as soon as they attempt to do a bootlegger turn in the middle of a crowded city intersection which spins their screeching car into a perfect parallel park between to other cars (for instance), they get an incredible +100% skill boost!

92 The character has a parent who was a big fan of classic literature, and it rubbed off on the character, they can quote Shakespeare, Dante, Wilde, you name it, they will be able to spout something from it, just from memory.

93 The character has an unusual ability to understand aliens, able to glean the basic message any alien is trying to get across to them, even without understanding their language or even their gestures, the character will somehow get the idea and be able to respond in very simple terms in return.

94 The character has a heightened resistance to electric shocks, plus, with practice the character can deliberately take a huge jolt and somehow channel it through them to jolt a target they can touch.. the character takes half damage from electrical attacks, but manages to deliver any damage they have taken to a target as well.

95 The character possesses perfect hair, it never looks bad, always looks clean and stylish, they never have a bad hair day, and, they get a +1 bonus to their PB whenever their hair is visible.

96 The character has very unusual fingerprints that change on a regular basis, also, their retinal pattern does the same thing. The character has the same fingerprint pattern for about a week, but then it changes into a new one by the next week, the character, unfortunately, has no control over this pattern mutation.

97 The character has a minor resistance to physical damage from being punched, kicked and hit with any blunt object. They can take the first six points without ill effect, and take any further damage with -1 to the damage total from each additional attack, also, they rarely suffer from bruising, concussion and get to save vs. coma/death when they would normally be knocked out by any impact.

98 The character has an unusual skill in using a non-weapon object, such as a cooking pot, shoe, garden rake, etc. The character can use it as a lethal weapon, perform stunt moves with it,

throw it accurately and generally has the ability to apply weapon skills to the object that normally wouldn't apply.

99 The character has learned how to hypnotise animals. By crooning at them, waving their hands around, etc, the character can slip any animal (i.e., animal intelligence), into a mild trance state for 2D6 minutes or until otherwise disturbed.

00 The character is unusually affected by coffee, tea and other mild stimulants or things such as pain killers, sleeping pills, etc. Coffee will act like a dose of amphetamine, sleeping pills will knock them out cold, pain relief will be amplified, in fact, most drugs and chemical will be amplified if this character ingests them (double normal effects and duration).

## **Section 6: Totem**

### **Powers**

The natural power of animal totems has not been lost. They still hold the power and the knowledge we can use. Only we must remember how to be one with nature and all that is, has been, and will be. We must not lose this connection now that we are 'cultured'. For what was will always be and all those cultures could not have been wrong. There is a reason that Spirit has put all of us together, has given us so many healing stones, and has given us medicine, for the body and the spirit. We are all one. Using Animal Totems will allow you to see and love the earth better, to know life better, to know yourself better, and to commune better with Mother and Spirit. You can be healthier and happier physically, mentally, emotionally, and spiritually in understanding and honouring your animal totems.

#### **Amphibious**

Dolphins, Porpoises,  
Fish, Seals, Sharks, Turtles, Tortoises  
and Whales.

This totem favours endurance and patience, as well as determination and creativity

#### **Summoned Bonuses**

ME +4, PE +4

#### **Summoned Abilities**

Swim at 100% normally but use PP roll instead of percentage for extremes

Breathe Underwater(salt or fresh water)

Reach depth of PE x100mtrs

SPD underwater = PS x5kph

Nightvision equal to normal vision when underwater

#### **Avian**

Chickens, Condors, Crows, Ducks,  
Eagles, Falcons, Geese, Hawks,

Hummingbirds, Ostriches, Emus, Owls, Parrots, Peacocks, Pelicans, Penguins, Ravens, Roadrunners, Swans, Turkeys and Woodpeckers.

This totem favours speed and cunning, and values freedom and agility

#### **Summoned Bonuses**

IQ +4, SPD +8

#### **Summoned Abilities**

Glide at 20kph +2kph per level with sufficient wind

Vision x2 normal range + x1 per level, +3 to strike with modern weapons, add +5 to strike with thrown objects

Can also see small objects clearer

#### **Canine**

Coyotes, Dingoes, Domestic Dogs, Foxes, Hyenas and Wolves.

This totem favours speed and endurance and loyalty.

#### **Summoned Bonuses**

PE +4, SPD +8

#### **Summoned Abilities**

Heightened Hearing of 100mtr radius +5 per level. At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels & at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry.

Heightened Smell of 27mtrs +1 per level. Recognize/Identify specific odour/scent of anyone that have met.

Track by smell so long as know scent.

#### **Feline**

Domestic Cats, Cheetahs, Cougars, Pumas, Jaguars, Leopards, Lions, Lynxes and Tigers.

This totem favours stealth and cunning

#### **Summoned Bonuses**

IQ +4, PP +4

#### **Summoned Abilities**

Nightvision equal to normal vision.

+10% on dexterity skills

**Hoofed**

Buffalos, Camels, Cows, Bulls, Deer, Donkeys, Elephants, Giraffes, Goats, Hippopotami, Horses, Moose, Pigs, Boars, Rhinos, Sheep and Zebras.

This totem favours strength and speed.

Summoned Bonuses

PS +4, SPD +8

Summoned Abilities

+50% per level to normal leap range. +1 Attack, +2 Initiative & Strike, +6 Parry & Dodge, and +4 Roll.

**Mustelid**

Armadillos, Badgers, Bats, Beavers, Hedgehogs, Meerkats, Moles, Mongooses, Mice, Otters, Porcupines, Possums, Rabbits, Raccoons, Rats, Skunks, Squirrels, Weasels and Wolverines.

This totem favours strength and cunning.

Summoned Bonuses

IQ +4, PS +4

Summoned Abilities

Nightvision equal to normal vision.

The hero can travel swiftly through the earth by burrowing a tunnel at his normal walking rate. Normally the tunnel the hero makes collapses within 10 minutes of the hero's passage at a specific spot. The exception is the tunnel within 3mtrs of the hero's current location. This allows the hero to occasionally stop. A tunnel never collapses on the hero, unless a higher intensity force is applied. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make reinforced walls. The hero may burrow through materials with lower material strength than his damage ability. Materials with equal or greater material strength are obstacles to be detoured around.

**Reptile**

Alligators, Crocodiles, Frogs, Lizards and Snakes.

This totem favours cunning and patience and is well versed in survival and stealth.

Summoned Bonuses

IQ +4, ME +4

Summoned Abilities

Vision x2 normal range, +3 to strike with modern weapons, add +5 to strike with thrown objects.

Swim at 100% normally but use PP roll instead of percentage for extremes.

Hold Breath for x4 normal duration.

Reach depth of PE x50mtrs.

+6 PS when underwater.

SPD underwater = PS x5kph, if taken with extra speed can swim at incredible speeds.

**Ursine**

Grizzly and Polar Bears.

This totem favours strength and endurance but is also known for its introspectiveness and self knowledge.

Summoned Bonuses

PS +4, PE +4

Summoned Abilities

Lifting, Carrying and Throwing capacities are doubled.

## **Section 7: Power**

### **Disadvantages**

Disadvantages may be taken to gain points for buying Advantages, but only when first creating the character and not beyond what is specified by the GM. Difficult disadvantages are worth 5 points, Severe are worth 10, and Extreme are worth 20.

#### **Accidental Change**

If Mystically Endowed will change form unwillingly under certain circumstances. Difficult on uncommon situations, Severe on common situations, Extreme on very common situations.

#### **Activation**

Have to make a roll to activate one of your powers. Difficult 1-75%, Severe 1-38%, Extreme 1-19%.

#### **Always On**

Difficult on 25% of time, Severe on 50% of time and Extreme if 100% of time.

#### **Animal Bane**

Animals of all kinds have an innate dislike of this character. He will find it extremely difficult, if not outright impossible to befriend any animal depending on the severity of the disadvantage. This disadvantage makes it almost impossible for the character to train an animal to do anything, simply preventing the animal from growling at the character at all times would be a major accomplishment! It has no effect on sentient or unintelligent creatures.

#### **Attribute Maximum**

One attribute can never be raised past a certain number. Difficult if 10, Severe if 5, Extreme if 2.

#### **Berserk**

See any Palladium book for rules on this. Difficult if driven berserk by uncommon situations, Severe if by common situations and Extreme if very common situations.

#### **Charges**

One power can only be used so many times per melee before requiring rest. Difficult 10 times and need 10 mins rest, Severe 5 times and need 1 hours rest, Extreme 2 times and need 1 days rest.

#### **Concentrate**

Can't do anything else while using one particular power and won't notice anything going on around him. Treat as Severe.

#### **Dependence**

Drugs or alcohol or both. Difficult if minor addiction, Severe if major addiction, Extreme if no control and affects behaviour.

#### **Distinctive Features**

Difficult if concealable, Severe if concealable with makeup or disguise and Extreme if unconcealable.

#### **Exhibitionism**

Exposes genitals or wears extremely revealing outfits for the thrill of it.

#### **Extra Time**

One power doesn't activate immediately. Difficult takes 1 round, Severe takes 1 turn, Extreme takes 5mins.

#### **Fear of success**

The character will sabotage himself at a critical moment. Difficult incurs -3 penalties in combat and -10% with skills, Severe incurs -6 penalties in combat and -20% with skills, Extreme



incurs -9 penalties in combat and -30% with skills.

### **Fetishism**

Sexually attracted to objects. Maybe either Difficult, Severe or Extreme.

### **Gestures**

One power wont work if hands encumbered, restrained or grabbed. Treat as Extreme.

### **Hunted/Watched**

The character is being followed or worse by a reporter, private investigator, police, mafia, etc. Difficult if only being followed, Severe if actively pursued for questioning and knowledge and Extreme if they want the character captured or killed. Difficult if only 1 person involved, Severe if small group, Extreme if have entire organization after you.

### **Incantation**

Must announce power out loud for it to activate. Difficult if speak at normal level, Severe if shout, Extreme if scream at top of lungs.

### **Insomnia**

The character has difficulty sleeping or is plagued by constant nightmares. He must make a successful ME roll each night in order to fall asleep. Failing this he is constantly tired, reduce PE by half, also actions which require endurance and prolonged concentration suffer a -3 penalty. The only upside to Insomnia is sentries stuck with the night shift.

### **Kleptomania**

The character compulsively steals things. He may not realize what he has done until the shop alarms go off...

### **Limited**

One power wont work under certain conditions. Difficult if during uncommon situations, Severe if during common situations and Extreme if during very common situations.

**or**

Only works under certain conditions. Difficult if during uncommon situations, Severe if during rare situations and Extreme if during very rare situations.

### **Linked**

1 power is linked to another so that it wont work unless the other is also active. Treat as Difficult.

### **Masochistic**

Derive pleasure from feeling pain. Maybe either Difficult, Severe or Extreme.

### **Necrophilia**

Sexually excited by dead people. At Extreme this person begins raping the dead during combat.

### **No Conscious Control**

1 power only works randomly. Difficult on roll of 1-75%, Severe on 1-50% and Extreme on 1-25%.

### **Nymphomaniac**

Insatiable desire for sex. Maybe either Difficult, Severe or Extreme.

### **Only in Super ID**

Certain powers only work when transformed (Mystically Endowed). Difficult if 25% of powers, Severe if 50% of powers and Extreme if 100% of powers.

### **Physical Limitation**

May include arthritis, missing appendage, blind, mute, deaf, etc.

Difficult if 25% impairment, Severe if 50% impairment and Extreme if 100% impairment.

### **Psychological Limitation**

Can include Code of Conduct, Personality Trait or Insanity.

Code of Conduct; Difficult if will stretch Code 50% of time, Severe if 25% of time and Extreme if never break code regardless of circumstances.

Personality Trait (eg. greed, racist, etc) and Insanity; Difficult if affected 25% of time, Severe if 50% of time and Extreme if always affected.

### **Public ID**

No privacy, none. Treat as extreme.

### **Pyromania**

Fire is pretty. The character loves fire, loves setting it, loves watching it burn.

### **Reduced by Range**

Damage and effects lessen over distance. Difficult if 25% less, Severe if 50% less and Extreme if 75% less.

### **Sadistic**

Derive pleasure from causing pain. Maybe either Difficult, Severe or Extreme.

### **Secret ID**

How badly are constrained by normal life (eg. sneak out of work, etc). Maybe either Difficult, Severe or Extreme.

### **Side Effects**

GM's discretion, one power has unusual effects such as causing blindness, cancer, etc. Difficult if only affects character, Severe if affects anyone next to character and Extreme if affects those within a certain radius. Difficult if temporary effects, Severe if does long

term damage if continuously exposed and Extreme if has fatal effects over time.

### **Susceptible**

Take D6 per round from objects non harmful to others. Difficult if object is uncommon, Severe if common and Extreme if very common.

### **Unluck**

Difficult; slip during fight, equipment malfunctions.

Severe; bystanders block way or interfere, stray shot hits another.

Extreme; stunned by debris, another enemy shows up, downed enemy wakes up.

### **Visible**

Invisible powers eg. mind bolt are visible, as it becomes more visible so should the ability to dodge it increase. Difficult if ethereal 25% visible, Severe if 50% solid looking and Extreme if 100% solid looking.

### **Vulnerable**

Extra damage from 1 form of attack. Difficult if +D6, Severe if +2D6 and Extreme if +4D6.

### **Weirdness Magnet**

Characters with this disadvantage tend to have strange things happen around them, and even stranger things happen to them. Smart people that recognize a w-magnet for what he is tend to keep their distance. Freak accidents, strange phenomena, and absolutely kooky people tend to cross paths with the character, with improbable frequency. Unfortunately, this happens to those in this character's immediate vicinity, as well, which can lead to tension if the w-magnet is in a team. Difficult if attract weirdness once

a week, Severe if once day and Extreme if every D12 hours.

## **Section 8: Hero Points**

Created by Adam Morris

Here are some optional hero point rules for Heroes Unlimited 2. Player characters and any important npc's start off with 1 hero point and +1 for every experience level. For example at first level a character starts off with 2 hero points and at second level the character would have a total of 3 hero points. A fun way to keep track of hero point is by using poker chips, but one can always keep track on a piece of paper, just avoid using food like candy hero points have a tendency to be eaten up fast. At the beginning of every adventure hero points start off at their norm, example next adventure Joes experience level 2 character starts off with 3 hero points not the 5 or 1 hero points he may have had left from the last adventure. Here is a list of ways that hero points can be used;

**Increase:** 1 hero point can buy the use of a D6 to add to a die roll, for striking, parrying, dodging, damage, etc. A maximum of 2D6 can be added. The increase in rolling only works one roll at a time and last for that one action. A character can not spent 1 hero point to add D6 to strike and damage; the points must be spent for each separate die roll.

**Increase skill:** 1 hero point can temporary (one die roll) increases a skills percent. 1 hero point buys a +5% to a skill. Hero points can stack on this roll to increase bonus to a max of +30%. If unskilled in a skill the max increase is +10%. Wow, maybe you can swim!

**Reroll:** 1 hero point can be used to reroll a percent roll or a D20 roll. The character takes what ever roll is highest or lowest for percent rolls. If both rolls are below 10 on a D20 then the character

can take 10. For a percent roll the character can take the lowest of the two rolls or take 50 what ever is best.

**Double lifting:** Spend 2 hero points and your characters lifting doubles (can use with a lifting power or PS). Remember times in comics when your favourite hero was lifting way beyond their norm? Maybe you heard of the stories of mothers lifting cars to get their children out? Double lifting cost 2 hero points, 2 melee actions and last for one melee round. After the melee round the character must make a save roll of 12 or higher. Base the save off of either PE or ME gm's call at the time. If the roll fails the character is passed out for D4 melee rounds. For a character that doesn't pass out -5 to all action rolls for D4 rounds. After lifting beyond a character normal limits they become very fatigued. A character can not parry or dodge while double lifting.

**Double damage:** Maybe you remember when your favourite character pushed their punch or blasting power beyond the norm? Well by spending 5 hero points a character can double their melee strike damage or power damage; but it will come with a cost. After spending 5 hero points, 2 melee actions and making a damage roll the character must make a save roll (base on PE or ME gm's call) difficulty 18 or pass out for 3D4 melee rounds. If the save roll is successful the character is at -10 to all action rolls for 3D4 melee rounds. Optional rule if a character rolls natural 1 during save roll on the serious damage chart on page 19 of the HU2 book.

**Power Level Increase:** For the cost of 4 hero points a character may use their power one level higher. A character may

not use their power more then two levels higher. The change last for only 1 action.

**Reduce damage:** A character can reduce damage by 1d6 for every 2 hero points spent. (Not intended for the MDC system).

**Plot manipulation:** For the right amount of hero points players may alter or change their environment. Small alteration for 1 hero point a character may alter their plot or environment at a small amount. Example: "Wow, here's a pencil and a piece of paper so I can write down your phone number". Medium alteration cost 2 hero points. This a medium change to the environment, find a gas station near buy when low on gas, "man I really need to find a phone to call 911, oh cool theirs one across the street" or "Doh the guy next to me has a cell phone" of course you could have always bought a cell phone and don't need to spend any hero points at all. Large alteration cost 3 hero points; an example of its use would be finding water in a desert or the guy who's about to blow your brains out gun jams. The near impossible cost 4 hero points; oh cool her comes the cops or thank God Superdude is here to help. The limits to plot or environment change is always up to the gm, and he can say no at any time.

Another option for the game can be hero point awards through out an adventure. A GM could give a hero point to a player that comes up with a good idea, role playing well, made the group laugh, is sticking to the story, or just being super and saving that cat stuck in a tree. Maybe the gm wants their bad guy to get away and be in another adventure, so he gives every player a hero point, amazing how the whining dims down. These hero

points do not save over for the next adventure. Gm's be careful not to give players to many hero points, keep an eye on hero point hording.

## **Section 9: Life Path**

These are optional tables which may be used to round out a character.

### **Starting Money**

How wealthy was your family?

01-50 Poor: Start with D100 dollars.

51-75 Average: Start with D10 x100 dollars.

76-90 Well to do: Start with D10 x1000 dollars.

91-97 Wealthy: Start with D10 x10,000 dollars.

98-00 Rich: Start with D10 x100,000 dollars.

### **Siblings**

Does your character have any family?

01-30 Only child

31-55 One sibling

56-75 D4 siblings

76-90 D6 siblings

91-00 D8 siblings

For each sibling roll for their gender

01-50 Brother

51-00 Sister

For each parent and sibling roll to see whether they are alive or dead

01-50 Alive

51-00 Dead

If a parent or sibling is dead roll to determine cause of death

01-50 Accident

51-85 Disease

86-00 Murdered

For each parent or sibling roll to determine their feelings to you

01-25 Wants nothing to do with you

26-50 Lost contact with him/her D10 years ago

51-75 Standard relationship

76-00 Close relationship

**Life Advantages**

01-20 You have a Contact in either the underworld, law, government or some major organisation.

21-30 Lottery win. You get an extra D100 x \$1000.

31-40 Good Schooling. You have a far better than average education. A one off +5% bonus to all skills.

41-50 Gifted Learner. +1 additional skill.

51-60 Nominated for Membership. Use this to gain membership with any special club.

61-70 Natural combat ability. Gain +1 on all combat rolls.

71-80 You find a Sensei. +1 level with your chosen Martial Art. He can teach you any martial art not normally available.

81-90 Gifted meta. Acquire a free Advantage. If don't have powers then roll again.

91-00 Innate magical ability. Start with one additional spell or +10 mana. If not a spellcaster then roll again.

Each time you roll on the Life Advantage table you also have to roll a corresponding amount of times on the Life Disadvantage table.

**Life Disadvantages**

01-10 You were set up and made a scapegoat. Hunted by the law or underworld (can be in another state or country).

11-20 Falsely imprisoned for D10 months.

31-40 Betrayed. You were betrayed by a friend or loved one.

41-50 Major Debt of D100 x \$ 1000 or you owe someone a Favour.

51-60 Comatose for 1D10 months. You have no memory of how or why.

61-70 Mental breakdown. Take an Insanity.

71-80 You cause an accident that kills others or are responsible for the death of your team or squadron.

81-90 Gain an enemy. Either an old friend who knows your secrets or someone with a lot of power.

91-00 Incurable Disease. You have a disease which is not curable by modern science. May or may not be incapacitating.

## **Section 10: Physical Characteristics**

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables GMs to determine how NPCs might react to the character.

### **Height Table**

What is the character's height?

01-05	5'1
06-10	5'2
11-15	5'3
16-20	5'4
21-25	5'5
26-30	5'6
31-35	5'7
36-40	5'8
41-45	5'9
46-50	6'0
51-55	6'1
56-60	6'2
61-65	6'3
66-70	6'4
71-75	6'5
76-80	6'6
81-85	6'7
86-90	6'8
91-95	6'9
96-00	7'0

### **Weight Table**

What is the character's weight in pounds (to convert it to Kilograms x3.3)?

01-05	80 +D10
06-10	90 +D10
11-15	100 +D10
16-20	110 +D10
21-25	120 +D10

26-30	130 +D10
31-35	140 +D10
36-40	150 +D10
41-45	160 +D10
46-50	170 +D10
51-55	180 +D10
56-60	190 +D10
61-65	200 +D10
66-70	210 +D10
71-75	220 +D10
76-80	230 +D10
81-85	240 +D10
86-90	250 +D10
91-95	260 +D10
96-00	270 +D10

### **Musculature Table**

What is the character's build?

01-15	Muscular
16-30	Toned
31-55	Scrawny
56-70	Pot belly
71-85	Overweight
86-00	Really fat

### **Blood Table**

What is the character's Blood Type?

01-35	A
Type A can be administered to type A and AB patients.	
36-70	B
Type B can be administered to type B and type AB.	
71-90	AB
A patient with type AB blood can receive any type of blood. Type AB blood though can only be administered to type AB patients.	
91-00	O
A patient with type O can receive type O blood only. Type O blood however can be administered to all patients.	
Next determine whether the blood type is positive or negative;	
01-50	Positive
51-00	Negative

## Section 11: Saving Throws

Save	Roll
Allergic Reaction	11
Disease, Lethal	17
Disease, Non Lethal	13
Drugs/Toxins	15
Electrocution	17
Extreme Pain	14
Extreme Temperature (heat, cold, humidity)	14
Insanity	12
Knockout	15
Magic Ritual	16
Magic Spells	12
Pain	14
Poison, Lethal	16
Poison, Non Lethal	14
Psionics (characters with no psi powers)	15
Psionics (characters with psi powers)	10
Stun	12
Coma/Death	Percentage equal to PE
Horror Factor	Equal to monster's Horror Factor

## Section 12: Traumatic Injuries

Your character's just taken a nasty wound. Now just how dangerous is it?

### **Shocks**

A great many injuries will induce hypovolemic shock, a complex set of reactions evolved to compensate for loss of blood pressure. In shock, blood is diverted from skin and muscles to vital organs, and platelet aggregation is increased. Note that septic shock has essentially the same symptoms.

### **Mild to Moderate Shock**

10%-25% of blood lost. The patient will be pale, have rapid, shallow breathing and have a high heart rate, will sweat and will feel quite weak. He will be thirsty, his extremities will be cool and his senses will start to cloud. Even the most stout of heroes will start to feel a rising panic from purely physiologic hormonal reactions.

### **Severe Shock**

(30%-50% of blood lost). Platelet aggregation in the lungs will lead to respiratory failure. Failure of cellular processes will lead to sequential systems failure, frequently starting with the heart and kidney. Basically you stop breathing, your heart stops, everything else fails and you die. This can take anywhere from hours to days after the initial injury.

### **Extremities**

Arms and legs. Minor damage will make the extremity painful or difficult to use; major damage will make it impossible to use. Major blood vessels may be damaged, leading to heavy haemorrhage. Joints can be dislocated, bones broken,



muscles and tendons cut. Note that damage to the shoulder blades or clavicles will make the arm nigh on unusable.

### **Sepsis**

Fever, shock, decreasing mental status can easily lead to death if untreated. A common problem especially with poor medical care in the days and weeks after injury.

### **Unconsciousness**

What makes you fall unconscious is either direct injury to the brain, or inability to feed it enough blood or oxygen. If you lose all blood supply to the brain you fall unconscious in seconds. Massive haemorrhage can lead blood pressure to drop fast enough that unconsciousness follows in seconds to minutes. If you lose oxygen supply, you fall unconscious in 4-30 minutes, depending upon how restricted your air supply is. Poisoning as from sepsis can also cause unconsciousness.

### **Chest (Thoracic) Injuries**

Trauma that is inflicted on the chest can result in damage to the chest wall, lungs, trachea, major bronchi, oesophagus, thoracic duct, heart, diaphragm, mediastinal vessels, and spinal cord. Any combination of these injuries may occur.

### **Abdominal and Pelvic Injuries**

The principal immediate danger resulting from abdominal and pelvic trauma is profound hemodynamic instability resulting from injury to the spleen, pancreas, liver, kidney, or tributaries of the aorta. Most abdominal injuries result in poorly localised and non specific pain, nausea and reflex vomiting. In general blunt injuries to the

abdomen are more dangerous than penetrating injuries.

### **Aorta and Arteries**

With modern medical care, 85% of patients with multiple aortic ruptures will die at the scene, 20% of the survivors die within six hours, and 72% of the remainder will die within a week. Massive hemothorax and loss of blood pressure are the most common symptoms for penetrating injury. However for blunt injury initial manifestations are pain behind the sternum or between the shoulder blades, difficulty in swallowing, hoarseness, and difficulty breathing, leading to a left hemothorax and increasing levels of shock.

### **Blood Vessels**

Injury to major blood vessels in the abdomen may cut off the blood supply for the legs, making it impossible to stand in very short order. Depending upon where they're damaged, they make drain into the upper legs, causing extreme swelling.

### **Collar Bone or Shoulder Blade Fractures**

Until it's splinted; pain in moving at all, inability to use the arm effectively, pain in attempting to use the arm. Can't really be fatal.

### **Diaphragm**

A penetrating chest wound at or below the level of the nipple is likely to enter the chest, pierce the diaphragm, and enter the abdominal cavity. Since the diaphragm is the muscle you use to breathe, injury to the diaphragm results in respiratory distress, often associated with hemothorax, pneumothorax and shock.

**Flail Chest**

The ribs or the sternum are broken in such a way that breathing moves air from one part of the lungs to another, rather than in and out. This will usually result in unconsciousness from low oxygen in fifteen minutes to an hour, but not death.

**Heart**

Damage to the heart may result in massive blood loss, heart failure, and death in short order. However, less severe injuries can result in bleeding into the pericardial sack. When this fills up with blood it will put pressure on the heart, making it more difficult to beat, lowering blood pressure. The patient will initially feel very tired, leading to increasing stages of shock shortly.

**Intestines**

Abdominal pain and peritonitis. Peritonitis is an inflammation of the tissue that lines the abdominal cavity. Starting a day or so after the injury, it will lead to severe abdominal pain and distention, fever, vomiting, thirst, and if left untreated death in a week or two. It is easily treatable. Injury to the duodenum leads to more severe symptoms (severe abdominal tenderness in the upper right quadrant, severe vomiting), rise of fever within hours, and may have hemodynamic instability with time. Note that evisceration isn't automatically fatal. In the absence of major haemorrhage, especially if the intestines aren't otherwise damaged, but that with poor medical care sepsis will probably be a killer.

**Pelvis Fracture**

Besides making it impossible to stand, it is likely to cut one of the major blood vessels leading into the legs. Pelvis

fractures are commonly associated with massive haemorrhage.

**Pulmonary Parenchyma**

Lacerations of the lungs may cause pneumothorax as well as bleeding into the lungs. Contusions (blunt damage) will cause swelling of interstitial tissues and bleeding into the small airways. In either case, the patient will have difficulty breathing and will probably be coughing blood or exhaling blood. If this is severe enough low oxygen may lead to unconsciousness and death.

**Rib Fractures**

The main symptom of rib fractures is that it hurts to breathe which will make exertion difficult. The amount it hurts depends on how many ribs are broken (a broken sternum is especially painful). Beyond this unless the patient has flail chest, hemothorax, the ribs have damaged the lung, or the ribs are displaced to such an extent that their motion damages surrounding tissue, the ribs will probably be held in place by the surrounding muscle and are largely ignorable.

**Spleen or Liver**

Abdominal pain in the upper left (spleen) or upper right (liver) quadrant, severe haemorrhage rapidly leading to increasing shock and death. The mortality rate without intervention is near 100% for splenic injuries and almost as high for blunt injuries of the liver.

Sepsis (inflammation or infection) is a major postoperative complication for liver injuries. Splenic rupture can also occur up to two weeks after the initial injury, as an initial clot dissolves, or the splenic capsule ruptures under pressure of an initially small haemorrhage.

### **Stomach Muscles**

Damage to the stomach muscles will make it difficult or impossible to stand.

### **Sucking Wounds**

A person inhales by moving a muscle called the diaphragm, creating a vacuum in the chest, which pulls air in through the mouth down into the lungs. However if there is a hole in the chest wall, air can enter through that hole instead, preventing air from entering the lungs. The patient will feel short of breath, air will visibly be being sucked in through the hole in the chest wall. The resulting low oxygen will usually result in unconsciousness in fifteen minutes to an hour, but is unlikely to be fatal on a short time scale.

### **Tension Pneumothorax**

Sometimes, a hole in the chest wall acts as a one way valve, letting air in, but not out again. Sometimes the lung is punctured without the chest wall being punctured ( from a broken rib, for instance ). Alternatively if a wound that punctured both the chest wall and the lung is treated with a tight compress, air will still escape from the lung but not from the chest cavity. In these cases the increasing air pressure in the chest cavity will cause hyperinflation of the chest, preventing the patient from breathing. The patient will have rapid, shallow breathing. He will fall unconscious from low oxygen in fifteen minutes or so, and will probably suffocate if left untreated. Tension Hemothorax is a similar problem but in this case it results from blood filling up the chest cavity. The patient will probably be suffering from shock, as well as suffocation. This will usually result from multiple rib fractures damaging internal tissues. Frequently

seen together with tension pneumothorax.

### **Urinary Tract**

Abdominal pain, back or flank pain, inability to void or blood in the urine. Some kidney injuries will result in massive haemorrhage, but others will not. In the long term, damage to the kidney may lead to renal failure (this can also be caused by shock and sepsis.) The course of renal failure can last weeks to months. This is fatal more than 50% of the time.

### **Head Injuries**

#### **Face**

All sort of bones can be broken in the face; the face plate, sinuses, cheekbones, the orbits of the eye, and of course, the nose. There are a wide variety of possible symptoms, but severe facial injury usually results in progressive swelling, resulting in difficulty breathing, inhalation of blood, frequently eventually (1 hour) completely closing off the airways, resulting in suffocation. There may also be numbness or paralysis in some part of the face. Facial injuries can also lead to extreme haemorrhage and shock.

#### **Jaw**

A broken jaw is associated with numbness, bleeding from tooth sockets, fractured or missing teeth, inability to close the jaw properly (teeth don't come together right), pain on moving the jaw, and sometimes with bleeding from the ear. Fractures of the jaw also allow the tongue and other soft tissues to intrude into the airway, leading to suffocation.

#### **Scalp**

Scalp wounds bleed copiously, making it a major source of haemorrhage and

shock. They may also be incidental to damage to the skull.

### **Skull**

Skull fractures in different places have rather different effects, but symptoms include one or more of the following; a mixture of blood and cerebrospinal fluid leaking from the ears, nose, or throat, blood in the whites of the eyes, loss of the sense of smell, loss of vision in one eye, a dilated, fixed pupil, a worsening in the patient's level of consciousness. These last symptoms are indicative of pressure on the brain, caused either by swelling of the brain or bleeding into the skull. Swelling of the brain can cause serious damage or possibly death on its own, but has the advantage that it is self-limiting (and in a modern setting, usually controllable with drugs). On the other hand, haemorrhage will almost always lead to continued degradation and death if left untreated.

The patient may have a headache localised at the injury. He may be lucid for a period after the injury, but this will rarely be a period of normalcy. He will usually feel drowsy, and may thereafter slip into a coma. The patient will lose one set of reflexes after another. He may gradually lose the use of one of his arms or legs, or become completely paralysed on one side of the body. This will happen gradually as pressure increases starting with a slurring of speech and clumsiness. His breathing may become uneven, and some part or all of his body may begin shaking uncontrollably (seizure activity.)

The time course for these degradations can be hours or days and the condition can worsen dramatically in minutes.

Even the most minor head injury will result in the character being stunned for D4 rounds (all abilities halved).

### **Neck Injuries**

There are a lot of important things passing through the neck, including the spinal cord, larynx and trachea, phrenic nerve, brachial plexus, carotid artery, jugular vein, cranial nerves, oesophagus and pharynx, thyroid gland, and stellate ganglion. Of course, many of these may be damaged simultaneously. Possible symptoms for damage to each of these are listed below. Not all will necessarily be present.

#### **Brachial Plexus**

Numbness and/or partial paralysis in an arm.

#### **Carotid artery**

Decreased level of consciousness, heavy bleeding (which may compress the trachea causing difficulty breathing), and hypovolemic shock.

#### **Cranial nerves**

Inability to shrug a shoulder or rotate chin to opposite shoulder, paralysis of the tongue, hoarseness, and difficulty in swallowing.

#### **Jugular vein**

Heavy bleeding, hypovolemic shock.

#### **Larynx and trachea**

Spitting blood, a sucking neck wound, hoarseness, difficulty breathing, high pitched, noisy respiration.

#### **Oesophagus and pharynx (connects to your stomach)**

Difficulty swallowing, bloody saliva, sucking neck wound.

**Spinal cord**

Partial or total paralysis.

**Stellate ganglion**

Dilated pupil.

**Thyroid gland, phrenic nerve**

No special short term effects. Also, damage to the muscles in the neck will mean that the patient is unable to hold his head upright.

## **Section 13: Modern Era Classes**

### **Altered Heroes**

Abducted  
 Alien Artifact  
 Bionic  
 D'arque Lord  
 Enchanted Equipment  
 Enchanted Weapon  
 Geomancer  
 Meta Channeller  
 Mystic Gunslinger  
 Mystically Bestowed  
 Nanotech Warrior  
 Supersoldier  
 Tao Shih  
 Undead Slayer

### **The Abducted**

This class represents people who have been taken by extraterrestrial aliens. These beings travel to Earth from some other planet or dimension and conduct experiments on a chosen few. The abduction usually follows this pattern: Capture (abductees taken from area and find themselves in the ship). Examination (a seeming medical or physiological exam). Loss of Time (many abductees suffer from periods of time removed from their memory, often coming back to them later). Return (returned, sometimes with environmental changes). Aftermath (sickness, new phobias, ridicule, etc).

#### **Step 1: Attributes**

Determine as normal. The experiment type will determine what attributes are altered.

#### **Step 2: Education**

Determine as normal.

**Step 3: Alien Abductors**

Determine alien origins and motivations using the table below.

**Step 4: Experiment Type**

Roll to determine what surgical experiments the aliens performed;

01-15 Brain

Choose 6 Minor Psionic powers.

Alternatively 2 of these Minors may be traded for 1 Major Psychokinetic power.

Disadvantage; suffer from random intense headaches.

16-35 Muscle

Gain Enhanced Endurance, Prowess, Strength, Leap and SPD, and +50 HP.

Disadvantage; suffer from epilepsy.

36-50 Organs

Gain Alter Metabolism, Enhanced Breath, Enhanced Voice, Healing Factor and Genetic Ingestion. Disadvantage;

read the description for Genetic Ingestion, then you'll see what the disadvantage is.

51-65 Senses

Gain Enhanced Hearing, Night vision, Enhanced Taste, Telescopic vision, Enhanced Taste and Enhanced Touch.

Disadvantage; bright lights, loud noises and strong smells are painful. Have almost zero pain tolerance.

66-80 Skeleton

Gain Finger Claws, Forearm Claws, Enhanced Molecular Structure, +50 HP and Weight Manipulation. Disadvantage; prone to random psychotic bouts.

81-00 Skin

Gain Adhesion, Enhanced Beauty, Enhanced Touch, Friction Control, Two Dimensional and Alter Appearance.

Disadvantage; don't feel any pain. In other words never notice injuries and may bleed to death.

**Step 5: Budget**

Budget of D20 x \$1000.

**The Abductor's Section**

This is the section for creating the alien back story for your character.

**Step 1: Abductor's Origin**

Where do the abductors come from?

01-33

Extraterrestrial; from another planet within this universe.

34-66

Interdimensional; from another reality within this universe.

91-00

Extradimensional; from another universe altogether.

**Step 2: Abductor's Motivation**

Why did they do it?

01-20

Completely unknown, maybe they were bored. Never seen again.

21-40

Aliens are amoral and just wanted to use the character as a guinea pig for their own scientific research. 25% chance of their checking up on the character every D4 weeks.

41-60

Aliens are benevolent and wanted to give human evolution the next kick start. 25% chance of their checking up on the character every D4 weeks.

61-70

Aliens are benevolent and on the run from an evil enemy. The character was altered to help them in their war. They remain a constant part of his life continuing with his training and briefings.

71-80

Aliens are benevolent and are aware of an imminent invasion of earth. After altering the character to fight this invasion they get the hell out of Dodge. Not seen again.

81-00

Aliens are malevolent and are the invaders. The character was altered to

help them take over. To that end they have included an implant (whether biological or electrical) to control him. He must obey all commands given by the aliens. Any attempts to rebel are at -10 vs Possession and may be followed by severe pain. The player may eventually find a way to remove the implant. GM's choice whether he is simply a front line soldier or a spy.

## **Alien Artifact**

Alien Artifacts are considered by some to be among the most powerful weapons in the known universe. Having the ability to affect and use fundamental forces of the known universe including electromagnetic energies such as gravity, radiation, heat, light, and powerful blasts of concussive force. It is also theorized that these Artifacts have a basis in other dimensional energies and intelligence...

### **Step 1: Skills**

Choose skills in the normal manner.

### **Step 2: Type**

Choose an adornment of any type such as a ring, bracelet, gem, etc.

### **Step 3: History**

Create a history for the Artifact. Why was it created? What was it for (has it fulfilled its purpose)? How has it been used in the meantime? Why is it here now? Or will its history remain a mystery forever?

Note that the Artifact may lie to its current user about its past and purpose. Only the GM will know for certain.

### **Step 4: Intelligence**

If you choose to make the Artifact intelligent determine its IQ and ME level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

D100%	
01-43	3D6
44-63	3D6+1
64-77	3D6+2
78-87	3D6+4
88-94	4D6
95-00	5D6

### **Step 5: Alignment**

Only pick an alignment if the Artifact is intelligent.

### **Step 6: Abilities**

Each Artifact will have a certain amount of powers. As the character increases in

levels he also becomes more in tune with his Artifact and it's abilities. Thus the powers it bestows also increase with each level as it would for a meta human.

A Minor Artifact will have up to D4 Minor Powers. A Major Artifact will have 1 Major power.

For an intelligent Artifact roll on the table below;

- 01-15 1 Major and 1 Minor power
- 16-29 1 Major and 2 Minor powers
- 30-43 1 Major and 3 Minor powers
- 44-57 1 Major and 4 Minor powers
- 58-71 2 Major and 1 Minor power
- 72-85 2 Major and 2 Minor powers
- 96-00 6 Minor powers

All Artifacts also have the following characteristics with any bonuses to the welder applying only while the Artifact is in their possession;

- 1) Are Indestructible by conventional means
- 2) Gives the welder a +3 Psionic save
- 3) If it has offensive capabilities the Artifact grants the welder +3 to Strike and +D6 to damage
- 4) If separated from the Artifact the most recent owner can teleport it back to himself so long as it is within his line of sight
- 5) Total immunity to any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact
- 6) Affects all Infinite and supernatural beings
- 7) Can speak to the welder verbally and telepathically if it is intelligent

#### **Step 7: Ego**

If the Artifact is intelligent determine it's Ego by adding its IQ to its ME. Then do the same for your character. For every 5 points that the Artifact's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe

consequences (such as cutting off all powers at a critical combat moment). If roll the same demand twice then reroll until you get a new one;

D100%

#### **Demands**

01-20 Removal of all other associates the Artifact doesn't like or who have upset it.

21-40 Removal of any other Artifacts, Mystical Weapons or Objects.

41-55 Total obedience from the welder so the Artifact can pursue its own agenda.

56-70 The welder must create a new religion with the Artifact as its god and try to convert others to worship it.

71-85 Begin associating with people the Artifact likes.

86-00 Destroy all other Artifacts, Mystical Weapons or Objects encountered.

#### **Step 8: Budget**

Budget of D20 x \$1000.



## Bionics

Part human, part machine. More popularly known as a Cyborg. This is a revised version of the Bionic class.

### Step 1: The Usual

Unchanged.

### Step 2: Education

Choose skills in normal manner.

### Step 3: Budget

Automatically receive \$10 million and roll D100 on the table below for additional funds;

01-30 +\$1 million  
 31-55 +\$2.5 million  
 56-75 +\$5 million  
 76-90 +\$7.5 million  
 91-00 +\$10 million

### Step 4: Background: Conditions for Bionic Reconstruction

I've deleted the Healthy Specimen option from this table because noone psychologically stable would ever agree to lose a healthy limb.

01-25 Lost D4 limbs to disease or injury.

26-50 Permanent paraplegic.

51-75 Some form of wasting disease with no cure.

76-00 Quadroplegic.

### Step 5: Bionic Components and Costs

Provided by AJ Pickett.

#### **Arm & Shoulder Joint**

PP 10, PS 10, 40 SDC, \$45,000. A punch does D8 damage.

#### **Audial Sensor**

An electronic mike array which cannot pass as a normal ear. \$2,000 each.

**Both Arms, Shoulders & Collarbones**  
 \$90,000.

#### **Both Legs, Hips & Pelvis**

\$170,000.

#### **Ear**

\$20,000 each. These look like real ears but are artificial.

#### **Eye**

\$20,000 each. These look like real eyes but are artificial.

#### **Larynx**

Includes single-voice synthesizer.  
 \$18,000.

#### **Leg & Hip Joint**

PS 10, SPD 10, 70 SDC, \$85,000. A kick does D8 damage.

#### **Neck & Skull**

40 SDC, \$250,000.

#### **Nose**

\$15,000, 50% normal sense of smell.

#### **Optic Sensor**

A tiny video camera which cannot pass as an eye. \$2,000 each.

#### **Spine**

\$290,000.

#### **Ribcage**

30 SDC, \$30,000.

#### **Tongue**

\$15,000, full dexterity, 50% normal sense of taste

#### **Torso Casing**

+150 SDC, \$100,000.

#### **Full Conversion (FC) Body**

Both arms & shoulders, both legs & hips, collarbones, spine, ribcage, pelvis, torso casing, neck & skull. Torso 180 SDC. \$900,000.

#### **Additional SPD**

\$500 per point, per leg. Both legs must match. Maximum for bipedal cyborgs without artificial spines and arms is 50. Maximum for bipedal full conversion cyborgs is 176.

#### **Additional PS**

\$2,000 per point, per limb. All artificial limbs (arms AND legs) must match. If the character has only a single bionic arm, the PS limit is 18 (if character's natural PS exceeds 18, limit is the lower of their PS and 30). If the character has bionic legs, hips, pelvis, torso casing and spine, the PS limit for bionic arms is 40.

**Additional PP**

\$10,000 per point, per arm. Maximum 24.

**Additional SDC**

\$1,000 per point. No maximum.

**Additional Arm & Shoulder Joint**

Slightly smaller than primary arms. A single arm adds +1 parry, each additional pair of arms +1 attack/melee, +1 strike & parry. A cyborg needs an IQ of 14 to cope with an additional arm or pair of arms (a cyborg with an IQ of 21 or more can have 2 additional, which is the maximum). \$90,000 for 1 arm, \$150,000 for a pair. Stats identical to standard bionic arms.

**Canards**

These are 1 metre fins attached to the arms and legs. They increase airborne manoeuvrability (+20% piloting rolls) and reduce turn time. It takes 2 actions to attach each fin (of four). \$20,000.

**Cosmetic Enhancement**

Skin, hair, eyes, nails, teeth, etc., all of which can pass as human under visual inspection. \$20,000 per limb, \$80,000 for body, \$150,000 for the head. Note: genitalia look human but are purely decorative. Entire body costs \$300,000. Possible PB rating 3-15.

**Folding/Detachable Wings**

These have a 10 metre wingspan and are not heavily armoured (10 MD each).

They increase flying speed by 10% (don't have to use thrust for lift), improves piloting rolls by 10%, and can be used to glide (maximum SPD about 44). They fold into 3m x 1m wide fins.

Attaching or detaching requires assistance or back-facing arms and about 1 melee round. \$25,000.

**Folding Rotors**

A small but powerful rotor system with contra-rotating blades (no tail rotor). Folds into a package 3m high standing along the spine. Rotor diameter is 5.5m.

Initial SPD is 0, maximum is 480. If flight jets are combined with rotors, maximum SPD is half the lower + the higher value. \$120,000, plus \$1000/point of speed.

**Foot Claws**

Large, immobile claws resembling bird feet. Doubles base kick damage. Their primary purpose, again, is climbing (+15% climb). \$3,000.

**Gills**

\$10,500. These are surgically installed on the sides of neck of the recipient. They transfer oxygen straight to the blood stream from water, allowing them to breathe indefinitely underwater. The recipient is twice as vulnerable to waterborne toxins/ pollution. Nasal filters do not prevent this.

**Hover Chassis**

\$80,000 + \$20,000 per pod. A chassis with 2-4 ground-effect fan pods, altitude is 10 cm to 3 m. Each pod has 10 MD (maximum 60 each). Maximum SPD is 440 and SPD costs \$500 per point. Starting SPD is 0.

**Human Simulation**

Provides all the benefits of Cosmetic Enhancement, plus an artificial circulatory system with imitation blood vessels, thermal network for warm skin, and sweat & tear glands. Improved cosmetic appearance. Note: genitalia function sexually but not reproductively. \$50,000 per limb, \$180,000 for body, \$340,000 for head. Whole body is \$680,000. Possible PB rating 3-22.

**Internal Container**

Part of the cyborg's internal space is a concealed compartment. Cost is about \$100 for every 25 cubic centimetres of space no more than 2000 cc's is possible in a normal-size cyborg.

**Liquid-Fuel Flight Jets**

Essentially this is a built-in liquid fuel jetpack. Initial SPD is 0, maximum SPD

is 176 (\$1,000 per point). Endurance is 30 minutes. \$60,000.

### **Liquid-Fuel Jump Jets**

Uses conventional rocket fuel to provide reaction mass. The fuel tanks hold enough for 6 full jumps (200m long or 100m high). \$30,000.

Low Radar Return Construction

Triple cost of all building blocks (arms, torso etc., not installed systems or implants).

### **Metamorphic Body Frame**

Broadness of shoulders changes, as does overall build, length and thickness of neck, height, length of limbs, feet & fingers. Skin colour & texture alters. Breasts appear & disappear. Gait and bearing alters. \$750,000, +\$250,000 for accurate alteration of genitalia. Requires Cosmetic Enhancement or Human Simulation.

### **Metamorphic Facial Features**

Mobile underskin servos can alter jawline, cheekbones, nose, and teeth. Eyes can change colour, shape, and distance apart. Hairline moves, hair lengthens & shortens, facial hair appears & disappears, hair changes colour, lips grow fuller or thinner. Skin colour changes, as does texture & apparent age. \$450,000. Requires Cosmetic Enhancement or Human Simulation.

### **Multi-Leg Chassis**

Insect-like, this 6-leg chassis lowers the cyborg's centre of gravity and increases its stability (+15% climb). Maximum possible SPD is also increased. The legs are slimmer, but longer, and have the same stats. \$300,000.

### **Nasal Filters**

\$1600. This is simply a small filter system inserted into the nose and organically fused into place. It provides a +5 to saves vs. air borne toxins/ drugs. Must be replaced once a year.

### **Nuclear-Thermal Flight Jets**

Only if the cyborg has a fusion plant can these be installed. They pass compressed air over the heat exchangers for reaction mass. Initial SPD is 0, maximum is 660 (\$1,000/point). Base cost is \$300,000. The jets must be allowed to cool for 1 hour after 3 hours of use or they will destroy themselves.

### **One-Piece Head & Torso**

Cannot turn or angle head. Limits vision range (-3 initiative) and any body armour must be custom modified, but cannot be decapitated. Called head shots become impossible. Adds 20 MD to body. \$50,000 to install on construction, or \$175,000 to retrofit.

### **Oversized Body Part**

Every size doubling trebles the price, i.e.  $\text{New Cost} = \text{Old Cost} \times 1.5 \times (\text{New Size} / \text{Old Size})$ .

### **Oversized Multi-Leg Chassis**

Horse-like 4-leg system. This chassis provides less stability than the spider style, but greater possible speed. Climbing ability is reduced (-25%). The legs are large and powerful (base 100 MD, maximum 200 SDC, kick forward for 2D6 MD or back for 3D6). \$320,000.

### **Pneumatic Jump Jets**

Uses a high powered compressor to employ normal air as reaction mass. Takes 60 seconds to recharge for another jump. A jump can be up to 50m high or 25m long. \$50,000.

### **Remotely Operated Detachable Hand**

The hand is actually a remote-controlled scout. It can only crawl (SPD 5) or jump (up or across, maximum 1 metre). It has a monocular video and basic audio listening system. 10 MD of damage will destroy it, and it cannot be armed. Control is via a coded short-range radio (range 200m) and it is powered by a battery which lasts for up to 4 hours of continuous movement. \$30,000.

**Retractable Climbing Claws**

These claws are large and fold back onto the rear of the hand. While primarily for climbing (+20% climb) they can inflict serious damage (3D4 SDC). \$8,000.

**Retractable Wheels, Snowshoes, Fins, Skis or Ice Skates**

Wheels (effectively roller skates or blades) double the cyborg's SPD, but only on smooth surfaces. Ice skates have similar effects and limitations.

Snowshoes prevent SPD from being reduced in heavy snow. Fins permit swimming as fast as a person of regular density and mass. Skis increase SPD in the snow (doubled on flat surfaces, at least trebled downhill) but reduces turning and stopping abilities. Each system costs \$8,000.

**Telescopic Limbs**

Extension to +2m. If both legs are of telescoping type, jump distances are trebled. Melee combat using a telescoping limb is +2 strike, +1 parry, and base damage is doubled. \$30,000 per arm, \$45,000 per leg.

**Tentacle Or Prehensile Tail**

Highly flexible limbs with a 2m reach. They can be placed almost anywhere but must follow extra limb limits set out above. They are more fragile (20 MD) and have a maximum PS of 18 or 30 (see increasing PS, above). \$100,000 for a single pseudopod, \$175,000 a pair. Same combat bonuses as additional arms.

**Tracked Chassis**

\$60,000. A chassis resembling a miniature tractor or tank. Each of the two tracks has 5 MD (maximum 40). Maximum SPD 220, SPD costs \$1,000 per point. Starting SPD is 0.

**Wheeled Chassis**

\$20,000 +\$5,000 per wheel. A chassis of a 3 to 6 wheeled all-terrain vehicle. Base MD for wheels is 1 (maximum 20 each).

Maximum SPD is 352 and SPD costs only \$500 per point. Starting SPD is 0.

**Additional Armour Rating**

Arm AR is \$2000 per point.

Chest/Rib AR is \$5000 per point (the system requires more complex articulation)

Exoskeleton AR is \$5000 per point.

Hand AR is \$1000 per point.

Leg AR is \$3000 per point.

Skull AR is \$4000 per point.

Bionic Skull, Chest and Exoskeleton AR must match. Obviously, if the character does not have one of these systems, she doesn't have to worry about it.

Maximum AR for any system is 18.

**Additional SDC**

Arm SDC is \$200 per point.

Chest SDC is \$500 per point.

Exoskeleton SDC is \$500 per point.

Hand SDC is \$100 per point.

Leg SDC is \$300 per point.

Skull SDC is \$400 per point.

No upper limit on SDC although weight will increase accordingly.

**Cyber-Armour**

Only available as an implant to protect an organic body rather than an artificial one. Limbs cost \$20,000 (15 SDC), torso \$55,000 (50 SDC), head/neck \$40,000 (10 SDC).

**Laser-Reflective Construction**

Double cost of limbs, ribcage, torso, skull. Lasers do half damage. This cannot be combined with low radar return construction.

**Battery Power Supply**

For bionic limb requirements, a cell providing power for 24 hours of continuous use costs \$10,000 per limb (and head), and \$15,000 to power a torso casing. A recharge costs \$9,000.

**Internal Combustion System**

This system burns hydrogen LH tank is sufficient for 32 hours of continuous use. \$25,000.

**Miniature Fusion Reactor**

\$1 million per year of life.

**Super-Solar Power Plant**

A full charge lasts 24 hours and the plant is 50% efficient (i.e. 1 hour of charge for each 2 hours in sunlight). The base system costs \$100,000. A recharge from a power terminal costs \$9,000.

**Amplified Audio**

Adds +6 to initiative, +1 parry, +2 dodge. Can hear quiet speech at 100 metres, stealthy movement at 50 metres, heartbeats at 10 metres. \$10,000.

Requires at least one Ear or Audio Sensor.

**Audio Recording Implant**

This is for female characters. Implanted in the breast is a recording device and the nipple is a microphone. There is enough tape for 6 hours of continuous recording. The range of the microphone is quite good as it can hear a small whisper 6 metres away. The character can have the Implant tied into other on-body computer (OBC) implants or the built-in telephone to allow others to hear the conversation happening. This is dangerous however as the signal can be tracked. Cost: \$180,000 as a standalone unit; \$210,000 to tie it into the OBC and built-in telephone.

**Directional Audio**

Treble the range of Amplified Audio, but must be pointed accurately at the sound source. \$20,000.

**Noise Filter & Sound Enhancement System**

Doubles amplified audio & directional audio ranges. \$25,000.

**Sonic Protection**

Cuts out the audio system when sound exceeds 85 decibels. Blocks out sonic stunners, deafening explosions, etc. \$3,000.

**Ultrasonic Audio**

Permits the detection of very high-frequency sounds such as stealthy footsteps, some machinery, moving clothes & equipment, and ultrasonic transmissions up to 100m distant. \$11,000.

**IR/UV Vision**

This is not seeing heat levels it appears as monochrome vision. Range 300 metres. Functions as night vision outside, or with the aid of an IR or UV illuminator. \$6,000.

**Laser Rangefinder**

Improves aiming, +1 strike. Range 2000 metres. \$25,000.

**Low Light Vision**

Monochrome night vision to 600 metres. \$8,000.

**Military Multi-Optic System**

Flare protection, telescopic, low light, laser rangefinder. \$40,000.

**Radius Vision**

4 additional eyes permit 360-degree radius vision. Adds +2 initiative. \$75,000.

**Sphere Vision**

8 additional eyes permit vision in all directions, including up and down. Adds +6 initiative. \$190,000.

**Telescopic Vision Enhancement**

Magnification up to 100x. \$12,000.

**Thermal Imaging**

Range 150 metres. \$15,000.

**Video Recording Implant**

Implanted in the breast is a recording device and the nipple is a small camera lens. There is enough tape for 3 hours of continuous recording. The range of the video is within normal eyeshot.

**Needle Projector**

Can be used with any eyeball, but commercial glass eyes will require modification. Tiny darts, usually coated with either anaesthetic or poison, are fired out of the eyeball. The needle does no SDC or hit point damage. Range is limited to 6..5 mtrs and there is a maximum load of 6 shots between reloading. \$6,000

Anaesthetics usually take 1D4 melees to knock-out an opponent (victims get to save vs non-lethal poison). Poisons generally inflict 3D6 damage plus 1D6 more damage for 2D4 melees (victims save vs poison).

**Spike Thrower**

This one-shot weapon is designed for low range (6.1 mtr maximum) but high damage (D8) attacks. Spring operated, it can be reloaded in one melee action. \$5,000

**Mini-Laser**

A micro-sized version of combat lasers. This weapon has a maximum range of 13.7 mtrs and does 2D6 damage per blast. Unfortunately it can only hold three charges. Recharging time is 2 hours using standard electrical outlets. \$80,000

**Eye-Grenade**

The idea here is to pop out the eyeball and throw it. Or, if the situation is really desperate, it can be used for a 100% reliable suicide device just leave it in when it's set off. Does 4D6 damage to target and 2D6 damage to everyone within 3.6 mtrs of the detonation point. Of course, the eyeball is destroyed in any detonation. \$2,500

**Chemical Analysis System**

Identifies simple & complex chemicals from a database of over 1,000 items. New items, including personal odours, can be logged and tagged, and later

ID'ed with 95% accuracy. Can not be used to track. \$75,000.

**Clock Calendar**

Provides a perfect sense of time. Includes a silent alarm. \$1,000.

**Combat Computer**

An advanced system which identifies threats, marks targets, and suggests tactics. Adds +2 initiative and strike (both HTH and ranged), +1 parry & dodge. \$320,000.

**Electric Surge Protection**

\$100,000 per +1 on saves (maximum +8).

**Electromagnetic Hardening**

\$200,000 per +1 on saves (maximum +6).

**External Bio-Monitor**

When touched to bare flesh or to another biomonitor (another cyborg's internal, for instance) it provides a description of the subject's physical condition. Can be used as a crude polygraph (57% accurate). \$35,000.

**Flare Protection**

Transmits no blinding light levels. \$4,000.

**Global Positioning System**

\$500. This is much the same as the system we have today. This system is more accurate and more reliable, not to mention far less expensive. Many of the nicer vehicles are equipped with this system as a standard option. The benefits of this system are that you know where you are and where to go. It is even updated regularly, posting construction zones and common traffic jam prone areas. Away from cities, it keeps you pinpointed as to your exact location at all times, so getting lost is virtually impossible.

**Gyro-Compass**

Provides a perfect sense of direction (with respect to magnetic north and up/down). \$1,000.

### **Identification, Friend or Foe (IFF) Package**

Used by cyborgs to determine targets. The IFF package, when triggered, can call out to any other IFF unit in a 1000m radius. Only friendly units will respond. Designed to avoid friendly fire. \$8,000.

### **Inertial Navigator**

At any time this device can calculate distance and direction to a place previously visited - both in terms of actual travel and in a straight line. \$22,000.

### **Integral Gun Laser Aimer**

Direct fire weapons (not mortars, for instance) can utilise these for more accurate fire (+3 strike). \$2,000. Range is 600 metres. For \$4,000, IR/UV lasers can be employed, to make them harder to spot.

### **Integral Gun Optical Link**

An optical link which sees directly along the weapon's line of fire. Adds +2 strike for that weapon only. Must be purchased separately for each separate weapon. \$25,000.

### **Integral Gun Stabiliser**

Requires an Integral Gun Optic Link. A weapon with a Stabiliser can be aimed at a target and it will stay aimed, regardless of user's movement or the target's (unless it leaves the gun's field of view, in which case aim is lost and must be re-acquired). The advantage is that a cyborg can fire a pre-aimed weapon (albeit with no bonuses) while simultaneously doing something else (even if it is in HTH combat). There is no limit to the number of stabilised weapons which can be fired simultaneously, if they are all pre-aimed. Each weapon must have its own stabiliser. \$75,000.

### **I/O Port**

A port and a retracting 1m coiled optic fibre cable. Suitable for computer use,

vehicle control, etc. Normally interfaced directly to the cyborg's nerve trunk, as well as an on-board computer, if any. \$5,000.

### **Laser R/T**

Requires line-of-sight for transmission, or fibre-optic cabling. Communications conducted this way can not be detected. \$14,000.

### **Low Concentration Chemical Recognition System**

Can identify very low concentrations of specific chemicals, continually re-evaluating the concentration. Can be used to track by smell, with the usual bonuses and drawbacks, with 75% accuracy. \$175,000.

### **Magnetic Anomaly Detector**

Short range: 3 metres. Can detect the presence of cyborgs, robots, vehicles and other large masses of metal. Also allows the locating of wires and power sources inside walls, etc. \$225,000.

### **Maxi-Radar**

A high-powered military-type system which requires an external aerial for transmission. Unobstructed 40km range, and functions in most weather situations. Same bonuses as micro-radar. \$600,000.

### **Micro-Radar**

A miniaturised basic radar system with a 2 km range. Easily fouled by inclement weather. +2 initiative, +1 parry, +2 dodge. \$60,000.

### **Microwave R/T**

Requires external aerial for transmission. Only transmits in straight lines, but can be detected over the horizon (range about 50 km). \$12,000.

### **Olfactory analyzer**

This device replaces the smell receptors in the nose (most of it's component fit inside the sinus cavities of the skull) and has sensors implanted onto/into the tongue. Best use of this device is when connected to a sensory processor implant

(adds a further 20% to the following bonuses and abilities).

- 1) Recognize specific scent/smell at 30%.
- 2) Identify common smell/taste (such as pure or impure water) at 48%.
- 3) Track by smell (specific scent) at 20%.
- 4) Identify poison/drug/toxin at 25% (or add 15% to relevant skills).
- 5) Add 30% to any cooking skills, or any similar skill heavily dependent on smell and taste.

\$120,000 includes implantation cost.

#### **On-Board Computer**

A PC3000 hand-held computer has been installed for internal use. It has extensive memory and interfaces with the cyborg via a direct mental link. It cannot receive or transmit data externally unless an I/O port is also installed. Cost \$19,000, a disk drive is an additional \$2,000.

#### **Passive Radar**

Determines direction, strength and a rough estimate of distance to transmitting radars. Also identifies it if a known type. \$45,000.

#### **Power Port**

The cyborg's power plant can supply power via a power connector. Can be used to recharge clips, or even small vehicles. \$2,000.

#### **Radiation Sensor**

\$5,000.

#### **Radio Direction Finder**

Provides a compass bearing on a radio source. Multiple fixes are needed to determine distance, hence exact location. \$40,000.

#### **Reduced IR Signature**

Detection with thermographics is difficult (-60%). This system can not be used indefinitely, since when in use the cyborg must vent heat every hour (less if generating extensive internal heat). \$300,000.

#### **Reduced Radar Return Coating**

Detection by radar is reduced by about 50%. \$750,000.

#### **Reduced Sonic Signature**

Does not apply to the sounds of gross movement, but of moving parts and internal systems which can give the cyborg away when motionless. \$500,000. Adds +20% to prowl.

#### **Scrambler**

Enciphers and deciphers message traffic. Can not be used to decipher messages for which you don't have the key. \$10,000.

#### **Self-Destruct Device**

One or more explosive devices designed to completely obliterate the cyborg on detonation. They will also do D6x10 to a 3 metre radius. If the cyborg has a fusion type power plant, the explosion will be more powerful: D6x10 MD to a 10m radius. \$80,000.

#### **Sensor Mast**

A mobile telescoping limb tipped with sensors. Has only 10 SDC but is not exposed when not in use. Extensible up to 2 metres. The sensors themselves must be purchased separately. \$10,000.

#### **Sensory Information Recorder Package**

A digital recorder records all information from artificial senses. Maximum 60 hours storage (additional storage space costs at \$1,000/hour). \$100,000.

#### **Short-Range Radio R/T**

Range is 5 km. \$2,000.

#### **Sleep Sensor Alarm**

Monitors the cyborg's sensors while the cyborg sleeps. When preset parameters are exceeded (movement in vision or audio range, for instance) the cyborg awakens. \$28,000.

#### **Sonar Implant**

This is an implant placed in each ear as well as modifying the vocal cords. This



allows the user to use sonar in the water. This means the user can fight blind underwater with only a -2 penalty to S/P/D. Also, the recipient can find his way around underwater and avoid collisions with objects. Chance: 60% +5% per level. \$8500.

#### **Spotlight**

Choice of white light (\$1,000), IR (\$2,000) or UV (\$3,000).

#### **Spotter Telemetry Link**

An electronic package permitting targeting information to be fed to a weapon from an observer, and thus allowing aimed blind fire, such as with an indirect fire weapon, grenade launcher or missile launcher. Can only accept telemetry when both receiver and transmitter have synchronised inertial navigators and a means of electronic communication, and when the spotter has an electronic optic system with rangefinder with which to view the target. \$50,000.

#### **Squirt**

Compresses messages into bursts lasting a fraction of a second, severely limiting the chance of interception. A squirt system is required to unspool the compressed message. \$24,000.

#### **Tamper Key Option**

A series of small, innocuous devices throughout the cyborg's body which are attached to a self-destruct system. Unauthorized tampering - the cracking of the cyborg's main body case or intrusion into an on-board computer - result in automatic self-destruction. The cyborg must state whether the tamper key is normally active or dormant. \$120,000.

#### **Thermal Chameleon System**

Permits the cyborg to adopt the thermal signature of a human or of the background. Has the limitations as a reduced IR signature when used to

imitate the background, but is much more effective (-90% to be detected). \$1.5 million.

#### **Visual Motion Sensor**

Compares visual images microsecond by microsecond, taking the cyborg's own movement into account, and identifies things that are moving. Pretty much rendered useless by wind-blown material, such as rain, snow, leaves, etc. +4 initiative, +1 strike, parry & dodge. \$26,000.

#### **Water Immersion Protection**

Immersion, other than about knee-deep or spattering from rain, can lead to malfunction & death for cyborgs. Water Immersion Protection seals a cyborg's body against moisture down to 200m depth. Breathing may still be a problem. \$75,000.

#### **Wide-Band Radio Receiver**

Requires external aerial for long range reception (300 km, otherwise about 50 km). \$4,000.

#### **Wide-Band Radio Transmitter**

Requires external aerial for long-range transmission (300 km, otherwise about 50 km). \$18,000.

#### **Aura Generator**

This handy gadget functions just like Alter Aura. An android or cyborg with this add-on will appear to be a normal human to any psi who uses See Aura. \$2,000,000.

#### **See Aura**

Additional feature for an optics package which employs techniques of Kirlian Photography. \$85,000. Functions identical to See Aura when activated.

#### **Telepathic Transceiver**

This device functions much like a radio, but it uses the same energies and frequencies which telepaths use. A robot or cyborg with this device can communicate with a telepath. This

gadget is identical to the sensitive psi power of telepathy except that the range is 200'. Cost: \$750,000. Range can be extended up to 10 miles at a cost of \$750 per extra foot of distance.

### **Broad Spectrum Digestive**

Requires replacement digestive. Can digest wood, grass, or rotting organic material. +8 to save vs. ingested poisons. \$75,000.

### **Gill**

Requires replacement respiratory system. The user can breathe normally in water. Selecting Water Immersion Protection is recommended. \$175,000.

### **Inhaled Toxin Filter**

+6 to save vs. inhaled toxins. Requires replacement respiratory system. \$40,000.

### **Internal Bio-Monitor**

Comes with optional external readout under a brightly marked panel. \$20,000. People don't realise that it's \*hard\* to determine the medical condition of an injured cyborg. You can't go by pulse, or lividity, or pupillary response.

### **Long-Term Nutrient Tank**

Requires replacement digestive. Can survive on only 100 ml of water a week, replacing loss from the recycling system. 4-week supply of nutrient. \$25,000.

### **On-Board IRMSS**

\$45,000. This device services only the cyborg itself.

### **Oxygen Storage Tank**

Lasts 8 hours for most cyborgs, 32 hours for FC cyborgs. \$75,000.

### **Replacement Vital Life-Support**

#### **Systems**

Cyborgs normally retain all these vital organs, along with their brain. Players may choose to replace them anyway.

Glandular \$160,000

Digestive \$20,000

Respiratory \$50,000

Cardiac \$70,000

### **Ultrasonic Transmission**

Can choose to speak and be audible only to those with ultrasonic audio sensors, or dogs, to a range of 100m. \$11,000.

### **Chemical Supply**

Simply a fluid tank and pump. Some uses: dripping poison onto retractable claws, supplying drugs for a retractable hypodermic, storing water for use by a high-pressure spray, possibly combined with a steam system. \$5,000. A chemical supply can hold up to 20 "uses" of chemical, and may carry more than one kind (up to 4).

### **Directional High Pressure Fluid Spray**

Effective range 20 metres. Must be combined with chemical supply (see above by standing in at least knee-deep water it can be refilled or pumped directly). This can be used as a fire hose, or to spray gas, or for nastier tricks. \$5,000.

### **Drugs & Chemicals**

Water is free, lethal toxins are \$200 per dose, paralyzing toxins are \$500 per dose, and truth drugs are \$5,000 per dose.

### **Micro-Manipulator Hand**

Comes equipped with tiny manipulators for delicate electronic and other micro-scale work. Using this hand's 14 appliances, means being able to work without a clamp, pliers, screwdriver, wrench, soldering iron, or most common tools. On the other hand, the Micro-Manipulator is delicate, having only 10 SDC. In combat situations the character must avoid using the hand for any Strikes or Parries since it will likely take damage. Using the Micro-Manipulator adds +10% to most skills that involve wiring or small tools. \$25,000

### **Neural Interface Hand**

A special neural hookup allows

limited feeling/feedback from devices and sensors in the hand. The hand looks much like a normal hand with a thumb and four working fingers. It has a 70% chance of passing visual inspection without being noticed by observers. Strength matches that of the user, the SDC is 24. \$21,000

#### **External Attachment Hand**

A stripped-down device that looks like a metal or plastic connection plug (which it is). All types of common modified weapons and tools can be easily plugged in. Thus, the hand can become an electric drill, screw driver, saw, motion detector, pistol, sub-machinegun, crossbow, sword, and so on. Switching hand attachments is quick, about 2 melees (30 seconds). This device looks nothing like a normal hand, it has no fingers and looks like a mechanical device in place of a hand. The connecting device has a power pack with enough energy to last about two hours with constant use. Six hours is needed to recharge via any conventional electrical outlet. The hand unit is \$5,000. Attachments run about \$300 to modify plus the cost of item.

#### **Claw Hand**

Designed exclusively as a weapon. The Claw Hand can not be used for normal gripping, touching or tool using. It comes as a single blade which does 2D6 damage per attack. Alternate versions can be fitted as blunt weapons (a solid metal fist/hand) that does IDS plus P.S. bonus damage. Or as a metal hand with wicked blades for fingers doing 2D6 damage per attack. The hand is very durable, with an AR of 16, an SDC of 60. Also pretty ugly. \$3,500.

#### **Container Hand**

Although it looks like the real thing, right down to the adjustable fingers, it's actually a hollow shell used for transporting and hiding small objects.

The Container Hand can not be used for fighting or handling tools and weapons. The hand is not mobile, it can just be bent into any natural position. Touching the hand will instantly reveal it to be artificial, but there's a 70% chance of it appearing real from a distance. SDC 20. \$2,000.

#### **Base Hand with Detachable Fingers**

This unusual hand has a motorized palm with fingers and a thumb that are easily removed. The palm itself moves normally, can control the digits, and can even be used with an ejection mechanism. Comes with a full set of hollow digits, each can be snapped off into two separate segments. The hand can pass visual inspection 60% of the time, although it will not be noticed unless someone is looking for something out of the ordinary. SDC 24. \$10,000

#### **High-Speed Rotating Wrist**

When combined with fingertip or climbing claws, this doubles their damage. \$50,000.

#### **Locking Handgrip**

Using this system, a hand can be locked in place (even dismemberment or electrocution will not alter its position) until deliberately unlocked by the cyborg using an internal code system. Makes an excellent hand cuff and is an aid in climbing (+10%). \$6,000.

#### **Monofilament Whip**

A retracting reel of monomolecular wire tipped with a lead weight and used like a ball-and-chain. Does D6x10 SDC and victims must save or suffer a crosscut (roll 1D6: on 1-4 a limb is severed, on 5 head cut off, on 6 torso cut in half). If the whip misses (or is dodged successfully), the attacker must parry his own attack roll (at a +4 bonus) or be hit. \$75,000.

**Neural Knuckles**

Functions just like a neural mace: if it hits exposed flesh, the victim must save vs. poison or fall unconscious for 2D4 melee rounds. \$10,000.

**Palm Power Port For Small Arms**

Energy weapons can be modified to accept power from a cyborg's power plant instead of an energy clip. \$3,000.

**Pneumatic Captive-Bolt Punch Gun**

Installed in hand and lower forearm, a steel punch driven by compressed air and able to penetrate armour. Includes a punch trigger. D6x10 SDC is added to punch damage. \$25,000.

**Pneumatic Catapult**

Similar to the captive bolt gun, this device is usually installed in the forearm and may be used to throw a spike or grappling hook (range 150 metres). If used as a weapon, spikes do 3D6 SDC. Found stones can be muzzle loaded, doing 2D6 SDC (but range is poor, 50 metres). \$10,000. A \$250 adaptor, which must be attached externally, turns this into a grenade launcher which hurls standard hand grenades up to 100 metres.

**Punch Trigger**

Enables the cyborg to punch and conveniently have an integral gun (or other weapon) go off at the same time, automatically hitting if the punch hits. Internal guns are effectively silenced if used this way. \$5,000.

**Radius Spray Option**

When combined with a Chemical Supply and Directional High Pressure Fluid Spray, this system directs fluid in all directions (range is to a circle 3 metres in diameter). \$10,000.

**Retractable Fingertip Blades**

5 cms long, D4 SDC damage (standard 4 blades per hand, so a hand with 4 blades would do 4D4 SDC). \$5,000 each.

**Retractable Fingertip Vibro-Blades**

D4 SDC damage each. \$50,000 each.

**Retractable Forearm Blade**

30 cms long, 3D6 SDC damage. \$3,000.

**Retractable Forearm Vibro-Blade**

2D6 SDC damage. \$30,000.

**Retractable Hypodermic Needle**

Needs a chemical supply. Does no damage, but injects the selected chemical or drug into the body of an SDC creature. \$1,000.

**Strangling Wire**

A retracting reel of high-tensile wire tipped with a gripping loop. Only works if the throat is exposed. Damage is 1D6 SDC per action, but a saving throw vs. poison is required every melee to avoid unconsciousness, the victim cannot scream and furthermore is -6 to break the pin. \$1,000.

**Stun Fist**

Conductive surfaces on the fist deliver an electric charge at a touch. Does D6 SDC damage and a save vs. poison is required to avoid being stunned for (30 - PE score) melee rounds (minimum 1 melee). \$15,000.

**Razor Sharp Nails**

Can be used with any natural looking hand for an extra + 2 of damage on claw attacks. The Combat Hand, Power Grip, and Claw Hand versions get a +4 damage bonus from the razor nails plus the hand's P.S. damage bonus. \$10,000.

**Retractable Claws**

Used only with natural-looking hands. These hidden weapons can be instantly retracted or unsheathed by the character and do 1D6 points of damage, plus the hand's P.S. damage bonus. \$40,000.

**Needle Projector**

Can be used with any Hand Replacement. Designed to be built-in to either a finger, thumb, palm, or along the

back of the hand. Each is a one-shot weapon coated with either anaesthetic or poison. Range is 9.1m. The needle does no SDC or hit point damage, the victim is effected on by the poison or drug. \$ 1,000 each.

#### **One-Shot Bullet**

A single bullet, not unlike a derringer, can be built into the hand. This can be fitted with a small caliber shell like a .22 or .32 and it will do standard damage. Heavier shells, anything larger than a .32 or 7.62mm, will do damage to the hand itself as they are fired. Damage to the hand from heavy-duty bullets will be determined by rolling D20 to see if the shell has exceeded the hand's Armor Rating. A roll under the AR does no damage. A roll above the AR means the hand takes half the regular damage roll for the bullet. \$1,500.

#### **Mini-Laser**

A handsized version of a combat laser. Maximum range is 22.9m and damage is 2D6 per attack. Builtin power pack holds eight charges. The power can be recharged at any standard electrical outlet, taking about one hour per charge. \$120,000.

#### **Finger Camera**

A tiny still camera that fits inside the tip of one finger. For those hands without natural fingers, like the claw or external attachment hand, it's just attached to the outside. \$600.

#### **Gas Finger Joint**

Usable only with the Base Hand. This is one joint of an artificial finger. It's filled with concentrated tear gas and is designed to explode on impact. Easy to detach and toss. \$100 each.

#### **Grenade Finger Joint**

Usable only with a Base Hand. One joint of the artificial finger can be detached and thrown. Works as a tiny grenade that does 3D6 damage to the

target and 2D6 damage to everyone within 3.6 mtrs of the detonation. \$600 each.

#### **Built-in Grapple and Line**

Hand contains a grapple that can be ejected. It's attached to a super tough, very thin, light-weight 18.3m line. Also built into the hand is a motorized spool for retracting the line. This is strong enough to haul 250 pounds. \$3,500.

#### **Finger Light**

An adjustable flashlight is built into the last joint of one of the fingers, or, if used with the Base Hand, into a detachable joint. Covered, with the artificial skin still on, the finger glows redly. Removing the skin-like, lens cap, allows for the use of the light as a pencil-thin beam or as a diffused room light. Lasts for up to 2 hours, can be recharged at a standard outlet in 6 hours. \$400.

#### **Extension Arm**

Both the upper and lower arms can be extended up to three times their normal length. Strength matches that of the character. SDC is 24. The arm does not look normal but can be hidden under a sleeve with only a 15% of detection by an observer. \$18,000.

#### **Climbing Claws**

Hooked retractable claws are build into the toes of an artificial foot. Adds +20% to Climbing skills. Not useful for combat. \$4,000.

#### **Hidden Compartment**

These secret compartments each allow for storage or for the installation of gimmicks or weapons. Hatches are opened by pressing a concealed button. One per foot is possible, with the access hatch on either the top, bottom or side of the foot. Legs can have several compartments, two in the calf and up to four in the thigh. Foot and calf compartments for normal sized people

are 6 inches long, 2 inches wide and 2 inches deep. High compartments are up to twice as long. \$600 each.

### **Bio-Electric Wrinkle Manipulator**

Allows the character to change the wrinkling of the face by compressing or stretching the skin. The range of settings varies from a youthful, unlined look, all the way to that of a massively wrinkled ancient. The full range of changes takes just one melee round. \$100,000.

### **Facial Silicon Layer**

The character can manipulate their own facial features. They start by pushing a sack of softening formula, usually located just under the ear, which releases a chemical and spreads it through the silicon. Ten minutes later the character can use fingers or a full-face mold to change their features. Cheekbones, chin, nose, lips and jawline are all changeable. Once the new face is finished, when the manipulation stops, then the silicon will automatically start to harden. Twenty minutes later the character will have a new face that looks and feels completely normal. \$200,000.

### **Melanin Release Device**

This implanted device is designed to release melanin into the character's skin, thereby changing the skin color. The results are a skin tone that can range from albino white all the way to a pure black. The change from one color to another takes a full 8 hours. \$60,000. Bonus: Adds + 10% to disguise skill.

### **Eyelid Compression Device**

Tiny hydraulic pumps inflate and deflate the small sacks around a character's eyelids. These are used to change the appearance of the eyes from a flat, round-eyed, Caucasian look, all the way to a full asian epicanthic fold. Basically

the eyes of the character can match any race. \$45,000.

### **Adjustable Hair Follicles**

The character's scalp is imbedded with thousands of tiny artificial hairs. These have three important properties. First, they can be retracted or extended for a change of up to two inches in hair length. This hair length must be tailored to the characters specific needs. The second feature of the adjustable hair is it's ability to take color. Unmodified, the artificial hair is pure white, but just about any commercial hair dye can be used to darken the hair to any desired color. Finally, the actual shape of the hair can be changed. This is important because the shape of each individual hair follicle determines the type of hair. Perfectly round hairs are very thick and straight (like most orientals). Hairs with an oval crosssection are curly. Fat ovals make the hair wavy, but skinny ovals result in curlier hair. Hairs that are totally flat, almost like ribbons, make for tight kinky curls. The shape of the adjustable hairs can be controlled so the character can have any of these types of hair. A mere five minutes is needed to change completely from one hair type to any other. \$160,000.

### **Larynx Manipulator**

This electronic device is surgically implanted onto the character's vocal cords. The device itself actually stretches or contracts the cords, thereby changing the character's natural speaking voice. By manipulating the larynx, the character can imitate any other voice. \$75,000.

### **Fingertip Silicon**

As with the facial layer, this is used to shape the loops and whirls of the fingertips. The softening agent must be injected and the tip should either be

changed with a mold of the new prints (taken from the actual fingers of the original), or with a delicate sculpting that will take fine tools and at least an hour's work. \$110,000.

### **Jawbone Built-in Telephone**

Works like a cellular (car) telephone. The character can make and receive radio-telephone calls anywhere in the world where services are available. Conversations can be held, and the "phone" dialed without observers having the slightest hint that anything is going on. \$150,000.

### **Jawbone Built-in Radio**

Operates exactly like a twoway radio but with a wider range of frequencies. Range is usually up 8kms, but large buildings, hills, metal walls, underground operations, and other obstructions can reduce communication distance by half. \$130,000.

### **Jawbone Built-in Scrambler**

Combined with a radio or telephone this allows the character to have securely coded and decoded conversations automatically. Characters must preset their scrambler settings or they will find it impossible to communicate. Note that there must be scrambler devices on both ends of any communication, and both must be set to the same scrambler setting. \$200,000.

### **Lung Oxygen Storage Cell**

A special chemical cell, controlled by micro-processors, that stores oxygen from the character's normal breathing. Then, when oxygen is low, the oxygen is released back into the lungs. The net effect is to give the character the ability to go without breathing for up to 20 minutes. Note that the character must breathe normally for about 35 minutes to

recharge the cells between uses. \$160,000.

### **Lung Toxic Filter**

Designed to filter most poison gases out before they enter the lungs. The filter is effective against all types of tear gas, smoke and purely chemical fumes. There is an 80% chance that it will also work with Nerve gases and poison gases. \$40,000.

### **Back-Mounted Indirect Fire Weapon**

System Grenade launchers and light field mortars can be back-mounted for fire support. Basically an external gun, cost is weapon +\$2,000. Accurate use of this weapon requires the gunner to remain motionless.

### **Cutting Jaws**

SDC edged jaws with high-powered mechanical muscles. Vastly more effective than bolt-cutters. Damage is D4 SDC. \$15,000. The bite of a cyborg with this weapon can sever chains, and given time even gnaw through axles, etc.

### **External Gun**

Internal guns are traditionally mounted outboard of the forearms and are fixed, so aiming is accomplished by pointing the arm. They may also be mounted on the head, back, or shoulders (in the case of the shoulders, usually folding backwards when not in use). The weapon is visible and may be hit by called shots. Head, back or chest mounted guns are limited to pistol or SMG size. Arm weapons are limited to rifle size (not railguns). Over-shoulder weapons can be any man-portable weapon, including railguns. Arm mounts may instead hold mini-missile racks of up to 3 missiles (which may be fired singly or in volleys of 2 or 3). Standard ammo is 1 clip, but a large ammo storage system (a back-mounted drum with belt feed, 10 clips equivalent) may

be added for \$10,000. Cost is weapon price +\$2,000. Arm and head-mounted weapons are +1 strike. Sound suppressors may be added to projectile weapons for \$3,000. An external gun is unbalancing and awkward, and each one inflicts a cumulative penalty of -1 to strike, parry and dodge. They can be quickly mounted and demounted, once installed.

#### **Flamethrower Ignition Option**

When combined with the Directional High Pressure Fluid Spray and a Chemical Supply filled with fuel, this system becomes a flamethrower. Flamethrowers typically do 5D10 SDC, hitting a target area like a shotgun, out to a range of 40 metres. Targets burn for 6 melees, taking like damage every round. \$2,000.

#### **Folding Arm-Mount Melee Weapon**

A melee weapon which when not in use folds back along the forearm. The weapons are weighted for cyborg strength. Damage is double that done by a cyborg's punch (for a hammer, axe or morning star) or 6D6 SDC if a chainsaw is employed. \$25,000.

#### **Gun Shell Implant**

For female characters. Implanted in the breast is a gun that shoots bullets out of the nipple! This implant is quite surprising the first time someone sees it and the character gets an automatic surprise attack with it. The caliber of the round must be .22 and does 2D6 SDC damage. The character can store 25 rounds. The character can NOT fire burst shots and can only fire a single round at a time. The female also has NO feeling in her nipple, as it is also fake (a gun nozzle). \$225,000. Reloads are \$110 per shell.

#### **Integral Mini-Missile Launcher**

Usually installed in the shoulders or upper torso, facing front, with blast vents at the rear mirroring the protective covers at the front. Costs \$50,000 per missile tube, with a maximum of 8 tubes for a cyborg less than 3m tall. The doors which cover the missiles can take 5 MD per missile tube (and can be increased to a maximum of 10 per missile).

#### **Internal Gun**

Internal guns can be placed anywhere, but if they are in the forearm or head they gain +1 strike. Head-guns are limited to pistol size SDC weapons or lasers (lasers can be placed in the torso and connected to the actual aperture by a flexible optic cable, and hence can be up to rifle size). Other internal guns are limited to pistols, SMGs, automatic carbines or weapons of similar size. Ammunition is normally 1 clip but a large ammunition reserve (equivalent to 10 clips) in the torso can be installed for \$15,000. The internal gun costs the price of the weapon itself +\$5,000 (+\$20,000 for lasers with optic cables). Projectile pistols can include integral sound suppression for an additional \$3,000, but suppressors for larger weapons must be externally fitted.

#### **Smart Weapon Modification**

Cost:200+%50 weapon cost  
This modification allows the weapon to be used with a Smartgun Link.  
Note: Cost is in ADDITION to the purchase of the weapon

#### **Steam Superheating Option**

When combined with the Directional High Pressure Fluid Spray and a supply of water, this system becomes like a flamethrower (superheated steam will sear flesh to the bone, and ignite petrol vapor, but little else) without doing as much property damage or starting fires.



Damage is 4D10 SDC, and lasts only 1 round. \$4,000.

### **Whole Body Stun System**

Extends the Stun Fist concept to cover the cyborg's entire body. A very effective riot weapon. Anyone touching, or touched by the cyborg suffers the effect of a Stun Fist. \$45,000.

### **Breast Audio Recording Implant**

Implanted in the breast is a recording device and the nipple is a microphone. There is enough tape for 6 hours of continuous recording. The range of the microphone is quite good as it can hear a small whisper 6 metres away. The character can have the Implant tied into other on-body computer (OBC) implants or the built-in telephone to allow others to hear the conversation happening. This is dangerous however as the signal can be tracked. \$180,000 as a standalone unit; \$210,000 to tie it into the OBC and built-in telephone.

### **Breast Chemical Implant**

Implanted in the breast is some chemical vials to enhance the agent's performance. Each of the enhancements lasts D4 hours and cant be combined without some serious side effects. For each enhancement past the first the character suffers a 15% chance of collapsing into a coma per 10 minutes the two enhancements are concurrent, and the penalties are doubled in duration. Only the following enhancements are possible:

1. Agility: Add +4 to PP and +12 to SPD. +6 on initiative, +2 attacks and +3 on all combat bonuses. Afterwards for the next hour the character feels week and slow; -2 attacks and all combat bonuses are at half.
2. Strength: Add +5 to PS and +3 to PE. All attacks do double normal damage. Afterwards for the next hour the

character feels weak. All attacks do a maximum One damage plus PS bonus!

3. Calming: The character is impervious to shock/sneak attacks and +3 on initiative and to save versus mind control, possession, magic, and psionics. As well the character won't panic in any situation and suffers no skill penalties. Afterwards the character is weak and a bit nauseous; -15% on all skills.

4. Endurance: The character is +2 to PE and suffers no fatigue or exhaustion during the length of the enhancement. Afterwards the character needs 8 hours of sleep or is weak and groggy; -1 attack, -2 on all combat moves and -10% on skill performance.

Note: The character has a total of 24 enhancements before the supply is exhausted. They can be in any combination of the four possible. They take effect nearly instantaneously; within the first melee. The character can turn off the effect at any time. \$175,000.

Each replacement enhancement is \$400.

Gun Shell Implant: Implanted in the breast is a gun that shoots bullets out of the nipple. This implant is quite surprising the first time someone sees it and the character gets an automatic surprise attack with it. The calibre of the round must be .22 and does 2D6 SDC damage. The character can store 25 rounds. The character can NOT fire burst shots and can only fire a single round at a time. The female also has NO feeling in her nipple, as it is also fake (a gun nozzle). \$225,000. Reloads are \$110 per shell.

### **Breast Poison Dart Implant**

Implanted in the breast is several poison-tipped darts that shoot out of the nipple. The range is a paltry 5 feet/1.5 metres. They are meant as a short-range attack. The darts are spring loaded and can only be reloaded with special equipment. The

payload for the poison dart implant is usually 30 darts. The dart damage is 2 SDC. Any combination of poison tips may be used. Note that the female will have NO feeling in her nipple after this as it completely fake. \$150,000. Reloads are \$100 per dart.

### **Breast Poison Gas Implant**

Implanted in the breast is a gas that can be sprayed out. This can be a poison gas, tear gas, or knockout gas. The poison gas does 2D6 damage direct to hit points per melee unless a successful saving throw is made each melee. A gas mask will negate the damage. The tear gas causes irritation of the eyes and nose and results in penalties of -4 to strike and parry, and -6 to dodge. Skill performance is -20%. A save must be made each melee to avoid being overcome by the gas. A gas mask will negate the penalties. Finally, the knockout gas will cause drowsiness in D4 melees and sleep in 1D6 minutes unless a save is made. A save must be made each melee in the gas. All saves are against non-lethal poison. \$140,000, and comes with 10 doses of each type. Each replacement 10 doses is \$500 (only comes in sets of 10). Note: The character who has this usually uses it in conjunction with the oxygen storage cell or toxic filter so she herself doesn't become overwhelmed by the gas.

### **Breast Taser Implant**

Implanted in the breast is a cable with a hook connected to a powerful battery. The hook is propelled out of the nipple by a spring loader and imbeds itself in the victim. The victim gets a save versus non-lethal poison. On a successful save the character suffers 2D6 damage but is otherwise OK (usually will pull the hook out causing two points of damage to be suffered. If the victim doesn't do that they will be subjected to another shock

attack). On a failed save the character suffers 2D6 damage and will fall unconscious for 1D6 minutes! At the end of the time the character gets another save versus non-lethal poison. A successful save means the victim regains full senses within one melee round. A failed save means that the victim will be out for another D4 hours and after that time will regain consciousness. The range for the attack is 8 feet (2.4 meters). \$130,000.

### **Breast Video Recording Implant**

Implanted in the breast is a recording device and the nipple is a small camera lens. There is enough tape for 3 hours of continuous recording. The range of the video is within normal eyeshot. However, this implant has a few key disadvantages. One is that the tape/images can NOT be sent over other mediums over any implant. Second is that the camera can't turn; the entire body of the person must turn for the camera to see it. This can usually result in some footage not being seen or the agent could make herself too obvious by following someone. Nevertheless, it has some distinct advantages and is proving to be quite popular. \$205,000.

## The D'arque Lord

Although Voodooists profess belief in one supreme god, the effective divinities are the Loa also identified as deified ancestors. The Loa demand ritual service and attach to themselves to individuals or families. Like guardian angels they act as helpers, protectors and guides. The Loa communicate with the individual devotee in dreams or in the cult services by possessing him during a trance state in which supernatural counsel or special feats exhibit the incarnate presence of the spirit.

A D'arque Lord is someone who acts as the physical agent for the Loa guardians. There is only ever one Lord at a time but there have been many over the centuries, dating as far back as recorded Voodun history. When one Lord dies the Loa instantly choose another, bequeathing the new Lord with all the listed abilities. Traditionally D'arque Lords are members of the Voodoo religion but this is not a strict prerequisite. Indeed in the dimension of Justice Unlimited a white American for a time possessed D'arque powers. The only seeming requirement is that the person must desire to serve justice...

### **Step 1: Attributes**

Roll 4D6 for PP, PE and SPD. SDC is 50, HF 14 and Mana 75 +5D10 (but can trade Mana for SDC permanently at rate of 1 for 1).

### **Step 2: Skills**

Determine as normal.

### **Step 3: Abilities**

D'arque Lords have all of the following abilities which function only at night or in darkness;

#### **D'arque Attributes**

ME, PS, PP, PE, SPD, HP and SDC are doubled (but only when its dark).

#### **D'arque Fear**

The ability to cause victims to relive all of their worst sins through eye contact or by touch. Victims must Save vs Psionics or break down, start crying and beg for mercy until the power is turned off. Even if the victim does save he will be -3 and -30% on all rolls for the next round.

From third level on the fear attack also causes the victim to vomit until the attack ceases. The base HF is 11 +1 every 2 levels.

#### **D'arque Form**

When it is dark enough the character can surround his body with a shadow. This has the effect of making him invisible to heat, motion, and many other kinds of sensors. He will also appear distorted to cameras.

#### **D'arque Hearing**

200 metre hearing radius +10 per level. At 50% of radius hear as low as 1 decibel, at 75% of radius 10 decibels, at 100% 20 decibels. +6 Initiative, +2 Dodge, +1 Parry.

#### **D'arque Immunity**

To Poisons, Possession, Mind Control, Paralysis, Fear, Sleep and Charm based attacks. Further the character gains an additional +4 to Save vs Psionics.

#### **D'arque Metabolism**

Calm Self; +4 HF, +1 Magic, +4 vs. any mind control or other forms of mental attack.

Go without food and water; For 1 day per level.

Go without sleep; For 2 days + 8 hours per level.

Heal; Recover 5 SDC per 10mins and heal any broken bones x10 faster.

Recover 2 HPs per 15 minutes. No scars remain.

Slow Metabolism; Gases, drugs and disease effects are halved.

**D'arque Projection**

Can send his astral form through walls to see what's ahead to a maximum distance of ME x3ft/90cms. Remain intangible and invisible while in this plane but can see and hear others

Can instantly appear at a known location or fly to an unknown 1 at 2.997925 x108 metres per sec, must then phase into solid world to interact.

**D'arque Sight**

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful. This includes all the abilities from the Minor power of See Aura.

**D'arque Thoughts**

Can communicate with 1 person per level that have previously met and are friends with if they are within 10km radius +10 per level.

At 3rd level can throw mind bolts through touch or line of sight causing 1pt of pain/ME to victim;s ME, if this exceeds victim;s ME then collapse for 1 melee per ME, otherwise -1 per -10% for every 2 ME effected. At 5th level can create mental illusions identical to the Illusion power but only victim can see it, affect 1 person per level.

**D'arque Vision**

Can see in the dark at x2 normal range + x1 per level. +3 to strike with any weapon except thrown which is +5 to strike. Can also see small objects clearer.

**Step 4: Disadvantages**

None of the special abilities work in daylight or bright light.

**Enchanted Equipment**

A weapon can be awkward not to mention highly visible, whereas a simple amulet may not be noticed until it is far too late for your enemies...

**Step 1: Skills**

Choose skills in the normal manner.

**Step 2: Type**

Choose 1 equipment type from among the following; amulet, bracelet, necklace, ring or some other form of adornment.

**Step 3: History**

Identical to Enchanted Weapon.

**Step 4: Intelligence**

Your choice. Either it has none at all or determine it according to Enchanted Weapon in which case it will have additional powers.

**Step 5: Alignment**

Only pick an alignment if you chose to give it intelligence.

**Step 6: Attributes**

All equipment have the following characteristics (any bonuses to the welder apply only while the object is in their possession);

- 1) Are Indestructible by conventional means.
- 2) Give the user a +3 Magic save.
- 3) Add +D6 x10 SDC to the welder.
- 4) Give the user total immunity to either fire, cold or electrical.
- 5) Allows the user True Sight as per the minor power.
- 6) Can speak to the user verbally and telepathically if it is intelligent.
- 7) Add a total of +D10 extra points to attributes. It may either all be used on one single attribute or spread over several or all of them. If the character is separated from the object however his statistics will revert to their original form.
- 8) Total immunity to any form of mind control, possession or anything else that

might cause him to involuntarily remove the object.

9) If separated from the object the most recent owner can teleport it back to himself so long as it is within his line of sight.

10) Cast spells. This includes Common and 1 other form of magic, the object will know all the spells within that sphere. For every 5 points of Intelligence the object has over 15 gain another sphere of magic. If using the Palladium system gain all the spells available in the Heroes Unlimited book.

11) Mana storage; as part of being able to cast spells the object can store  $4D6 \times 10 + 100$  Mana or PPE. It recharges at a rate of  $D10 \times 10$  per hour (determine the recharge rate once only).

#### **Step 7: Ego**

Only if the object has intelligence. If so determine as per Enchanted Weapon.

#### **Step 8: Budget**

Budget of  $D20 \times \$1000$ .

## **Enchanted Weapon**

Through whatever means you have come into possession of a weapon of great power... although it may well have its own agenda.

#### **Step 1: Skills**

Choose skills in the normal manner.

#### **Step 2: Type**

Choose 1 Weapon of any type.

#### **Step 3: History**

Create a history for it. Why was it created? What was it for (has it fulfilled its purpose)? How has it been used in the meantime? Why is it here now?

#### **Step 4: Intelligence**

Determine its IQ and ME level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

D100%

1-43 3D6

44-63 3D6+1

64-77 3D6+2

78-87 3D6+4

88-94 4D6

95-00 5D6

#### **Step 5: Alignment**

Pick the weapon's alignment.

#### **Step 6: Attributes**

All weapons have the following characteristics (any bonuses to the welder apply only while the weapon is in their possession);

- 1) Are Indestructible by conventional means.
- 2) Gives the welder a +3 Magic save.
- 3) Gives the welder +1 Strike and Parry with that weapon.
- 4) Add + $D6 \times 10$  SDC to the welder.
- 5) Gives the welder half damage from fire and cold.
- 6) Allows the welder to See the Invisible.
- 7) Returns to the welder after being thrown.

- 8) Affects all supernatural creatures.  
 9) Disrupts spells/magic by touch on a successful save.  
 10) Can speak to the welder verbally and telepathically.  
 11) Do the following additional damage (this is added to its normal damage);

<u>D100%</u>	<u>Damage</u>
1-43	+D6
44-63	+2D6
64-77	+3D6
78-87	+4D6
88-94	+5D6
95-00	+6D6

### **Step 7: Abilities**

Choose 1 of the following minor abilities;

- 1) Cast 1 specific spell at will. This cant be changed, it must always be the same spell. The higher the Mana or PPE level (depending on whether you use the Palladium system or mine) the greater fatigue this causes the welder. 2 or 3 times in a row of a very powerful spell is likely to cause the user to pass out!
- 2) Select either 4 Minor powers or 1 Major and 2 Minor used while holding the weapon for a max of PE x1min.
- 3) Increase all attributes by 1 point.
- 4) If using Palladium's Psionic powers system in your game then choose 1 power from each of the 4 psi categories and determine the sword's ISP.
- 5)The weapon was made to fight the supernatural and thus has double the effect and damage on them. Further on a critical strike a summoned or extraplanar creature is banished back to their realm and any undead under another's control become free of their influence.

### **Step 8: Ego**

Determine the Weapon's Ego by adding its IQ to its ME. Then do the same for your character. For every 5 points that the weapon's ego is greater than yours roll on the table below for a demand that

it has. Failure to follow its demand/s could have severe consequences (such as forcing the welder to drop it at a critical combat moment). If roll the same demand twice then reroll until you get a new one;

### **D100%**

- 1-12 Removal of all other associates the weapon doesn't like or who have upset it.  
 13-24 Removal of any other weapons magical or otherwise.  
 25-36 Total obedience from the welder so the weapon can pursue its own agenda.  
 37-48 The welder must create a new religion with the weapon as its god and try to convert others to worship it.  
 49-60 Removal of any other magical equipment (armour, amulets, etc).  
 61-76 Begin associating with people the weapon likes.  
 77-88 Destroy all other magical weapons encountered.  
 89-00 Destroy all magical equipment encountered (armour, amulets, etc).

### **Step 8: Budget**

Budget of D20 x \$1000.

## The Geomancer

Geomancers aren't formally trained or organized. Instead they receive a calling from Gaea which immediately awakens their abilities. Usually they arise out of tribal practices or where the natural environment is hostile alongside the likes of Shamans or Urban Mages. At one time it was unusual for those amongst civilization to hear the call, lately though it has been happening more and more. Especially with the amount of growing threats to the earth such as corporations or Kali...

Geomancers are known mostly for their ability to call upon the spirits of the land to talk to them, aid them and destroy their foes. Geomancers are also competent fighters on their own being hardened by the elements, and are also known to be some of the most versatile and able travellers in existence.

Geomancers, almost by default, worship animistic spirits of weather and terrain. They can sense and call upon the latent souls of rivers, fields, mountains, swamps, even the spirits of cities are at their beckon. Some Geomancers hold a greater reverence for a single spirit of the planet (often called Gaea, Gaia, or Terra), and consider themselves the priests of this spirit of life.

There is always at least one Geomancer in the world to act as Gaea's mouthpiece and aid Elementals. They do however also often work with Urban Legends, Apostulates and Eternals. Really though they will assist anyone who is actively seen to be working in Gaea's interest.

### **Step 1: Attributes**

Roll as normal but add +6 to ME.

### **Step 2: Skills**

Choose skills in the normal manner but also gain the following all at +20%;

Detect Ambush

Holistic Medicine

Land Navigation

Lore - Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore - Undead

Meditation

Survival

Tracking

### **Step 3: Abilities**

Geomancers have all of the following abilities;

#### **Animate Objects**

Geomancers are psychically attuned with the earth and hear its whispers in your head. Any object that you touch which is a part of the earth will come alive and obey simple commands involving speech (will answer questions).

#### **Environmental Immunity**

Geomancers can gain the ability to avoid all damage resulting from the environment, including damage from heat or cold, or from inclement weather. This also grants them the ability to breathe in water, when they wish to travel there.

#### **Manipulate Gem Mana**

This is the exclusive ability of being able to draw the mystical power hidden in every gem. See separate table below for details.

#### **Go Anywhere**

Geomancers are capable of striding over any undergrowth or terrain without suffering movement penalties. Trackless or tracked ground is the same to them, and undergrowth doesn't inhibit their movement at all. They can also move over the terrain without leaving a trace. A geomancer with this power cannot be tracked, and leaves no trail.

#### **Manipulate Environment**

This confers several abilities;

1) Create Dust Storm within line of sight with a 9 metre radius (width and height)

+3 meters per level. Any victims caught in it are -6 in combat and -30% on skills.

2) Extinguish any fire within line of sight, 27 metre radius +2 metres per level.

3) Alternatively can stoke any existing flame source within line of sight to create a 9 metre +1 metre per level radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.

#### **Nature Sense**

Geomancers can within a 100 metre radius +10 metres per level can identify plants and animals with perfect accuracy. They can determine what foods and plants are good to eat and which may be harmful, if any water is good to drink and can detect mineral types.

#### **Phase**

Can walk through any solid earth up to 1 metre per level at a time.

#### **Truesight**

Identical to the Minor power.

#### **Step 4: Budget**

Budget of D20 x \$1000.

### **Gem Powers**

All of the gems below may only be invoked by a Geomancer's touch (although others may then use it) and must be worn or held to bestow its powers. The gem will be effective for Geomancer's ME x 1 hour, +1 hour per level.

#### **Agate**

A blue stone which can be used to assist with meditation or temporarily bestow luck.

#### **Amazonite**

A green rock which can restore hope to the Geomancer's allies even when events seem their bleakest.

#### **Amethyst**

This gem is transparent purple. It can be used to heal the mind and soul.

#### **Aquamarine**

Light blue in colour this gem inspires courage even in those under outside influence.

#### **Beryl**

Beryl is transparent and light green and acts as a Psi augments. Any mind abilities have twice their normal power level.

#### **Bloodstone**

This grey gem will heal any physical wound when placed over it.

#### **Carnelian**

Orange in colour this gem removes any poison or toxin.

#### **Calcite**

Clear, blue or lime in colour this gem soothes anyone exceptionally stressed or angry.

#### **Citrine**

Citrine is a transparent yellow form of quartz. It can be used to heal any insanity.

#### **Diamond**

Diamonds are transparent and extremely hard. It can be used to prevent nightmares, balances a troubled mind, and brings confidence and insight.

#### **Emerald**

Emeralds are a rich green colour. They can restore any lost memory.

#### **Garnet**

Garnet is a transparent red gem. It creates a defensive aura around oneself exactly like the forcefield power.

#### **Hematite**

Silver in colour this gem temporarily increases MA by +10 giving the recipient great charisma.

#### **Jade**

Jade is opaque or translucent green. It brings tranquillity to the mind and spirit and gives insight.



**Malachite**

Malachite is opaque green with black lines and is the most powerful of all gems. It heals all wounds, removes pain and inflammation. It is so powerful it can even remove cancer.

**Moonstone**

Moon stone is translucent white. It soothes stress, anxiety, and enhances all the senses (exactly like the Heightened Senses powers).

**Obsidian**

Obsidian is black volcanic glass. It can be used for astral travel.

**Onyx, Black**

An onyx amulet protects its wearer from danger and misfortune, stimulates the mind, brings courage and strength, increases spiritual wisdom, and dispels negativity.

**Opal**

Opals are black or pale blue, with iridescent green and golden mottling. It grants clairvoyant powers, balances the psyche, sharpens the memory and attracts good fortune.

**Pearl**

White in colour this gem protects against fire and evil. It aids with purifying the heart and mind, and strengthening faith.

**Quartz**

Clear, smoky or rose this gem enhances the body and mind. It grants both Divination and Extra PS, PP and PE.

**Ruby**

Rubies are deep red in colour. They bring peace of mind, remove impotence, and prevent nightmares.

**Sapphire**

Sapphires are a transparent rich blue colour. Another powerful gem it brings happiness and contentment and protects the wearer against misfortune, fraud, the wrath of enemies, violence, the evil eye, sorcery, psychic attack, and accidental death.

**Topaz**

Topaz is transparent brown. It protects against injury or attack. It can also be used to communicate with other realms in the universe.

**Tourmaline**

Green and brown. It calms all in the vicinity to the point of lulling them to sleep.

**Turquoise**

Turquoise is an opaque blue-green, sometimes veined with black. No undead whether physical or ethereal may approach the wearer.

## The Meta-Channeller

By means of cybernetic brain implants candidates can have portions of their brain stimulated, reproducing certain meta powers. In the field operatives can radio call for powers for them to channel. But they can only use one at a time. These are activated by satellite relay, transmitted to them from a central control centre. In effect remote control powers...

### **Step 1: Attributes**

Roll up attributes as normal.

### **Step 2: Skills**

Prior to becoming a Channeller the character would have led a normal life with normal skills. Determine them first then choose a new area of training from the list below;

#### **Infiltration**

Choose 8 additional skills from Espionage.

#### **Medic**

Choose 8 additional skills from Medical and Science.

#### **Recon**

Choose 8 additional skills from Espionage and Military.

#### **Tech**

Take Build/Modify Armour, Build Super Vehicle, Computer Hacking, Make/Modify Weapons and choose 4 additional skills from Electrical and Mechanical.

### **Step 3: Abilities**

The brain implant includes a radio transmitter and receiver with a satellite link. If the link is lost agents can still communicate so long as they remain within 1km of each other. Another consequence of a broken link is that the character will be stuck in his current Mode and unable to switch powers until contact is re-established. Below are all the different modes available;

#### **Airborne**

This involves a form of non winged antigravity flight with a speed of 60kph, +5 per level.

#### **Arc**

This bestows several abilities:

- 1) Electrical Discharge; 2D6 +D6 per level, over 15mtrs +15 per level.
- 2) Glow with up to 100 watts of light from the hands or up to 1000 watts of light if using whole body. If using the whole body then enemies are -2 to hit per 100 wattage used.
- 3) Can generate a brilliant flash of light to blind all people within a 3mtr radius. The blindness lasts for D4 rounds and causes a -6 to strike, parry, and dodge for another D4 rounds once sight has been recovered. Those within line of sight outside of the 3mtr radius suffer -3 to strike, parry, and dodge for a single round.

#### **Atlas**

Strength is doubled. All the bonuses that go with it are increased correspondingly. The character is also totally immune to fatigue while this is active.

#### **Evac**

This is one of the emergency powers. The character is instantly teleported back to home base.

#### **Ghost**

The character and an additional 9kgs per level can be rendered unsolid. He is only vulnerable to mind attacks and electricity (no damage but forces the character to turn solid).

#### **Lazarus**

This is one of the emergency powers. It is used to boost the character's natural healing ability to phenomenal rates. It instantly cleanses the body of any poisons and drugs. It also speeds up recovery giving an instant 10 SDC and an additional 5 SDC per 10 minutes. Broken bones heal x10 faster.

**Mercury**

The character can run at 100kph +10 per level. +3 Attacks, +4 Damage per 32kph of speed, +4 Strike, Parry, Dodge and Roll. +1 Initiative at level 1 and every second level thereafter.

**Rock**

The character's bones become nearly unbreakable and his skin becomes cut resistant. He is immune to cold, fire, heat, microwave beams, electricity, bullets, falls and normal punches.

**Shield** This is a forcefield which emanates from the character's arms and is akin to the size of a large buckler. It does not fully encompass the body. Its SDC is equal to ME x100 (+1 per level) and replenishes at a rate of ME x10 SDC (+1 per level) per minute of non use.

**Stealth**

The character can blend into his surroundings and become 100% undetectable if stand still, 75% if move up to 60cms per round, 50% if 180cms per round, 25% if 1 mtr per round and 0% if move any faster.

Further he can mask his body heat to be equal with those of his surroundings, thus becoming invisible to thermal vision and heat sensing devices. External body temperature can be varied (plus or minus) by 50C degrees at level one plus 10C degree per level of experience.

His natural odour is almost imperceptible, causing a -30% to attempts to track him by smell alone (or require a difficult perception roll). Animals (most, anyway) will not recognize the character as a human or as a predator. Deer will graze and birds will continue to chirp in the character's presence.

The same bio aura also makes him invisible to all cameras, electronic sensors, artificial optics, robots, etc...

This power does not affect normal sight,

unless the viewer is relying on an electronic means of perception.

Finally the character can see heat images and traces the same way as thermo optic equipment. This is equal to normal vision range and can see invisible lifeforms by their heat.

**Stun**

Can project a stun blast from either arm over 15mtrs +15 per level. The victim must save vs. psi or be knocked out for 1 round per ME of character.

**Sunburst**

This confers 2 abilities:

1) Turn hands into flamethrowers; 2D6 +D6 per level, over 9mtrs +4.5 per level. Anything combustible instantly catches alight.

2) Super heat hands to melt objects; 500C per level touch, 30cm radius +10cm per level, generate at rate of 500C per round per level (full effects on HU269).

**Voyeur**

This confers several abilities:

1) Heightened Hearing; of 50mtr radius +5 per level. At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels & at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry.

2) Telescopic Vision; x2 normal range, this doubles every level. +3 to strike with modern weapons, add +5 to strike with thrown objects.

3) Microscopic Vision; this power allows the character to see small objects at x10 enhancement, this doubles every level.

4) Nightsight; equal to normal vision.

**Step 4: Budget**

Budget of D20 x \$1000.

## The Mystic Gunslinger

The path of the righteous man is beset on all sides by the inequities of the selfish and the tyranny of evil men. Blessed is he, who in the name of charity and good will shepherds the weak through the valley of darkness, for he is truly his brother's keeper and the finder of lost children. And I will strike down upon thee with great vengeance and furious anger those who would attempt to poison and destroy my brothers. And you will know my name is the Lord when I lay my vengeance upon thee.

The Code

1. Never kill an innocent.
2. never kill a man on hallowed ground.
3. Destroy all evil.
4. Never compromise with evil.
5. Never damage holy buildings.

### **Step 1: Attributes**

+8 to PP and ME, +6 to PE. +2D6X10 SDC, +3D6 per level of experience.

### **Step 2: Skills**

Choose 2 skill programs as normal and also gain the following all at +30%;

Boxing

Camouflage

Detect Ambush

Detect Concealment

Escape Artist

Hand to Hand Expert

Meditation

Prowl

Sharp Shooting

Wilderness Survival

WP Knife

WP Pistol and Paired

WP Revolver and Paired

WP Rifle

WP Shotgun

### **Step 3: Abilities**

All Gunslingers gain 2D4 x10 chi, +2D6 per level of experience for use with the following abilities;

### **Attuned weapon**

This is a critical ability. A gunslinger will spend weeks with a single weapon, sleeping with it, eating with it and practicing at every opportunity. At the end of this adjustment period a gunslinger will perform a naming ritual. After this he will be able to teleport the weapon into his hands by spending a mere 5 chi. It doesn't matter how far away the weapon is from him, it will always appear in his hands instantly.

### **Circle of Paranoia**

Maybe this is a mystic ability, maybe it's just a measure of trained paranoia but a gunslinger can sense any hostile person who enters a 5 metre radius of his person. This does not increase with experience.

### **Combat Trance**

By spending chi the gunslinger enters a combat trance. While in this state any shot no matter how difficult can be done without penalties (even wild). This costs one Chi per minute.

### **Disabling shot**

By aiming his gun towards critical body parts the gunslinger can both limit the damage his bullets do to the target and immobilize the victim at the same time. The wounds are light yet paralyzing.

### **Focused damage**

By pouring chi into his bullets a gunslinger can increase the damage of each shot by D4 per chi.

Healing trance A gunslinger can enter a trance that allows him to heal himself. He cannot fight while in this state and heals 1 SDC per chi invested.

### **Horror Factor**

See Disadvantages below. The HF starts at 7 and he gains +1 to his Horror factor every level of experience. This ability can't be turned off only managed. A gunslinger normally has a HF of 5 and

he can lower it to five or put it at its max at will.

### **Parry Projectiles**

By spending 5 chi per minute a mystic gunslinger can place a field around him that automatically parries any projectile attack. This ability is linked to his horror factor, any shot over his HF hits. This does not work against non projectile attacks.

School Select one school of philosophy from below.

### **Shoot other Projectiles**

This is done purely to show off but a mystic gunslinger can shoot down any projectile in sight and range. One projectile can be shot down per 3 PP a gunslinger has.

### **Snipers Gape**

When in this mode the gunslinger is completely silent. At the cost of one chi per round his breathing and footsteps cannot be heard. The only sound the enemy will hear is the roar of his trusty gun. The only exception to this is someone hearing beyond that of normal humans.

### **Strafe**

A gunslinger can hit other people within the range of his guns. This costs one chi per victim. The amount of people he can hit is limited only by the ammo in his guns.

### **Teleport Ammo**

Mystic gunslingers are famous for never running out of ammo in a gunfight and this ability is why. By spending 3 chi the gunslinger can teleport any ammo on his person into his guns, reloading them instantly.

### **Step 4: Disadvantages**

You intimidate people and they avoid you whenever possible. Animals are spooked by you and children hide behind their parents. You are the stuff of

nightmares and you know it. Treat as Animal and Human Bane at Severe.

You have principles that you must live by or become weaker. Treat as Code of Conduct at Extreme.

Finally the gunslinger is a Weirdness Magnet at Extreme.

### **Step 4: Budget**

Budget of D20 x \$1000.

## Mystically Bestowed (revised)

Endowed with divine powers far beyond those of mortal men.

### **Step 1: Education**

Choose skills in the normal manner.

### **Step 2: Patron**

The hero can transform into a heroic Alter Ego by joining his mind and body with one or more disembodied beings (spirits, semi-divine beings, and that ilk). The merging spirit can be of any nature, determined by the player at the time of the hero's creation. Possibilities include:

#### **Ancestral**

The merging beings are the hero's own ancestors.

#### **Spiritual**

The spirits are any Independent Spirits.

#### **Demonic**

The merging being is a nasty supernatural type.

#### **Divine**

The merging spirit is a bonafide divine being who uses the hero as his avatar. The character must choose one of the above patrons to call on/invoke for powers. It is up to the player whether he wishes to take the disadvantage of having his powers submerged until activated by either a word, chant or song. However even if not taken a patron who has been angered by his avatar may revoke the powers he has bestowed until atonement has been made. Powers and bonuses will vary according to the deity or spirit chosen.

### **Step 3: Generic Abilities**

Regardless of which patron is picked all powers are mystical in nature so they cant be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these. All Bestowed further gain abilities as detailed in the table below.

### **Step 4: Budget**

Budget of D20 x \$1000.

#### **Level Abilities gained**

1	+1 save vs. Magic, +1 save vs. Possession, +2 save vs. Horror Factor
2	+1 save vs. Possession, +2 save vs. Horror Factor
3	+1 save vs. Magic
5	+1 save vs. Horror Factor
6	+1 save vs. Possession
7	+1 save vs. Horror Factor
8	+1 save vs. Magic
9	+1 save vs. Possession, +1 save vs. Horror Factor
12	+1 save vs. Possession, +1 save vs. Magic
13	+1 save vs. Horror Factor
15	+1 save vs. Possession
16	+1 save vs. Magic
18	+1 save vs. Possession
20	+1 save vs. Magic

## The Nanotech Warrior

Nanites or Nanotechnology are tiny micro machines which can be used to enhance humans without altering their genetic code or other obvious signs of tampering, except during a blood scan, or depending on the implants used, a medical scan.

Nanotech implants mostly consist of billions of nanites spread throughout the recipient's body that can alter some body functions, while other implants are permanent changes to the recipient's body that are caused and maintained by nanites.

Nanites tap the recipient's bioelectrical energy, thus some of these implants cause fatigue damage. Nanites also need an amazing nanocomputer and a modified amazing reflex wiring, to organise their activities, and a nanite factory, to construct new nanites. This experimental technology is very expensive.

### **Step 1: Education**

Select skills as normal.

### **Step 2: Abilities**

Have a budget of \$500,000 to spend on any of the Bioware listed in the separate table below.

### **Step 3: Bonuses**

As a side effect of the implants the body becomes tougher. Gain +2 to PS, PP and PE. +4 to SPD and +20 SDC.

The equipment listed were created by AJ Picket.

### **Enhanced Antibodies**

\$10,000. These are simply tailored antibodies designed to fight off the most powerful viruses. The recipient heals twice as fast as normal.

### **Grafted Muscle**

\$14,000. This process grafts vat grown muscle onto your existing muscle. The result is an increase in strength (+4 PS) and toughness (+20 SDC).

### **Infolink**

\$10,000 for 50 kms, \$35,000 for 500kms, \$60,000 for 1500kms.

Requires a sub dermal communication Port. Allows a computer user with a communication device, the right frequency, the correct password and inside the designated range to see and hear what the recipient sees and hears, to record it, and to give tips and suggestions. The recipient can always deactivate the Infolink (normally). This implant makes heavy modifications to the recipient's nerve systems and brain necessary (threat of mental illness at GM's option). The energy needed for the infolink does not put any considerable strain on the bioelectric energy levels, but the Comm Port might (1 PE/hour, GM's option).

### **Muscle and Bone Lace**

\$15,000. This process uses two types of nanites. The first one threads strands of synthetic muscle through the natural muscle fiber, strengthening them. The second nanoid group wraps the bones in a light web of metal and plastic fibers. The result is an increase in both PS(+4) and SDC(+25).

### **Skinweave**

\$10,000. This is a process in which nanites are used to weave the top three layers of skin with a dense polymer thread. The result is skin with a natural AR of 10.

### **Adrenalin Booster**

\$25,000 per rank. These Nanites can trigger short bursts of energy: For the given number of rounds the user gains the given bonus to all skill checks of Athletics, Melee Weapons, Unarmed Attack, Acrobatics and Movement, also melee and unarmed attacks are increased by the given amount. Gain +1 PS, PP and PE and +2 SPD per level for D6

rounds per rank. The booster cannot be activated again for 3d4 hours.

#### **Anti Ageing Implant**

\$50,000 for +25% years, \$100,000 for +50% years, \$200,000 for +75% years

The Nanites map the body and all the cells and then try to maintain the body by killing tumorous cells, executing gene therapies, repairing slightly damaged organs and destroying all possibly toxic waste products (e.g. free radicals). They also mimic Telomerase, the enzyme, that deactivates the genetic clock of the cells, though they have to be careful, because cells might grow without control, if completely immortal (see tumour cells). This Implant can extend the users remaining life span by the given percentage.

#### **Autonomous system control**

\$25,000. These nanites can influence and control the autonomous nervous system. The user can deactivate things like hunger, pain and sleep. While deactivating pain for example gives a -5 bonus to Resist Pain checks, it can be very dangerous to deactivate it (injuries might kill the character without having been noticed).

#### **Cerebral Booster**

\$50,000 or \$110,000. Improving the mental capabilities of an individual involves introducing additional nervous tissue (as well as additional ridges) to the frontal lobes of the brain. The extra cells and increases surface area improve the efficiency of the cognitive and other higher functions of the brain. This is represented by an increase to the recipient's IQ. At level 1, the person gets a D4+2 to IQ. Level 2, the person gains a +D6+3 to IQ.

#### **Computer virus**

\$35,000 per rank. The user can release nanites through the skin that can damage computer systems. The nanites can either

affect the CPU, degrading its quality as given, or they can affect data stores and thus damage either active or passive programs. See Cyber hacking programs for more information on types.

#### **Emergency System**

\$35,000. These nanites try to limit damage to the body, by directing the blood away from wounds, releasing medicaments and building alternative blood vessels and nerves to circumvent injuries. If everything else fails they douse the brain in neuroprotectants and lower the body temperature, to allow a cryogenic suspension.

#### **Fingerprint duplicator**

\$35,000. Nanites in the hand can record any fingerprint they touch and then duplicate it on demand. Bonus/Penalty to checks to pass through fingerprint scanners depends on the quality of the implant and the quality of the fingerprint acquired.

#### **Immune System**

\$25,000 per +1 save bonus. Nanites in the bloodstream patrol for anything, that is not part of the users body and eliminate it. They grant a bonus to all checks against illnesses and poisons.

#### **Intelligence Augmentation**

\$35,000. The Nanites of this Implant try to rewire the users brain more efficiently, built additional neurons and connections between them and try to hasten the mental processes of the user. This implant grants +20% to intelligence skill checks and +1 to strike, dodge, etc (Threat of mental illness, at GM's option).

#### **Laser microphone**

\$10,000. This is a modification to the eye enhancer, it allows its user to use a laser, outside of the human visual spectrum, to listen to conversation that is taking place inside a room by measuring the vibration of a window, not even



vacuum can block this method. Must already have the eye sense enhancer.

#### **Lung Augmentation**

\$10,000 for 10mins, \$30,000 for 30mins, \$75,000 for gills. This Implant induces Nanites that modify the Lung tissue as well as the structure of the blood vessels, in order to allow the user to spend more time underwater, the amazing version even includes fully functioning gills, that allow a user to remain underwater indefinitely. However it neither protects the user against the water pressure, nor does it allow the user to survive completely without air. It is also able to filter toxins out of the air in the lungs, providing the given bonuses to Constitution checks due to toxins in the air.

#### **Muscle Augmentation**

\$45,000 per level. Unlike Muscle and bone Lace or Grafted Muscle, this uses an organic fiber similar to the human muscle that is several times stronger and faster to react. Each level (up to level 4) represents an increased amount of this substance introduced into the host. This does not replace existing muscle in any way, instead it works with it, becoming a natural part of the hosts body. Each level grants a +D6+2 to PS and +D4+1 to PP. (yes, that's a maximum of +4D6+8 to PS and +4D4+4 PP. But remember the cost: \$180,000). NOTE: Each level must be purchased separately. That means you will need to undergo surgery four times to get level four, each time requires a save vs. coma be made.

#### **Nanite Factory**

\$25,000 per rank. This small facility just next to the nanocomputer, with the size of one, that constantly produces new nanites to replace loses. A rank 1 factory can support up to seven implants, a rank 2 factory can support up to twelve implants, and an rank 3 factory, with a

size of two, can support as many implants as will be installed.

#### **Navigation Enhancement**

\$25,000 for magnetic field, \$60,000 for additional GPS. The Nanites detect the planets magnetic field and thus, when such a field is detectable, let the user get a "feeling" for where she is relative to the magnetic poles (also works in proximity to planets with a magnetic field, bonus to navigation +20%). The nanocomputer also records the movement of the user through the nanite's accelerometers thus recording the users movement over, across or under a planet. With an eye enhancer the Nanocomputer can even try a celestial positioning, though rather inaccurate and only working when the appropriate database is available. If the person also has a Comm Port the nanocomputer can try a pinpoint through satellites.

#### **Neuralware**

This involves messing with the human nervous system. \$250,000+ This revolutionary piece of nanotechnology places your entire body in a state of seizure, then the processor in the base of your brain controls the seizure, keeping it in check. When you want to move, the computer relays the info and the resulting movement is extremely fluid and smooth. It gives 3 enhancements; 1) Movement can be controlled far more precisely than normal and be executed far more quickly. The thick, flexible, muscular walls of the arteries expand when blood is pumped into them and then contract, pushing it onward and assisting the pumping action of the heart. This also reinforces the muscle tissue of the arteries to increase their pumping action and accelerate blood flow throughout the body to give you the aerobic performance of an Olympic athlete.

2) It gives the eyes a lightning-quick reaction time to adjust to different light levels, as well as the ability to close completely in extremely bright-light situations

3) Finally it bonds oxygen in the manner that haemoglobin does, but it releases the oxygen only when haemoglobin has released all its oxygen. This creates an additional air supply in the bloodstream. A character with this modification can go for 2 minutes per point of PE without taking a breath as long as they have had sufficient oxygen exposure before (i.e. coming up from underwater, taking a fast breath, then going back down doesn't work).

Level	Description
1	\$250,000. +D4 PP, +2 Initiative, +8 SPD, +10% to all Physical Skills.
2	\$500,000. +2D4 PP, +4 Initiative, +12 SPD, +13% to all Physical Skills.
3	1,250,000. +3D4 PP, +6 Initiative, +16 SPD, +16% to all Physical Skills.
4	3,000,000. +4D4 PP, +8 Initiative, +20 SPD, +20% to all Physical Skills.

### **Orthoskin**

\$25,000+ This is an extensive version of skin weave. But where skinweave is synthetic fibbers woven into the skin, this is a completely organic variant. The skin is pulled back, a small section at a time and strengthened collagen protein derivative is woven into the sub dermal layers of the flesh. The result is a living, "natural" armour that is virtually invisible to most scanning devices.

Level	AR/ SDC	Price
1	10/ +20	\$25,000
2	12/ +35	\$60,000
3	14/ +55	\$100,000

### **Photographic memory**

\$30,000

These Nanites rewire the neurons in the hippocampus area (memory centre) and write any information into the memory immediately, thus creating and maintaining a photographic memory, the user will remember anything he or she has ever experienced. If the user wants to recall something he or she makes an Intelligence feat check, modified as below, any success indicates, that the user remembers what he or she wants to recall. The DM can (and should) modify this roll by -3 to +3, depending on how well this information has been stored (information out of an manual well read vs. face barely seen for a second or so).

### **Sense Enhancer**

#### Ears

\$10,000 for x10 magnification, \$25,000 for x25 magnification, \$50,000 for x50 magnification. The user has a much higher hearing range than normally and can hear sounds outside the human spectrum. They give bonus to all skill checks that involve sound. His hearing is "magnified", as shown below.

#### Eyes

\$10,000 for x10 magnification (+1 strike), \$25,000 for x25 magnification (+2 strike), \$50,000 for x50 magnification (+3 strike). The user can trigger a magnification effect and with good or better implants night- and infravision. Amazing implants can even detect UV-light, microwaves and have a magnetic resonance scanner included, they also give bonuses to all skills where visual acuity plays an important role, also negating penalties for darkness and distance. The nanites also provide a bonus on the usage of ranged weapons, as they can also regulate the movement of the arms, making them hold still.

#### Nose

\$10,000 for x10 magnification, \$25,000 for x25 magnification, \$50,000 for x50 magnification. Nanites allow for a much more accurate analysis of the air around the user, "magnifying" her smelling as given above, and granting the given bonuses to all skill checks that involve smelling (equivalent of minor power).

### **Symbiotes**

\$15,000; \$35,000; \$60,000. This is a series of injections over the course of a week that introduces tailored nanite organisms to the host body. These allow the body to heal at severely increased rates (compared to normal people). On the downside, the recipient will need to consume more food in order to keep the symbiotes alive. It comes in three levels of refinement.

### **Synaptic Accelerator**

\$75,000 for level 1; \$200,000 for level 2. This process encourages the neural cells in the spinal chord and other main nerve trunks to replicate and lengthen. The result is a wider "data path" for impulse transmission and reduced time for the signal to traverse the distance. Thus more information can be sent in a shorter amount of time. Level 1 grants a +5 to initiative. Level 2 grants a +8 to initiative and +1 attack.

### **Translator**

\$35,000 per rank. Visual and auditory data is fed directly to the nanocomputer, by the nanites and the reflex wiring, Modern Translation software then translates spoken or written language and via the nanites and the reflex wiring, the user can speak and write in alien language without really knowing it, the computer takes that part over.

It even includes a cultural database that either gives the skill 50% at rank 1 +10% per rank. The amazing version also contains active analysis software that can try to understand new

languages, which is a complex deduce skill check of amazing difficulty, requiring 12 successes, one every hour of conversation. Success gives rank 1 in the language in question though the implant and only in the form in which it was learned (written or spoken). The GM can always rule the certain languages cannot be learned that way.

## The Super Soldier (revised)

Altered by science to be the better soldier...stronger, tougher, faster. This is a revised class.

### **Step 1: Attributes**

Roll as normal.

### **Step 2: Education**

Take the Special Forces skill package and 2 other military or espionage type programs with +25% in all. Also take 20 Secondary skills.

### **Step 3: Abilities**

Gain all the enhancements listed below.

#### **Brain Barrier**

The character's brain is altered in such a way as to make it impervious to psionic attack! This may be due to chemical treatment, cybernetic implant, hormonal injections, etc. The result of the treatment is that the character becomes impervious to any form of mental attack (no matter the nature of it) which includes Hypnotic Suggestion, Bio-Manipulation, Mind Wipe, Telepathy, Empathy, the super power of Control Others, chemicals such as truth serum and LSD, etc. This resistance cannot be reduced or negated by any means! The character is also +4 to save vs. possession (whether by psychic powers, bodiless entities, magic, or the power of Transferral/ Possession). He is also +4 to save vs. mentally induced illusions, which includes psychic and magic illusions but not physically created ones like holograms or illusions created by super powers.

#### **Enhanced Senses**

Unless destroyed by the process of an Experiment or some odd genetic fluke, all the character's senses function at pinpoint levels. His visual range is one mile of distance and can see 20% more clarity and colour, perfect 20/20 vision. Hearing is so good as to catch a

conversation 150ft away and a pin drop at 30ft (+1 on initiative).

The sense of smell allows him to track by smell (30% +5% per level, 100ft range, -10% in the city) and sense extremes of emotions (40% +2% per level, unreliable as a lie detector). Advanced taste lets the character pick up the presence of poisons and toxins in what he ingests (40% +4% per level, but some poisons/ toxins may be tasteless and odourless). The fine sense of touch provides a +10% to skills like Picking Locks, Picking Pockets, and other sleight of hand skills, and can also pick up fine variations in texture and temperature (down to about 3 degrees difference). If a heightened sense is possessed, use those bonuses and skills instead and ignore the meagre offerings above

#### **Immune System Enhancement**

Chemicals and radiation treatment have made the character's body more resistant to harmful elements. +2 vs. body-affecting magic and psionic effects, and +6 vs. poisons and toxins. If affected by a disease or toxin, the character recovers in half the normal time. These save throws also apply to helpful chemicals! The character takes half damage from heat and cold attacks, is +30% (or +2) to save vs. radiation, plus the character only suffers half the penalties from sonic attacks, stun weapons, radiation, and other similarly debilitating attacks. The character can also survive in temperatures 50 degrees hotter and colder than a normal member of his race. Also add +4D6 to SDC.

#### **Physical Transformation**

AR 13, +4D6 +(4D6 x10) SDC, +4 PS, +5 PP, +3 PE, +6 SPD then SPD total x3, +1 Attack, +2 Initiative, leap 4.6mtrs up x 6.1mtrs across. +1 Strike, throw at

x2 normal range, gain all abilities and all options in WP Sharpshoot.

### **Strengthened Skeletal Structure**

The bones themselves are densified by a layer of metal, calcium injections, chemical transformation, or whatever other means the player can conceive.

Add a +40 SDC bonus. The character gains a +2 bonus to roll with punch, fall, or impact. He also takes half damage from falls, ramming attacks, bear hugs, and any other sort of crushing attack.

The character's bones are also unbreakable by any normal means so add a +4 to save vs. bone-breaking attempts via magic, psionics, super-tech devices, slamming the armoured finger in a car door, etc. Depending on the nature of the skeletal enhancement, the character may be more vulnerable to a particular type of effect. For example, a metal enhanced skeletal structure will be vulnerable to magnetic effects but microwaves do half damage to the character (they are reflected by the metal covering the bones). A plastic enhanced skeletal structure will likely be vulnerable to heightened temperatures. The exact nature of the advantages and disadvantages are left up to the GM's discretion. Average damage should be about D6 to 3D6 damage per melee.

### **Step 4: Budget**

Budget of D20 x \$1000.

## **The Tao Shih**

Tattoos are more than mere decoration for this character, they represent his power base... This is a revised version of the Mystic China class.

### **Step 1: Education**

Choose skills in the normal manner.

### **Step 2: Tattoos**

A variation on the Mystically Bestowed character, this hero draws his powers from magical runes tattooed on his body. Choose 6 Tattoos from the Tattoo magic section at 1st level.

### **Step 3: Generic Abilities**

These Tattoos are mystical in nature so they can't be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these. Tao Shih can tap into the world's natural mana or PPE at a rate of (IQ + ME) x4 at 1st level. All Tao Shih further gain abilities as detailed in the table below.

### **Step 4: Budget**

Budget of D20 x \$1000.

<u>Level</u>	<u>Abilities gained</u>
1	+1 vs. Magic, +2 vs. Possession, +1 vs. HF
2	+ 10 Mana, +1 new Tattoo
3	+1 save vs. Possession
4	+ 10 Mana, +1 new Tattoo, +1 vs. Magic
5	+1 vs. HF
6	+ 10 mana, +1 new Tattoo
7	+1 vs. Magic, +1 vs. Possession
8	+ 10 Mana, +1 new Tattoo, +1 vs. Magic
9	+1 save vs. Possession, +1 vs. Magic
10	+ 10 Mana, +1 new Tattoo
11	+1 save vs. HF
12	+ 10 Mana, +1 new Tattoo, +1 vs. Magic
13	+1 vs. HF, +1 vs. Possession
14	+ 10 Mana, +1 new Tattoo
15	+1 vs. Possession, +1 vs. Magic

<u>Level</u>	<u>Abilities gained</u>
16	+ 10 Mana, +1 new Tattoo
17	+1 save vs. HF
18	+ 10 Mana, +1 new Tattoo
19	+1 vs. Possession, +1 vs. Magic
20	+ 10 Mana, +1 new Tattoo

## **The Undead Slayer**

The Undead Slayer has been bestowed with special abilities for destroying the undead creatures of the world, and resisting the evil that these creatures possess. Whether for revenge or some other motive the Slayer has dedicated his life to ridding the world of these beings.

### **Step 1: Attributes**

Roll as normal but upon becoming a slayer gain ME +10, PS +18, PP +10, PE +18, SPD +10, SDC +200, Hit Points +18 plus 4 per level and +10% on dexterity skills. +2 attacks, +3 to Strike, Dodge and Parry, +1 to save vs. Psi per 5 ME.

### **Step 2: Skills**

Choose skills as normal then as part of becoming a slayer also gain the following all at +20%;

Lore Demons and Monsters

Lore Geomancy

Lore Magic

Lore Religion

Lore Undead

1 Weapon Mastery

### **Step 3: Abilities**

Undead Slayers gain all of the following abilities;

#### **Holy Attack**

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

#### **Holy Aura**

The Undead can see the character's true aura and will suffer -1 and -10% per 2 ME on all their rolls.

#### **Holy Immunity**

To any form of Chaos magic, Undead special attacks (including fear) and all types of Undead Possession.

#### **Holy Inspiration**

Allies are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any

previously routed by giving a stirring speech.

### **Holy Judgment**

Any victim touched will relive all his sins and be traumatised. He must then save vs. Insanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

### **Holy Leap**

In combat the warrior may leap over intervening monsters one metre per base mana spent even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.

### **Holy Parry**

Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 PP within 1 combat melee, or deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

### **Holy Preservation**

This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost. It can only be used every 24 hours.

### **Holy Sight**

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful).

### **Holy Walk**

The Undead Slayer is able to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection.

### **Holy Whirlwind**

Once per hour can increase the number of attacks are tripled for ME x1 round with 1 melee weapon.

### **Undead Enemy**

Choose 1 specific undead enemy; +4 to all combat rolls against this type of undead. The Slayer gains +4 to all combat rolls against them. This increases by +1 per level.

### **Step 4: Disadvantages**

Regardless of their intelligence level all Undead will recognize the Slayer for what he is and treat him as the greatest threat, ignoring other characters present.

### **Step 5: Budget**

Budget of D20 x \$1000.

### Level Abilities gained

1	+1 vs. Magic, +1 vs. any non undead Possession.
2	+2 to all combat rolls vs any undead.
3	+1 vs. Possession.
4	Choose 1 specific undead enemy; +4 to all combat rolls against this type of undead. +1 vs. Magic.
5	Critical hit +1 vs undead, +1 vs. Possession.
6	+1 vs. Magic.
7	+1 vs. Possession.
8	Choose another one specific undead enemy; +4 to all combat rolls against this type of undead.

<u>Level</u>	<u>Abilities gained</u>
9	Critical hit +1 vs undead, +1 vs. Possession.
10	+1 vs. Magic.
11	+1 vs. Possession.
12	Choose another one specific undead enemy; +4 to all combat rolls against this type of undead.
13	Critical hit +1 vs undead, +1 vs. Possession.
14	+1 vs. Magic.
15	+1 vs. Possession.
16	Choose another one specific undead enemy; +4 to all combat rolls. against this type of undead. +1 vs. Magic.
17	Critical hit +1 vs undead, +1 vs. Possession.
18	+1 vs. Magic.
19	+1 vs. Possession.
20	Choose another one specific undead enemy; +4 to all combat rolls against this type of undead.

## **Danger Heroes**

Abacus Knight  
 Chi Master  
 Crime Fighter  
 Modern Thief  
 Negapsychic  
 Ninja  
 Parapsychologist  
 Stage Magicians  
 Super Sleuths  
 Secret Operative  
 Templar  
 Vigilante

### **The Abacus Knight**

The Knights of the Abacus are an ancient order of mathematicians. They are a sect of Jewish religion that was formed in Greece. The Knights believe that God can be reached through the power of mathematics. A Knight of Pi is an avatar of the mighty power of mathematics. A Knight will go into a trance that lasts seven days. During this time they will chant the numbers to Pi in Hebrew. On the 7th day the Knight is reborn.

#### **Step 1: Attributes**

Add D4 to IQ and ME. Deduct D4 from the character's MA. The character is completely colour blind seeing the world only in shades of black, white and grey. The incredible mental resources utilized for this super ability have hedged out the characters finer visual capacities within the brain. The character also suffers from obsessive compulsive disorder. On top of this the character feels a compulsion to obey kosher laws. Whenever the character eats some thing non kosher he must roll to save vs. food poisoning. This is not so much a physical debilitation as a psychological one.



**Step 2: Skills**

Choose one Skill Program and also gain the following with +25% in all;

Cryptography

Surveillance Systems

Detect Ambushes

Detect Concealment and Traps

Escape Artist

Intelligence

Investigative

HTH Martial Arts of choice

Computer Hacking

Computer Programming

Maths

Physics

Research

Weapon Mastery

1 Ancient WP of choice

1 Modern WP of choice

**Step 3: Abilities**

The characters mind takes mathematics to a level that is impossible for even the greatest super computers to match. The super being literally sees everything in terms of mathematical equations, as if the world around him was one big matrix of charts, formula and data flows. Due to the demands of this ability on the character's brain, the mind and personality often take a back seat to the constant calculations, which results in what most would call a savant personality. Gain 3 of the following abilities at first level. Then choose one additional ability each level thereafter;

**Gauge**

This actually confers several abilities;

1) The character's mathematical ability allows him to calculate known quantities perfectly, so once he knows how much something weighs or how many bullets any particular weapon has, he never forgets and is always keeping track of the data. This mental power has built up an enhanced ability to estimate

quantities and potential odds calculate statistical likelihood's and make educated guesses. Any time the character needs to make an estimation of a target's weight, height, relative strength, toughness (SDC and Hit Points), amount of ammunition, range of a certain super power, and similar bits of information, roll for a Gauge Attempt. Base Skill: 70% +2% per level of experience.

2) Not exactly true radar, the character's mind simply calculates where everything is and what direction it is going.

Range: 50 feet (15 m) plus 25 feet (7.6 m) per level of experience.

Bonuses: +2 to initiative, +1 to roll with punch, fall or impact, +1 to parry and dodge.

Limitation: The bonuses only apply to things the character can perceive.

3) He can calculate the odds of any given action happening. This compulsive behaviour provides him with an Automatic Dodge, a +2 bonus to strike, and +1 bonus to penetrate Armour Ratings (finding the weak point).

**Mathematics Genius**

The character has all mathematical skills at 100% (ignore the usual 98% limit), he can add his IQ bonus (if any) and he receives +30% on any scientific or technical skills that require a lot of calculations and math related skills. The character has the equivalent of an Internal Calculator and a Clock/Calendar because they compulsively count off seconds every moment of every day, even doing so in their sleep.

**Mathematical Navigation**

Treat this as the character having a navigation skill at 70%, +2% per level of experience (a combination of compulsive map reading, incredible memory and excellent observational skills). This covers all forms of navigation.

**Savant Personality**

The character has difficulty with social interaction, often misunderstanding or ignoring aspects of subtle personal conduct. The character is often slightly withdrawn, strongly preferring to adhere to a set routine and has many individual rituals that they follow in their day to day life (such as having an aversion to particular types of music, or having to constantly calculate the value of Pi), they are also plagued with an inability to forget statistical trivia, such as city bus time tables, phone numbers and so forth, which tends to lead to compulsive/obsessive memorization of such information.

**Social invisibility**

The character gives out a physic emanation that makes people ignore them. Documents of the characters life disappear of their own violation the character becomes a living ghost. The only people immune to this effect are fellow knights of the abacus and people with the ability of true site.

**Strike of Pi**

Combined with Gauge the character can cause damage to anything regardless of armour rating or invulnerability's.

**Translator**

Identical to the Language minor power.

**Step 4: Budget**

The Knight's order supply them with a stipend of \$400 per week. Additionally the character has D10 x1000 dollars in savings.

**Chi Master**

A master of the power of Chi, these characters use spiritual training to achieve harmony between the mind and body. To this end they become masters of combat forms both armed and unarmed, while at the same time honing the mind to perceive and understand the mysteries of the cosmos. The Chinese believe there are six different kinds of chi in the body:

Gu chi (grain chi) that generates the body's energy.

Kong chi (air in the lungs) that enkindles energy.

Zan chi (between all organs) that is the body's original energy.

Wei chi (guarding energy) occupies the skin surface.

Xie chi (blood chi) that maintains body temperature.

Jin chi (sperm or egg producing chi) that is reproductive energy.

This is a revised version of the Ancient Master class.

**Step 1: Attributes**

ME and PP +6, PS and PE +8, SPD +(12 + 3D6), HP +6D6, SDC (3D6 x10) +6D6. Age is whatever the character chooses. Marvel's Shang Chi was in his mid twenties...so was Iron Fist...Bruce Lee...Batman...so why should a Master be Ancient?

**Step 2: Skills**

Do not choose skills in the normal manner, instead gain all the following at +20%;

Acrobatics

Archery

Art

Boxing

Climb

Detect Ambush

Detect Concealment

Fast

First Aid  
 Gymnastics  
 Holistic Medicine  
 HTH Martial Arts at 15th level  
 Musical Instrument  
 Prowl  
 Run  
 Wrestling  
 WP Blade, Blunt, Chain, Paired,  
 Sharpshoot and Target  
 Also choose 8 Secondary Skills.

### **Step 3: Abilities**

Gain 3 of the following abilities at first level. Then choose one additional ability each level thereafter;

#### **Chi Mastery**

Gain 6D6 Chi, +D6 per level.

#### **Cleansing Spirit**

The ability to heal oneself by drawing on the surrounding Chi via meditative trance. He is also able to expunge any foreign parasites from the body including drugs, normal diseases, toxins and poisons. In the case of lethal viruses it gives a +1 save (eg. ebola) per Chi used. Heal 1 HP or 2 SDC per 1 Chi focused on it. Can attempt any of these abilities once per day minus 1 hour per ME (minimum of 1 hour).

#### **Contortionist**

Can actually dislocate the bones of the body. Escape handcuffs, chains, manacles, rope or plastic bonds automatically.

#### **Disabling Touch**

The ability to touch and paralyse different parts of the body for D6 minutes per level Requires 2 successful paralyzing touches on the same opponent to paralyse the entire body. The character can also dislocate the joints of any opponent, and even break bones.

#### **Feather Fall**

Can fall great distances and land properly into a cross legged stance. Can

fall 1mtr per Chi expended and take no damage.

#### **Feign Death**

This enables the character to fall into a death-like trance. The metabolic rate is slowed to the point that the body temperature drops, the pulse is undetectable and breathing seems to have stopped completely. Without hospital facilities, even a Medical Doctor or Paramedic is likely to believe the character is dead. Requires 90 seconds of meditative preparation, and can be maintained for one day per level of experience without harm (no dehydration, starvation, muscle atrophy, etc.). In this state of suspended animation, drugs, toxins, and chemical damage and effects are immediately stopped, but will take effect the instant the death trance is ended, unless the trance is used to cleanse the spirit.

#### **Focused Attack**

Every Chi spent while concentrating on the target gives either an additional +1 to strike or +1 to damage (must decide before using it).

#### **Grab Blade**

Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate PP rolls.

#### **Grab Missile**

Can catch any thrown objects at a rate of 1 per 3 PP, and arrows or bolts at 1 per 4 PP within 1 combat melee..

#### **Healing Hands**

Includes the study of acupuncture which can be used to resuscitate a character by touch alone. This includes knock out, stun, paralysis or any other shock.

#### **Inner Strength**

Focus Chi into either PS, PP, PE or SPD at a rate of 2 Chi for every attribute point raised. This lasts for 1 round per ME.

**Iron Fist**

Hand will not take damage from hitting a hard object. This allows him to break boards, wood, bricks, stones and ice. For every 1 Chi spent do 1 additional point of damage.

**One With The Universe**

Instantly sense anybody who enters his circle of 2mtrs +30cms per level, including the invisible (even though he cant see them). +6 initiative, +2 parry, +4 dodge.

**Parry Missile**

Can use a melee weapon which are skilled in to deflect any thrown at rate of 1 per 3 PP within 1 combat melee, or deflect arrows/bolts at 1 per 4 PP within 1 combat melee.

**Rapid Blows**

For every 5 Chi spent each successful hit counts as one extra blow. eg. 15 Chi = 4 blows instead of normal 1, so roll damage 4 times.

**Shadow Stealth**

The character learns to become One with his surroundings, remaining motionless, and moving silently when necessary. This even applies to moving silently into, through and out of water.

**Strafe**

For every 1 Chi used can hit one additional foe in range if using a ranged weapon.

**Whirlwind**

For every 1 Chi used can hit one additional foe in range in hand to hand combat or if using a melee weapon.

**Step 4: Budget**

Budget of D20 x \$1000.

**Special Martial Arts Combat Table**

Level	Ability
1	+2 Attacks, +4 to Strike, +4 Parry and Dodge, +6 vs. HF, +6 vs. Possession
2	+2 Initiative, +4 Roll, +4 Pull Punch
3	Critical on 19, Knockout on 20
4	+1 Attack, +1 Parry and Dodge
5	Deathblow on 20, +1 Strike, +2 Roll
6	+2 Initiative, Knockout on 19, +1 vs. HF
7	Critical on 18, +1 Parry and Dodge, +1 Pull Punch
8	+1 Attack, +2 Roll, +1 vs. Possession
9	Knockout on 18, +1 Strike
10	Deathblow on 19, +2 Initiative, +1 Parry and Dodge
11	Critical on 17, +2 Roll, +1 vs. HF
12	+1 Pull Punch, +10 Damage, +1 Attack, Knockout on 17
13	+1 Strike, Parry and Dodge
14	+2 Initiative, +2 Roll, +1 vs. Possession
15	Knockout on 16, Critical on 16, Deathblow on 18
16	+1 Parry and Dodge
17	+1 Pull Punch, +2 Roll, +1 Strike
18	+2 Initiative, +1 vs. HF
19	+1 Parry and Dodge, +1 vs. Possession
20	Deathblow on 17, +2 Roll

## The Crime Fighter

Part detective, part combat specialist this is the hero archetype best emulated in the Batman.

### **Step 1: Attributes**

Roll attributes as normal and then add +2 PS, +1 PP, +4 PE, +8 SPD, +12 HP and +30 SDC.

### **Step 2: Skills**

Choose skills in the normal manner (with access to all programs including espionage) but also gain the following all at +30%;

Chemistry  
 Chemistry, Analytical  
 Computer Hacking  
 Computer Programming  
 Cryptography  
 Detect Ambush  
 Detect Concealment  
 Disguise  
 Drugs  
 Forensics  
 Forgery  
 1 Hand to Hand from Ninjas & Superspies or Mystic China  
 Intelligence  
 Investigative  
 Pick Locks  
 Pilot Auto or Motorcycle  
 Prowl  
 Surveillance  
 Sniper  
 1 Survival  
 1 WP Ancient  
 1 WP Modern  
 1 WP Sharpshoot

### **Step 3: Abilities**

The Crime Fighter gains the following abilities at first level and 1 additional subminor power every three levels of experience;

#### **Inured to pain**

The character has an incredibly high pain threshold. Unfortunately they don't

notice most minor injuries, including bleeding.

#### **KO**

The character has an unusually hard, powerful punch. His blows do an additional + 2 damage and a Knock out on a 19-20.

#### **Presence**

The character has an iron will and radiates an aura of confidence and authority. He is immune to intimidation.

### **Step 4: Budget**

Budget of \$10,000 + (D20 x \$1000).

## The Modern Thief

Thieves are scoundrels, living by their wits day to day, often at the expense of others. Not all thieves are criminals, but many of them possess a shady past they'd rather not have made public. The Thief is an expert at breaking and entering the most difficult buildings, bypassing walls, locks, traps and alarms, grabbing the best loot, and escaping unnoticed as stealthily as he arrived. Almost all successful Thieves have some sort of guild affiliation. In order to get rid of the loot they take, they of course need a fence (especially if their score is distinctive e.g., fabulous gems, valuable artwork). Guilds provide the Burglar with innumerable benefits: fencing of even the most distinctive items, connections with potential "business" partners, access to specialized equipment, and, not least of all, protection. A guild can arrange the fix (to free an imprisoned Thief), and provide deterrence, protecting its Burglars from other guilds and powerful criminals, people who don't take kindly to being robbed themselves, and are more likely to make hasty decisions about a suspect character's guilt or innocence.

Better Burglars do not bring weapons with them on a job; it only means more serious penalties if they are caught, either legal penalties, or more immediate ones like a jumpy victim panicking and attacking them. On some jobs, however (e.g., stealing from dangerous criminals) a Thief is wise to have a means of self defence.

### **Step 1: Attributes**

+8 to PP, +6 to PE, +40 to SDC, +12 one off bonus to HP.

### **Step 2: Skills**

Choose one Skill Program and also gain the following with +25% in all;

Acrobatics  
Blindfighting  
Climbing  
Concealment  
Detect Ambushes  
Detect Concealment and Traps  
Disguise  
Escape Artist  
Forgery  
Gymnastics  
Hand to Hand Assassin or Martial Arts (may be taken from Ninjas & Superspies or Mystic China)  
Imitate Voice  
Impersonation  
Intelligence  
Investigative  
Land Navigation  
Lip Read  
Microfilm/Microfiche Tech.  
Palming  
Pick Locks  
Pick Pockets  
Prowl  
Running  
2 WPs  
18 Secondary skills (up to ½ may be taken from Espionage).

### **Step 3: Abilities**

The Sleuth gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Alertness**

The character is able to instinctively notice and recognize signs of a disturbance in the immediate vicinity, reducing by 50% the character's chance of being surprised. The GM may ask for a proficiency check (or secretly roll it himself) anytime there is something subtly askew; he may also allow characters with observation to increase their chance of finding secret or concealed doors. The proficiency covers all the senses.

**Fast Talking**

This is the art of distraction and conning. If a successful MA roll is made, the fast talker is able to get away with whatever scam he is attempting. The GM may also introduce modifiers according to the difficulty or plausibility of what the player is attempting.

**Looting**

This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. He has about two minutes to fill his backpack, so that he can escape before guards are summoned by magical alarms. If his proficiency check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space.

**Step 4: Savings**

Gain D20 x1000 dollars spending money, and can take up to 6 +(D6 x \$1000) worth of special equipment from Heroes Unlimited pages 134-136..

**Thief's Code**

1. A professional thief does not "squeal": If captured by authorities in the course or as a consequence of a job, he must not reveal the identities of his partners, fences, informants, or other professional contacts.
2. A professional thief will honestly report how much money or valuables are taken in a job; he will not "burn" his partners.
3. A mob of professional thieves will share their score equally among themselves, or according to the contribution of each to the job, arranged and agreed upon beforehand.
4. A professional thief will share some of his earnings with other professional

thieves who have been incarcerated (to help pay fines, bribe officials, etc.).

5. If a professional thief has valuable information (e.g., attractive targets, location of traps, and the activities of the town watch), he will share it with other professionals.

6. Professional thieves will help one another, even in spite of personal differences or enmity between them.

## The Nega-Psychic

This character doesn't believe in the existence of magic, psychic abilities or the supernatural. Everything has a scientific explanation. As far as mind powers go he has an absolute mind block which cannot be penetrated. Other meta powers will affect him because he understands the medical DNA explanation for how they function. This class is a conversion from Beyond the Supernatural 1st edition.

### **Step 1: Attributes**

+6 ME, 40 SDC.

### **Step 2: Skills**

Choose skills in the normal manner.

### **Step 3: Abilities**

The Negapsychic gains the following abilities at first level and 1 additional subminor power every three levels of experience;

#### **Immune to Detection**

Negapsychics possess no presence in the Astral dimension or Dreamscape. In both realms a Negapsychic looks just like a piece of non living material. In this respect he can hide quite easily from spirits, projecting mages and any other astral or dream entity. In fact spirits and entities will NEVER recognize the existence of a Negapsychic because of his lack of an aura. If a spirit is set to watch a building and report who comes out it will say nothing when the Negapsychic leaves, because the spirit wont recognize him as a living being. When ordered to attack most spirits will become confused...attack who?...and not respond to the command because they don't know how. This also gives him total immunity to all forms of mental based attacks and control, including empathy and telepathy.

#### **Immune to Horror Factor**

The normal saving throws don't apply, the character simply doesn't accept

what's in front of him. This however is totally separate to any Trauma saving throws from seeing something repulsive.

#### **Immune to Magic**

No spells of any type will work on the Negapsychic, nor can he ever learn or use any magic or be the recipient of any friendly magic.

#### **Step 4: Budget**

Start with \$10,000 +D10 thousand dollars.



## The Ninja

The Ninja arts originated in ancient China, then travelled to Japan during the Tang Dynasty. The Japanese developed the Ninja arts to the utmost, creating deadly assassins, who can enter any place undetected and strike when least expected.

Ninjas were employed as infiltrators, scouts and assassins. Most ninja assassins were hired by rival daimyos to kill their opponents.

It is rumoured that at least one Ninja clan has survived to modern times and has once again begun to operate as assassins for hire...

### **Step 1: Attributes**

ME +6, PS +4, PP +8, PE +8, SPD +(14 + 5D6), HP +4D6, SDC (3D6 x10) +6D6. +2 Initiative, +1 Attack, Strike, Parry and Dodge. +2 when performing a called shot.

### **Step 2: Skills**

Do not choose skills in the normal manner, instead gain all the following at +20%;

Acrobatics

Archery

Boxing

Climb

Detect Ambush

Detect Concealment

Fast

First Aid

Gymnastics

Holistic Medicine

HTH Martial Arts at 15th level

Musical Instrument

Prowl

Run

1 Ancient WP at 15th level

WP Paired or Sharpshoot

Also choose 12 Secondary Skills.

### **Step 3: Abilities**

Gain all of the following abilities;

### **Blade Grasp**

Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate PP rolls.

### **Emono**

Can catch any thrown objects at a rate of 1 per 3 PP and arrows or bolts at 1 per 4 PP within 1 combat melee.

### **Focus Strength**

You may sacrifice all your attacks for a focused punch strike to do triple damage.

### **Kawasu**

Can use a melee weapon which are skilled in to deflect any thrown at rate of 1 per 3 PP within 1 combat melee, or deflect arrows/bolts at 1 per 4 PP within 1 combat melee.

### **Kyudo**

Using a bow you may shoot a number of times equal to his number of attacks in a single shot (eg. if you have 6 attacks you can fire 6 arrows per attack round).

### **Me Ni Mienai**

The character learns to become One with his surroundings, remaining motionless, and moving silently when necessary. This even applies to moving silently into, through and out of water.

### **Tatsumaki**

Attacks per melee are tripled for 1 round with 1 melee weapon once per combat.

### **Step 4: Budget**

Savings of 5D6 x \$100. The character also has a set of Ninja clothing, equipment and weapons to the value of \$5000.

### **Special Martial Arts Combat Table**

Level	Ability
1	+2 Attacks, +4 to Strike, +4 Parry and Dodge, +6 vs. HF, +6 vs. Possession
2	+2 Initiative, +4 Roll
3	Critical on 19, Deathblow on 20
4	+1 Attack, +1 Parry and Dodge

Level	Ability
5	Knockout on 20, +1 Strike, +2 Roll
6	+2 Initiative, Deathblow on 19, +1 vs. HF
7	Critical on 18, +1 Parry and Dodge, +1 Pull Punch
8	+1 Attack, +2 Roll, +1 vs. Possession
9	Deathblow on 18, +1 Strike
10	Knockout on 19, +2 Initiative, +1 Parry and Dodge
11	Critical on 17, +2 Roll, +1 vs. HF
12	+1 Pull Punch, +10 Damage, +1 Attack, Deathblow on 17
13	+1 Strike, Parry and Dodge
14	+2 Initiative, +2 Roll, +1 vs. Possession
15	Deathblow on 16, Critical on 16, Knockout on 18
16	+1 Parry and Dodge
17	+1 Pull Punch, +2 Roll, +1 Strike
18	Deathblow on 15, +2 Initiative, +1 vs. HF
19	+1 Parry and Dodge, +1 vs. Possession
20	Knockout on 17, +2 Roll

## The Parapsychologist

A natural scholar with an interest in society and the supernatural. Much like the characters portrayed in the Ghostbusters movies he investigates supernatural phenomena and can even learn magic (if he wants to). The Parapsychologist holds a different view of the undead; they see them as psychic phenomenon to be understood, rather than as an abomination to be destroyed. Through study of psionic power, they seek to learn about psychic manifestations such as poltergeists, ghosts, and other incorporeal undead. Naturally their studies often lead to an effective means to defeat these beings. This class has been converted from Beyond the Supernatural 1st edition.

### **Step 1: Attributes**

+4 to IQ and ME. See also table below.

### **Step 2: Skills**

Don't choose skills, instead gain the following all at +30;

PhD in Parapsychology

PhD in Medicine with a specialization in Psychiatry

Read Sensory Instruments

Other skills can be learnt later in the normal manner.

### **Step 3: Abilities**

The Parapsychologist gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Identify Magic Items**

(IQ + ME) +15% (e.g. IQ 18 + ME 17 = 35%, +15% = 50%). +5% per level.

#### **Learn Magic**

(IQ + ME)%, +5% per level.

#### **Read Magic**

(IQ + ME) +5%, +5% per level.

#### **Understand Spells, Symbols, and Artifacts**

(IQ + ME) +10%, +5% per level.

**Step 4: Magic**

If the Parapsychologist decides to pursue the use of magic then you'll need to determine how much power they wield.

They can tap into the world's natural mana at a rate of  $IQ + ME \times 2$ , +5 mana per level.

However they must actually begin employing magic before their mana or PPE can increase. That is even if he is 4th level he will not have gained any further increases in his power until he has cast his first spell. If this is not pursued then the power remains latent and untapped. Choose no spells at the start. They must be learnt over time either from books, others or through other means. However the advantage is that the Parapsychologist can learn any spell from any school.

If using Palladium's PPE system then gain;  $3D6 + PE = PPE + D6$  PPE per level.

**Step 5: Budget**

Budget of  $\$10,000 + (D6 \times \$1000)$ .

Level Abilities gained

18	+1 Save vs. Mind Control
19	+1 Save vs. Possession
20	+1 Save vs. HF

Level Abilities gained

1	+2 vs. Possession, Magic, Horror Factor, and any form of mind control.
2	+1 Save vs. HF
3	+1 Save vs. Magic
4	+1 Save vs. Possession
5	+1 Save vs. Mind Control
6	+1 Save vs. Magic
7	+1 Save vs. HF
8	+1 Save vs. Mind Control
9	+1 Save vs. Possession
10	+1 Save vs. Mind Control
11	+1 Save vs. Possession
12	+1 Save vs. HF
13	+1 Save vs. Magic
14	+1 Save vs. Mind Control
15	+1 Save vs. Possession
16	+1 Save vs. Magic
17	+1 Save vs. HF

## The Secret Operative

The Spy is a gatherer of information. At the lowest level, he is a common informant, an eavesdropper with his ears open for salable information. The expert Spy is hired by guilds and governments to infiltrate opponents' buildings and ranks to find vital, secret knowledge. Spies are vital in supporting any large organization such as a guild or government. Information is the key to success, whether thieves are preparing for a burglary or a nation is preparing for war, and the Spy's role is to provide that information.

Most Spies are in the permanent service of one such organization. A small number may be double (or triple) agents, but that is very risky. A few are freelance, and their main problem is this: to find employment, they must be known; but if they're known, they have difficulty being successful.

Spies may come from any background. A large percentage, in fact, are from the lower classes, close in touch with the word on the street and all the secret channels of society. A smaller number of elite Spies exist, either in permanent positions (e.g., a count who reports word on his liege's troop movements to a rival kingdom, or a treacherous castle steward). Most of these characters would not be of the Spy rogue kit, since spying is secondary; the focus of their life is (or at least was) some-thing else.

But there are also talented individuals ready to go anywhere, risk any danger, and encounter a lot of excitement on the way to finding the knowledge they seek. They excel at infiltration, in finding information, not just in selling what they know. Exciting Spies, and player characters, are usually of this sort. The standard penalty for spying (if the crime is beyond the low levels of spreading

rumours, eaves-dropping, and scoping out potential burglary targets) is death, and Spies from one nation to another can hardly expect anything in the line of "diplomatic immunity."

This is a revised class.

### **Step 1: Attributes**

+4 to PP, +40 (+D6 x10) to SDC, +12 one off bonus to HP and +6 to PS, PE and MA.

### **Step 2: Skills**

Choose one Degree and also gain the following with +25% in all;

1 Communications  
Demolitions  
Detect Ambush  
Detect Concealment  
Hand to Hand Assassin or Martial Arts (may be taken from Ninjas & Superspies or Mystic China)  
Intelligence  
Investigate  
Land Navigation  
4 Physical  
Pick Locks  
3 Pilot  
Basic Radio  
1 Survival  
2 WP Ancient  
5 WP Modern

Also choose 18 Secondary (up to " may be taken from Espionage).

### **Step 3: Abilities**

The Operative gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Connoisseur**

The character has an unusual resistance to alcohol, able to drink three times as much (of any type of alcohol) as a normal adult with only mild symptoms of intoxication. As a result he also has detailed knowledge of all forms of alcohol and can determine their vintage by taste at 30% +5% per level.

Expert Pick one weapon. The character automatically gains a 15th level WP in it.

**Suave**

The character always manages to wear his clothes well and look impressive. He gains a +10% bonus to charm/impress. Further he has a natural grace which grants him a +30% bonus to any physical skills, including dancing.

**Step 4: Budget**

Unchanged but gain D20 x1000 dollars spending money as well.

**Step 5: Affiliation**

Choose an Agency.

**Stage Magician**

Magic also called prestidigitation or conjuring is the art of entertaining an audience by performing illusions that baffle and amaze, often by giving the impression that something impossible has been achieved, almost as if the performer had magic or supernatural powers. Yet, this illusion of magic is created entirely by natural means. The practitioners of this mystery art are called Stage Magicians. Now in the modern world many Stage Magicians turn to working for Hollywood, often as special effects specialists and advisors.

**Step 1: Attributes**

+1 IQ and PS. +3 PP, +5 to Roll.

**Step 2: Skills**

Gain the Electronics Skill Program and the following with +25% in all;

Acrobatics  
 Basic Mechanics  
 Carpentry  
 Climbing  
 Concealment  
 Detect Concealment and Traps  
 Disguise  
 Escape Artist  
 Forgery  
 Gymnastics  
 Imitate Voice  
 Impersonation  
 Investigative  
 Juggling  
 Locksmith  
 Offensive Driving  
 Optic Systems  
 Palming  
 Pick Pockets  
 Pilot Automobile  
 Pilot Motorcycle  
 One other Pilot of choice  
 Prowl  
 Reflex Mastery  
 Skydive  
 18 Secondary skills

**Step 3: Abilities**

The Stage Magician gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

**Contortionist**

Can actually dislocate the bones of the body. Escape handcuffs, chains, manacles, rope or plastic bonds automatically. This also allows him to fit around difficult or confined spaces.

**Keen eye**

The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.

**Stuntman Driving**

**Evasive Action:** Fleeing or dodging another vehicle, obstacle, missile or some other attack by moving out of the way. Evasive action often involves weaving, zigzagging and sudden turns at high speeds. A successful roll means the pilot has successfully dodged out of the way. A failed roll means an ineffective evasive manoeuvre which, in turn, means the vehicle has been hit and/or the attacker is still hot on his tracks. Three consecutive successful evasion rolls means the pilot has completely lost the pursuer.

**Reverse Driving:** This is simply driving in reverse/backward. Roll for each turn, swerve or evasive action. A failed roll means a minor collision.

**Sideswipe:** This manoeuvre can be used against a stationary object, moving vehicle or person. The purpose of a sideswipe is to strike another vehicle, object or person with a glancing blow from the body of your vehicle. To strike, the swiping player rolls under his Pilot skill with penalties. Note: The target if controlled by another person can attempt to dodge via evasive action or stunt

driving. A failed roll to sideswipe means an automatic miss, make a second roll at the same penalty or lose control of the vehicle. If control is lost roll on the Loss of Control Table under stunts. Damage from a sideswipe is 2D6 for every 32kph of speed. The sideswipe also damages the vehicle, which is equal to one third the damage inflicted to the target.

**Stunts:** Includes sharp turns at high speeds, locking up the brakes, sudden U-turns at high speeds, propelled leaps and similar manoeuvres. A failed roll means the stunt is incomplete and serious difficulties encountered. Roll on the following table:

01-38 Minor collision; momentarily stopped. Reduce vehicle's SDC by one third. Occupants shaken but okay.

39-59 Stunt manoeuvre botched; reduce speed by half.

60-80 Engine or structural problems develop, requiring pilot to pull over and stop. Vehicle needs 2D6 hour's worth of repairs.

81-00 Collision. Vehicle is totalled; pilot and occupants receive 3D6 points of damage.

Base Skill: 55% +5% per level of experience.

**Stuntman Fall**

This ability allows a variety of gymnastic type rolls, leaps, tumbles, falls, cartwheels, somersaults, and hand stand type exercises. The character can backflip (treat as +2 dodge) by quickly flipping out of harm's way or over one's opponent. He can bodyflip others causing them to lose their initiative and one attack that melee. He can also do a natural leap of 1.5 metres across + .1 metre per level, x 1.2 metres high + .1 metres per 2 levels. He can vault 2 metres high + .5 metres per level. Finally while falling he can attempt to continue to halt his fall by grasping at any nearby

surface (if there is one) by rolling under his PP. If he hits the ground instead there is still a chance of survival as the character can reduce his fall damage by one third.

### **Tailor**

The character is a professional in the use of a needle and thread to mend, cut and sew complex patterns, and do extensive alterations. Base Skill: 45% +5% per level of experience.

### **Tinkerer**

The character can modify and create sophisticated equipment for making complex special effects. Base Skill: 50% +2% per level of experience. Must roll the first two times that device is used. He also has a 30% +2% per level of understanding any unknown equipment.

### **Step 4: Budget**

The character gains 50 +5D10 thousand dollars which must all be spent on his special equipment. Additionally he has D20 x1000 dollars normal spending money as well.

### **Stage Magician Illusions**

The stage magician has the ability to make complex illusions including the following:

Levitation; The magician "puts his assistant into a trance" and then floats her up and into the air, passing a ring around her body to show that there are 'no wires' supporting her. A close-up artist wads up your dollar bill, and then floats it in the air. A playing card hovers over a deck of cards. A penny on an open palm rises onto its edge on command. A scarf dances in a sealed bottle. Levitations are illusions where the conjurer magically raises something -- possibly including the magician him or herself -- into the air.

Penetration; In which one solid object passes through another. The magician links two apparently solid steel rings, or the cup and balls trick in which the foam balls appear to pass through the cup are penetration illusions.

Production; The magician pulls a rabbit from an empty hat, appears in a puff of smoke on an empty stage -- producing something from nothing.

Restoration; A rope is cut into two pieces, the two pieces are tied together, the knot vanishes leaving one piece of rope. A newspaper is torn to bits. The magician rubs the pieces together and the newspaper becomes whole. A woman is sawn into two separate parts and then magically rejoined. A card is torn in fourths and then restored piece by piece to a normal state. Restorations put something back into the state it once was.

Teleportation; A teleportation transfers an object from one place to another. A coin vanishes then later finds it inside a tightly bound bag, which is inside a box that is tied shut, inside another box, which is in a locked box... all of which were across the stage. The magician locks his assistant in a cage, then locks himself in another. Both cages are uncovered and the pair have magically exchanged places.

Transformation; The magician has a volunteer "pick a card, any card" from a deck, and with a flourish, shows the card: "Is this your card?" -- it is not the card, and the magician tells the volunteer, "here, hold it for a second", handing them the card and then picking card after card from the deck, none of which is the card the volunteer picked.

The magician says, "will you look at that first card again?" -- whereupon the volunteer finds it has magically become his card.

Vanishing; The character places a dove in a cage, claps his hands and the bird vanishes. He stuffs a silk into his fist and opens his hands revealing nothing.

## **The Super Sleuth**

The classic gumshoe detective. A master of investigation, deduction and of course guns... This is a revised class.

### **Step 1: Attributes**

+4 to IQ, ME and MA. +2 save vs Horror Factor, Insanity and Trauma.

### **Step 2: Skills**

Choose skills in the normal manner but also gain the following all at +30%;

Chemistry

Chemistry, Analytical

Computer Hacking

Computer Programming

Cryptography

Disguise

Drugs

Forensics

Forgery

Intelligence

Investigative

2 Languages

Paramedic

Pathology

Pick Locks

Pilot Auto or Motorcycle

Surveillance

### **Step 3: Abilities**

The Sleuth gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Blunder**

The Sleuth tends to wander into a crime just as it is happening or shortly thereafter. This is a GM plot tool.

#### **Clues**

The Sleuth can always find small yet relevant clues within half the normal required time.

#### **Lie Detector**

The Sleuth can tell when someone is not telling the truth or being evasive.

### **Step 4: Budget**

Start with \$60,000 +D10 thousand dollars.



## The Templar Knight

Templars are the Black Ops branch of the Vatican locating and destroying supernatural evil where ever it is found. They have seen things most people will never see. They have witnessed the foulest of creatures commit the blackest of acts. They have seen things that would make common folk become comatose, and have gone toe-to-toe with it. Most Templars have a grim, determined look the result of the grisly nature of their work. These people have lost their old enjoyment of life, and often become obsessed with death and the undead.

Training in this field is often times different then training in other fields of adventuring. The Templar studies the undead through books and through training with those whom are experts in certain fields of undead. They must learn every nuance and variation between the various members of undead species and subspecies. Because of this, the Templar can destroy the creatures with more ease than most. They know the signs of undead infestations and can trace them back to their sources. Their senses are focused and trained to be honed to detect the unnatural rhythms of undead, and they can therefore find their lairs easier. A Templar will never turn down the chance to eliminate an undead foe. While this does not mean just charging blindly into battle, they will not hesitate to sacrifice themselves if it means one of these foul abominations will perish. They never back away from the opportunity to rid the world of the blasphemous creations, regardless of the cost to themselves. The Templar will always eliminate low powered undead such as skeletons, but they truly live for the hunt of powerful undead such as vampires and liches. What normal

people will never see and what few Templars will show to anyone else is the loss of happiness they gradually build up over time. Undead are not pretty creatures, and the acts they commit are often unspeakable and unfathomable to normal people. This scars the Templar slowly till they reach a point where they die on the inside. Eventually the Templar becomes so obsessed with death they they start throwing themselves foolishly into battle just on the hopes that this one will end them and their madness will end.

Templars will often be seen fighting alongside Inquisitors, acting as their physical bodyguards while they employ their holy magic.

### **Step 1: Attributes**

Roll as normal but upon becoming a Templar gain +4 to PP, +40 to SDC, +10 one off bonus to HP and +6 to PS and PE. +2 Initiative, +1 attack, +1 to Strike, Parry and Dodge.

### **Step 2: Skills**

Choose one military program and also gain the following with +25% in all;

1 Communications

Demolitions

Detect Ambush

Detect Concealment

Hand to Hand Assassin or Martial Arts (may be taken from Ninjas & Superspies or Mystic China)

Intelligence

Investigate

Land Navigation

Lore Demons and Monsters

Lore Geomancy

Lore Magic

Lore Religion

Lore Undead

4 Physical

Pick Locks

3 Pilot

Basic Radio

1 Survival

2 WP Ancient

5 WP Modern

Also choose 13 Secondary (up to half may be taken from Espionage).

### **Step 3: Abilities**

Templar Knights gain 3 of the following abilities at first level. Then choose one additional ability each level thereafter;

#### **Divine Intervention**

This is an emergency lifesaver. Once every 24 hours it can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost.

#### **Divine Faith**

+1 vs. HF (+1 every third level), +1 vs. any form of possession (+1 every second level), +2 vs any form of infernal magic (+1 every second level).

#### **Divine Leap**

In combat the Templar may leap over intervening monsters one metre per base mana spent even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks or until he misses his first monster.

#### **Divine Parry**

Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 PP within 1 combat melee. Can use a melee weapon which are skilled in to deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

#### **Divine Sight**

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability

to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful).

#### **Divine Whirlwind**

Once per hour can triple number of attacks are for ME x1 round with 1 melee weapon. Also every foe in short or point blank range can be hit if using a melee weapon. -1 strike for every second foe cumulative.

#### **Sermon**

Allies are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech.

#### **Undead Enemy**

Choose 1 specific undead enemy; +4 to all combat rolls against this type of undead. This increases by +1 per level.

### **Step 4: Budget**

The Vatican provides weapons, equipment and other resources as necessary. At first to second level the character has the rank of Sergeant Brother and acts as a support soldier for an actual knight. Although similarly equipped to a full knight he will have less training, but will be given practical field experience in the execution of his duties, in the way his Order works with the population and the real world. Sergeants gain a weekly stipend of \$300 per week plus a commission bonus according to the threat level encountered. He has D10 x1000 dollars in savings.

Upon reaching third level the character is promoted to a full Templar Knight Brother. At this point they receive the white tunic and cross. Their stipend increases to \$500 per week plus the bonus.

### **Step 5: Disadvantages**

Regardless of their intelligence level all Undead will recognize Templars for

what they are and treat them as the greatest threat, ignoring other characters present.

## **The Vigilante**

"We're forming a union, scumbag...my fist and your face."

Unlike the Hardware Genius this character is pure grunt, relying on equipment from others. This is a revised class.

### **Step 1: Background**

What drives this character? Why did he start down the path of hunting criminals? Does he turn them over to the law or use a final solution?

Different motivations may include;

- Someone who's had enough.
- A thrill seeker.
- A psycho who gets off on killing or bashing people.
- Someone seeking vengeance...

As possible alter egos the character maybe;

- A cop
- SWAT
- A bounty hunter
- An ex military
- A mercenary
- Part of an anti terrorism unit
- Or just a normal guy

### **Step 2: Attributes**

Roll attributes as normal and then add +2 PS, +1 PP, +4 PE, +8 SPD, +12 HP and +30 SDC.

### **Step 3: Skills**

Take the Marine skill program and also gain the following with +25% in all;

- Archery
- Blind Fight
- Detect Ambush
- Detect Concealment
- Fast Reload
- First Aid
- 1 Hand to Hand from Ninjas & Superspies or Mystic China
- Intelligence
- Land Navigation
- Basic Radio
- Reflex Mastery

Sniper

1 Survival

4 WP Ancient

6 WP Modern

1 WP Sharpshoot

Also choose 18 Secondary Skills.

#### **Step 4: Abilities**

Vigilantes gain all of the following abilities;

##### **Blurred Attack**

This confers several abilities;

- 1) The character can pull out a weapon without it counting as an action. This means you can draw and initiate combat as a single attack.
- 2) Every foe in short or point blank range can be hit if using a ranged or thrown weapon which have a WP in. -1 strike for every second foe cumulative.
- 3) Using a ranged weapon which the character has a WP in he may shoot a number of times equal to his number of attacks in a single shot (eg. if you have 6 attacks you can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a WP in.

##### **Focused Shot**

When using a ranged weapon you may sacrifice all your attacks for an additional +1 to hit per attack you lost (eg. 4 attacks = +4 strike). When using this no dodge is possible during that melee.

##### **Focused Hand**

This confers 2 abilities;

- 1) Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8.
- 2) There is no penalty for shooting at or from moving vehicles so long as the character performs no other actions that melee.

##### **Focused Stealth**

This confers two abilities;

- 1) The character has raised hiding to an art form, he can blend into and render

himself nearly invisible in any surroundings. This works equally well in fields of tall grass, clumps of bushes, rocky hills, or any other wilderness area with dark or shaded terrain. When hiding, he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passers-by, or conceal himself near an enemy campsite, waiting for an opportune moment to act.

- 2) Moving with a minimum of sound, even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain which the character has a Survival skill in. It is equal to Prowl at 99%.

#### **Step 5: Finances**

Budget of \$40,000 initially.

#### **Step 6: Contacts**

The player may have a number of contacts within various law enforcement units and the underworld. The player should determine this with the GM.

## Magic Heroes

Arcanist  
 Biomancer  
 Renegade Druid  
 Houngan  
 Illusionist  
 Inquisitor  
 Mad Mage  
 Mirror Master  
 Mystic  
 Necromancer  
 Shaman  
 Sorcerer  
 Technomancer  
 Urban Mage  
 Warlock  
 Wicca

### **The Arcanist**

Arcanists are not like ordinary mortals, their minds exist in 2 worlds at once; the 3 dimensional world of our reality and the ethereal world of magic. Arcanists see magic far more vividly than ordinary non mana welders. Other spellcasters stand out like fiery beacons to them, as does the power gathered to them when they draw on magic. Arcanists tap into the world's natural mana (or PPE) and redirect it for casting magic.

This is a revised version of the Beyond the Supernatural class.

#### **Step 1: Skills**

Choose skills in normal manner but also gain the following skills all at +20%;

Archaeology  
 Holistic Medicine  
 Lore Demons and Monsters  
 Lore Geomancy  
 Lore Magic  
 Lore Religion  
 Lore Undead

#### **Step 2: Abilities**

Gain the following abilities as described;

#### **Astral Projection**

Identical to the Minor Power.

#### **Familiar Link**

At a cost of 50 mana may summon and permanently psionically link with a small animal of the character's choice.

At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.

#### **Identify Magic Items**

(IQ + ME) +20% (eg IQ 18 + ME 17 = 35, +20 = 55%), +5% per level.

#### **Learn New Magic**

(IQ + ME) +30%, +5% per level.

Read Magic (IQ + ME) +50%, +3% per level.

#### **Sense Magic**

Within 10 metre radius +5 metres per level.

Understand Spells, Symbols and

#### **Artifacts**

(IQ + ME) +40%, +4 per level.

#### **Step 3: Bonuses**

See separate table below.

#### **Step 4: Magic**

Arcanists can tap into the world's natural mana at a rate of IQ + ME x4.

Start with 6 spells and can attempt to learn one new spell every level. The spells can come from any sphere of magic and in any combination. This is the only mage who can learn any spell. If using Palladium's PPE system then gain; (2D4 x10) +20 +PE = PPE +2D6 PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

#### **Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

Level	Abilities gained
1	+2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+ 10 Mana
3	+1 save vs. Spell, Summon Familiar
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana, +1 save vs. Spell
7	Spell strength 14
8	+ 10 Mana
9	+1 save vs. Spell, +1 save vs. Possession, +1 save vs. HF
10	+ 10 Mana, Spell Strength 15
11	Learn an additional 4 spells. Hereafter can learn 2 new spells per level
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18
20	+ 10 Mana

## The Biomancer

Biomancers channel magical energies to cause direct and specific change in an existing object or creature. Alterations can affect a subject's form, weight, abilities, or even his physical well-being. Biomancers are typically curious, sharp-minded, and deeply analytical. They are fascinated by putting things together and taking them apart again, but aren't prone to profound philosophic insights, as their minds are more attuned to how things work than how a society functions. The only constant in the universe is change; concepts of good and evil are relative, dependent on existing conditions, and seldom permanent.

### **Step 1: Skills**

Choose skills in the normal manner but also gain the following skills all at +20%;

Biology  
 Botany  
 Holistic Medicine  
 Lore Demons and Monsters  
 Lore Magic  
 Physician  
 Veterinary Medicine

### **Step 2: Abilities**

Gain the following abilities;

#### **Alter Body**

The Biomancer can alter his appearance or any part of his body to resemble anything from his imagination or anyone that he has seen but may it be no less than half or more than double of his original size.

#### **Familiar Link**

The Biomancer may summon and permanently psionically link with a small animal of the character's choice. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses

(including supernatural ones). The two are always in constant telepathic contact.

### **Identify Magic Items**

(IQ + ME) +20%. +5% per level.

### **Learn New Magic**

(IQ + ME) +50%. +4% per level.

### **Read Magic**

(IQ + ME) +30%. +3% per level.

### **Sense Magic**

Within 20 metre radius +5 metres per level.

### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +40%. +5 per level.

### **Step 3: Bonuses**

See separate table below.

### **Step 4: Magic**

Biomancers can tap into the world's natural mana at a rate of IQ + ME x4. Start with 6 spells from Biomantic Magic and can attempt to learn one new spell every level. At 5th level also gain Transmutanic Magic. Can learn one new spell from either one school or the other each level, but not both (can learn one from each at alternating levels if desired).

If using Palladium's PPE system then gain; (2D4 x10) +20 +PE = PPE +2D6 PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152

### **Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

### Level Abilities gained

- |   |   |
|---|---|
| 1 | Start with 6 spells and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12. |
| 2 | + 10 Mana   |
| 3 | +1 save vs. Spell   |
| 4 | + 10 Mana, Spell Strength 13  |

### Level Abilities gained

- |    |   |
|----|---|
| 5  | +1 save vs. Possession, +1 save vs. HF, can learn Transmutanic magic and can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired) |
| 6  | + 10 Mana, +1 save vs. Spell  |
| 7  | Spell strength 14   |
| 8  | + 10 Mana   |
| 9  | +1 save vs. Spell, +1 save vs. Possession   |
| 10 | + 10 Mana, Spell Strength 15  |
| 11 | +1 save vs. HF  |
| 12 | + 10 Mana, +1 save vs. Spell  |
| 13 | Spell Strength 16, +1 vs. Possession and HF   |
| 14 | + 10 Mana   |
| 15 | +1 save vs. Spell   |
| 16 | + 10 Mana, Spell Strength 17  |
| 17 | +1 save vs. Possession, +1 save vs. HF  |
| 18 | + 10 Mana, +1 save vs. Spell  |
| 19 | Spell Strength 18   |
| 20 | + 10 Mana   |

## The Renegade Druid

Druids worshipped trees in the sense that they revered them as nature spirits. They had a healthy respect for the animal kingdom, after all any animal could be a god or another heroic Celt in animal form. Zoomorphism was common enough to justify druids transforming into all kinds of animals. But nowhere did Druids decide animals had to be protected exclusively. Nor for that matter were humans exempt from this protection.

Druids also sacrificed; they sacrificed everything they got their hands on, and they sacrificed a lot. Bulls, dogs, stags, slaves, criminals, gold, silver, etc. You name it. They burned it, drowned it, strangled it or examined its entrails (except for the gold). Druids would stab people in the back and divine the future based on how they twitched when they died. They believed in regicide, utilizing the fabled triple death of strangling, drowning and stabbing with a spear. They crammed gigantic wicker colossi full of people and torched it.

Druids did believe in the sanctity of trees. In fact the name Druid probably comes from a root meaning oak. Druides use druideachta, which means magic. One did not trifle with druids if he knew what was good for him. The Oghams, their runic language revolved around the various trees and their properties. Druids did not worship the four elements. This only makes sense as Druids considered spirits to be in everything, and the Druids also held the number three to be sacred.

Despite their seemingly barbaric practices, Druids were the keepers of knowledge, advisors to rulers and the judges of their time. They utilized the Brehon Law, a Law which is admittedly biased towards the more powerful

individuals of society, but a law nonetheless which they had absolute jurisdiction over. Druids were highly respected. Respected so much in fact, that the Romans did their best to wipe their power base out. Druids as a group were a threat to Roman rule. They were only partially successful, and it wasn't until the Church came about that a clash of ethos really happened.

Realising they were outnumbered and about to be exterminated, the Druids simply disappeared...or at least they appeared to. In reality they went underground, continuing their sadistic and bloodthirsty practices in secret. Every so often though, a member of the Druids will hear Gaea's voice, and in that moment recognise the evil of their ways and choose to follow Gaea's path instead. At this point they become a renegade and must flee to avoid death at the hands of their fellow Druids. Renegade Druids will often fight alongside Gaea's other allies including Geomancers, Elementals, Urban Legends, Apostulates and Eternals.

### **Step 1: Skills**

Choose skills in normal manner but also gain the following skills all at +20%;

- Holistic Medicine
- Land Navigation
- Lore Demons and Monsters
- Lore Geomancy
- Lore Magic
- Lore Religion
- Lore Undead

### **Step 2: Abilities**

Gain the following abilities;

#### **Animal Empathy**

Druids can establish telepathic communication with any normal or giant animal within line of sight if he does nothing else in the round. The animal must have a minimum IQ of 1. This has the following benefits:



He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can recruit an animal he has befriended as an ally (much like a Familiar).

**Identify Magic Items**

(IQ + ME) +20%. +5% per level.

**Learn New Magic**

(IQ + ME) +30%. +5% per level.

**Natural Chameleon**

Using this ability the Druid can blend into and render himself nearly invisible in any surroundings. This ability to hide works equally well in fields of tall grass, clumps of bushes, rocky hills, or any other wilderness area with dark or shaded terrain. When hiding, the Druid can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite, waiting for an opportune moment to steal their supplies.

He may also move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection. Lasts for ME x1 round.

**Read Magic**

(IQ + ME) +40%. +3% per level.

**Sense Magic**

Within 10 metre radius +5 metres per level.

**Understand Spells, Symbols and Artifacts**

(IQ + ME) +50%. +4 per level.

**Step 3: Bonuses**

See separate table below.

**Step 4: Magic**

Druids can tap into the world's natural mana at a rate of IQ + ME x4.

Start with 6 spells from Faerie Magic and can attempt to learn one new spell every level. After 3rd level gain Runic Magic can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired).

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

**Step 5: Disadvantages**

Hunted at Extreme level by the Druid organisation. If caught the Renegade will be examined, in other words cut open and sacrificed.

**Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

Level Abilities gained

1	Start with 6 spells from Faerie magic. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12, +1 ME
2	+ 10 Mana, +2 save vs. Toxins
3	+1 save vs. Spell, +1 vs. HF
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 vs. HF
6	+ 10 Mana, Spell Strength 14
7	+1 save vs. Spell, +1 vs. HF
8	+ 10 Mana, +2 save vs. any Fire and Electrical magic
9	+1 save vs. Possession, +1 vs. HF

Level	Abilities gained
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs. Toxin
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs. Fire and Electrical magic
15	+1 save vs. Spell, +1 vs. HF
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	+1 save vs. Toxins, +1 vs. HF
20	+ 10 Mana, Spell Strength 18

## Houngan

Houngan: a male Voodun priest. A female priest is know as a Mambo. There is no such thing as a Voodoo Adept. You're either fully a houngan or you're not.

The Houngan is Voodun's religious leader. The Houngan acts as a community leader as well as a spiritual leader, and he serves many functions within the society. He maintains absolute authority over the community, because he is the only person who is fully trained to interact with gods and to interpret the complex body of belief that makes up Voodoo. They are highly revered members of the community, someone who can be relied upon to offer sound advice, with all the force of the spirit world behind it. Virtually nothing is done in the community without first consulting the Houngan.

He has many means by which to contact the gods including dreams, ritual invocation, fortune telling using cards, palm reading, or figure drawings. Each societie's spiritual leader also has the power to alter the Voodoo ceremonies of his community, tailoring them to the particular gods that are revered by that community. As well as priest the houngan acts as confessor, confidential adviser, financial adviser, and prophet for the people in his community. Generally the current priest trains future priests from a young age, and the new Houngan is not fully initiated until he reaches his early thirties.

### **Step 1: Skills**

Choose skills in the normal manner but also gain the following skills all at +20%;

Biology  
Chemistry, Alchemical  
Holistic Medicine

Lore Demons and Monsters

Lore Magic

Lore Undead

Physician

### **Step 2: Abilities**

Gain the following abilities;

#### **Evil Eye**

Line of sight range. The character can invoke his enemies' greatest fear causing them to panic and be routed, fleeing for ME x1 round. Any who save and remain to fight suffer -1 and -10% per 2 ME on all their rolls for ME x1 round.

#### **Loa endowment**

A Houngan is capable of summoning any Loa and endowing himself with its abilities. Loa are special spirits that are not either elemental or quite Gods, but have some characteristics of both (detailed information can be found in the Voodun Gods section of the Pantheon). The summoning takes 10 minutes of ritual to complete, -1 minute per level (requires a minimum of one round). If the chosen Loa refuses to be summoned then the GM determines how long it takes the character to find another one. If the Loa does agree to endow the character then he can remain for up to one minute per ME.

As a last ditch emergency measure the character can request that the Loa take possession of his body. While controlled the Houngan is aware of what is going on, but is unable to do anything without going through the Loa to do it. The possession goes on until the Houngan's body collapses from physical exhaustion. While in possession the Loa has access to all of the Houngan's knowledge, skills, and powers. It can however be banished from the body, or be forced to leave if it's host is knocked unconscious or killed.

Of course the Loa might decide it likes having a physical body and refuse to vacate..

#### **Identify Magic Items**

(IQ + ME) +50%, +5% per level.

#### **Learn New Magic**

Bestowed by a Loa requiring meditation of 1 hour per 5 Mana of spell, or 1 hour per level if using PPE.

#### **Read Magic**

(IQ + ME) +20%, +3% per level.

#### **Sense Magic**

Within 20 metre radius, +5 metres per level.

#### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +50%, +5 per level.

### **Step 3: Bonuses**

See separate table below.

### **Step 4: Magic**

Houngan can tap into the world's natural mana at a rate of IQ + ME x4.

Start with 6 spells from Tantric magic and can attempt to learn one new spell every level. At 5th level can choose one more school (it can be any school). Can learn one new spell from either one school or the other each level, but not both (can learn one from each at alternating levels if desired). However all magic must be taught by a summoned Loa.

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

### **Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

Level	Abilities Gained
1	Start with 6 spells and can attempt to learn one new spell every level. +1 save vs. Spell, +2 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, +2 save vs. Toxins.
3	+1 save vs. Spell. When fighting Undead (including spirits) gain +2 to Strike, Parry, Dodge and Roll. This increases by +1 to all bonuses listed every 3 levels.
4	+ 10 Mana, Spell Strength 13.
5	+1 save vs. Possession. Learn a new school of magic; choose 4 spells.
6	+ 10 Mana, +1 save vs. Spell.
7	Spell strength 14, +1 save vs. HF.
8	+ 10 Mana.
9	+1 save vs. Spell, +1 save vs. Possession, +1 save vs. HF.
10	+ 10 Mana, Spell Strength 15.
11	All spell ranges, damage, etc are doubled when used against the Undead.
12	+ 10 Mana, +1 save vs. Spell.
13	Spell Strength 16, +1 vs. Possession and HF.
14	+ 10 Mana.
15	+1 save vs. Spell.
16	+ 10 Mana, Spell Strength 17.
17	+1 save vs. Possession, +1 save vs. HF.
18	+ 10 Mana, +1 save vs. Spell.
19	Spell Strength 18.
20	+ 10 Mana.

## The Illusionist

An illusionist is a mage who is concerned with the creation of stimuli and the manipulation of matter designed to fool the senses of an observer so that he will accept the existence of what is in fact nonexistent.

Few villains and even fewer heroes have this most underrated power. Although illusions can't break down walls, or heave Cadillacs, they should not be dismissed. A skilled illusionist can change the apparent nature of reality. Properly handled, this seemingly weak power can leave characters doubting their sanity. Illusion is a power of subtlety and indirection. Use it to mislead, deceive and confuse rather than destroy your opponent. If you accept that illusion is not a power for direct violence, you can give your friends an enormous tactical advantage, and drive your foes out of their minds.

Sound illusions can be used for distractions or to deafen an opponent. They can also be used to disguise your sounds as something else. You have complete control over what they hear.

### Step 1: Skills

Choose skills in normal manner but also gain the following skills all at +20%;

Detect Ambushes  
 Detect Concealment and Traps  
 Lore Demons and Monsters  
 Lore Geomancy  
 Lore Magic  
 Lore Religion  
 Lore Undead

### Step 2: Abilities

Gain the following abilities;

#### **Dispel**

The Illusionist is the only mage that can totally obliterate other Illusions without flexing any amount of power. By spending an amount of mana equal to the original spell he can dispel it.

**Distortion**

This power allows the Illusionist to dodge attacks by being elsewhere than he appears to be. In game terms he becomes invisible and projects the image a few inches away.

**Learn New Magic**

(IQ + ME) +20%, +5% per level.

**Read Magic**

(IQ + ME) +30%, +3% per level.

**Sense Magic**

Within 10 metre radius, +5 metres per level.

**True Sight**

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

**Understand Spells, Symbols and Artifacts**

(IQ + ME) +40%, +4 per level.

**Step 3: Bonuses**

See separate table below.

**Step 4: Magic**

Illusionists can tap into the world's natural mana at a rate of IQ + ME x4.

Start with 6 spells from Illusion magic and can attempt to learn one new spell every level.

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

**Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

<u>Level</u>	<u>Abilities gained</u>
1	Start with 6 spells and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+ 10 Mana
3	+1 save vs. HF
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. Spell
6	+ 10 Mana, +1 save vs. HF
7	Spell strength 14
8	+ 10 Mana
9	+1 save vs. Spell, +1 save vs. Spell
10	+ 10 Mana, Spell Strength 15
11	+1 save vs. Possession
12	+ 10 Mana, +1 save vs. HF
13	Spell Strength 16, +1 vs. Possession and Spell
14	+ 10 Mana
15	+1 save vs. HF
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. Spell
18	+ 10 Mana, +1 save vs. HF
19	Spell Strength 18
20	+ 10 Mana

## The Inquisitor

The word Inquisitor brings beads of sweat to almost every mages' forehead. They are the law of the magical community, if one goes too far the Inquisitors will come.

### Step 1: Skills

Choose skills in normal manner but also gain the following skills all at +20%;

Interrogation Techniques

Investigative

Language - Latin (most useful during combat when you don't want your orders understood by others)

Lore Demons and Monsters

Lore Geomancy

Lore Magic

Lore Religion

Lore Undead

Meditation

Physician

### Step 2: Abilities

Gain the following;

#### **Identify Magic Items**

(IQ + ME) +50%, +5% per level.

#### **Inspirational**

Allies are immune to panic or being routed by undead forces so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech for ME x1 round.

#### **Light of Judgment**

This power comes from within and releases a burst of holy light within a ME x1 metre radius affecting all within it in the following way;

- 1) Others are revealed as they truly are regardless of any form of concealment, disguise or illusion.
- 2) Spirits are banished unless spell save.
- 3) Undead are destroyed unless they spell save.

#### **Read Magic**

(IQ + ME) +50%, +5% per level.

#### **Sense Magic**

Within 10 metre radius +5 metres per level.

#### **True Sight**

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful).

#### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +40%, +4 per level.

#### **Step 3: Bonuses**

See separate table below.

#### **Step 4: Magic**

Inquisitors can tap into the world's natural mana at a rate of IQ + ME x4. Start with all the spells from the sphere of Divine Magic. The Inquisitor doesn't need to learn any spells as he knows all the magic from that sphere. But only ever that sphere.

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

#### **Step 5: Disadvantages**

As an Inquisitor you answer to the Catholic Church and must obey all of the rules of the Pope or face exceedingly harsh penalties. Unlike other mages you are not your own man. You are a part of a organization and must answer to it. Gain the disadvantage of Watched at Extreme level.

#### **Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

Level	Abilities gained
1	+4 Save vs HF, +10 Mana, +2 save vs. Spell, +1 ME.
2	Spell Strength 12, +1 Save vs. Possession.
3	Immunity to the effects of any fear projected from an undead creature, +1 Save vs HF.
4	+ 10 Mana, +1 save vs. Spell, +1 to all combat rolls vs any undead, +1 Save vs. Possession.
5	Immunity to all forms of undead special attacks including vampire's bite, energy drain, etc. Spell Strength 13, +1 Save vs HF.
6	+1 Save vs. Possession.
7	Critical hit +1 vs undead, + 10 Mana, +1 save vs. Spell, +1 Save vs HF.
8	Spell Strength 14, +1 Save vs. Possession.
9	+1 Save vs HF.
10	+ 10 Mana, +1 save vs. Spell, +1 Save vs. Possession.
11	Critical hit +1 vs undead, Spell Strength 15, +1 Save vs HF.
12	+1 Save vs. Possession.
13	+ 10 Mana, +1 save vs. Spell, +1 Save vs HF.
14	Spell Strength 16, +1 Save vs. Possession.
15	Critical hit +1 vs undead, +1 Save vs HF.
16	+ 10 Mana, +1 save vs. Spell.
17	+1 save vs. HF, Spell Strength 17.
18	+1 save vs. Possession, Critical hit +1 vs undead.
19	+ 10 Mana, +1 Save vs HF.
20	Spell Strength 18, +1 save vs. Spell.

## The Mad Ones

The mere mention of their name instils fear in the hearts of the magical community. Only the Mad Ones are actually empowered by their madness. Whether a homeless man on the street, a lunatic in a asylum or worst of all a seemingly normal person, a Mad One is a force to be reckoned with...even feared...

### Step 1: Skills

Choose skills in normal manner but also gain the following skills all at 98%;  
Lore Demons and Monsters  
Lore Geomancy  
Lore Magic

### Step 2: Abilities

Gain the following abilities;

#### **Identify Magic Items**

100%

#### **Learn New Magic**

(IQ + ME) +10%. +2% per level.

#### **Psionic**

Pick one Major power which is psionic in nature (eg. telekinesis, telepathy, etc). How controllable this power is, is left up to the GM. A side effect of this is that the character is totally IMMUNE to Horror Factor, Possession and any form of Mind Control. Further anyone attempting to use Telepathy on him could be in for a nasty shock, and may suffer an insanity themselves.

#### **Read Magic**

100%

#### **Sense Magic**

Within line of sight or 20 metre radius  
+5 metres per level.

#### **True Sight**

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful).

Understand Spells, Symbols and

**Artifacts**

100%

**Step 3: Bonuses**

See separate table below.

**Step 4: Magic**

Mad Mages can tap into the world's natural mana at a rate of IQ + ME x4. Start with 6 spells from the sphere of Duh! magic and automatically learn one new spell every level. Unfortunately this only happens after the character suffers a seizure. At 5th level their insanity grows so much their is actually a chance to learn Chronomantic magic. Can learn one new spell from either one school or the other each level, but not both (can learn one from each at alternating levels if desired). If fail to learn a Chronomantic spell then gain a Duh! spell instead as normal.

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

**Step 5: Disadvantages**

Pick two Insanities at Extreme level, plus your character lives in a free form delusional landscape. Every level when gain a new spell also roll on the following table;

01-50 Gain one Insanity at Difficult level

51-75 Gain one Insanity at Severe level

76-90 Gain one Insanity at Extreme level

91-00 Gain one Insanity at Extreme level and raise one previous insanity to the next level (Difficult becomes Severe, Severe becomes Extreme), if applicable.

**Step 6: Budget**

Budget of  $\$10,000 + (D6 \times \$1000)$ .

Level	Abilities gained
1	+2 save vs. Spell, Spell Strength 12
2	+ 10 Mana
3	+1 save vs. Spell
4	+ 10 Mana
5	Spell Strength 13
6	+ 10 Mana, +1 save vs. Spell
7	Spell strength 14
8	+ 10 Mana
9	+1 save vs. Spell
10	+ 10 Mana
11	Spell Strength 15
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16
14	+ 10 Mana
15	+1 save vs. Spell
16	+ 10 Mana
17	Spell Strength 17
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18
20	+ 10 Mana



## The Mirror Master

A unique form of manacaster. Mirrormasters can link with the Speculum dimension and create gateways through it using mirrors.

### Step 1: Skills

Choose skills in normal manner but also gain the following skills all at +20%;

Archaeology

Lore Demons and Monsters

Lore Geomancy

Lore Magic

Lore Religion

Lore Undead

Research

### Step 2: Abilities

Gain the following abilities;

#### **Astral Projection**

Identical to the Minor Power.

#### **Identify Magic Items**

(IQ + ME) +20%. +5% per level.

#### **Learn New Magic**

(IQ + ME) +30%. +5% per level.

#### **Mirror Grimoire**

Store any spells that desire for later use by casting them into a mirror (only the storer can use it). Know what spells are stored within by touching it. The mana required for casting the spell is expended at the time of storage. Thus when later released from the mirror there is no mana cost, its free.

#### **Read Magic**

(IQ + ME) +50%. +3% per level.

#### **Sense Magic**

Within a 10 metre radius. +5 metres per level.

#### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +40%. +4 per level.

### Step 3: Bonuses

See separate table below.

### Step 4: Magic

Mirror Masters can tap into the world's natural mana at a rate of IQ + ME x4.

Start with 6 spells from Mirror magic and can attempt to learn one new spell every level. At 5th level also gain either Runic or Chronomantic magic. Can learn one new spell from either one school or the other each level, but not both (can learn one from each at alternating levels if desired).

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

### Step 5: Budget

Budget of \$10,000 + (D6 x \$1000).

<u>Level</u>	<u>Abilities gained</u>
1	+ 10 Mana, +2 save vs. Magic
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Magic
5	Learn a new school of magic; choose 4 spells, Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Magic
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Magic, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Magic
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Magic
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Magic
20	Spell Strength 18

## The Mystic

From the moment we awake until the moment we fall asleep, the vast majority of us spend our time silently talking to ourselves. A few individuals whom we call mystics have mastered the difficult art of shutting off this habitual interior dialogue. This inner silence that mystics cultivate cannot develop unless the individual first learns how to tightly focus his or her attention so that the mind and imagination no longer wander aimlessly from one subject, thought, or feeling state to another. When this mental background noise ceases as a consequence of the mystic's successful endeavours to focus his or her attention, a dramatic change in the mystic's mode of consciousness takes place, a metamorphosis that is just as radical (sometimes even more so) as that transformation that occurs during the shift from the waking state of awareness to the dream state. This dramatic metamorphosis of the waking consciousness caused by simultaneously focusing the attention and quieting the mind, together with the responses in both thought and deed that it generates, is called mysticism.

The Mystic can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares. These dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. Each dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds are not the same as the Dream Dimension, although it is possible they exist within the greater Dream Dimension. It is possible that dreamworlds touch each other and may even overlap in the case of telepathic dreamers. If so, it is possible that the

Dreamtraveller can enter one dreamworld and exit one of someone else's. They have the unique ability to look into and manipulate people's dreams whether for good or ill. They can physically hamper a person by playing on their fears in their nightmares. After the fall of the Roman empire Mystics and Dreammasters became feared and misunderstood, and were hunted with unbridled hatred throughout the middle ages. It is only in the last century that their magic has resurfaced, coming to them in their dreams. If they are to survive they must make new allies and work to make their dreams come true. This modern day Mystic (also known as a Dreamer) is a combination of the older Mystics and Dreammasters.

### **Step 1: Skills**

Choose skills in normal manner but also gain the all following at +20%;

Anthropology

Lore Demons and Monsters

Lore Dream

Lore Magic

Lore Undead

Psychology

Sociology

### **Step 2: Abilities**

Gain the following abilities;

#### **Astralwalk**

Identical to the Major Power of Astral Travel with a few additions. While in this form can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical and the nature of the magic and can sense the emotions of any one lifeform that concentrate on.

#### **Dreamwalk**

Equal to the Minor Power but additionally can induce a nightmare so

severe that victim must save vs. psi or go into a coma.

**Identify Magic Items**

(IQ + ME) +20%. +5% per level.

**Learn New Magic**

(IQ + ME) +40%. +4% per level.

**Read Magic**

(IQ + ME) +10%. +2% per level.

**Sense Magic**

Within 10 metre radius +5 metres per level.

**Understand Spells, Symbols and Artifacts**

(IQ + ME) +50%. +5 per level.

**Step 3: Bonuses**

See separate table below.

**Step 4: Magic**

Mystics can tap into the world's natural mana at a rate of IQ + ME x4.

Start with 6 spells from Dreakspeak magic and can attempt to learn one new spell every level. At 5th level also gain Bardic magic. Can learn one new spell from either one school or the other each level, but not both (can learn one from each at alternating levels if desired).

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

**Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

Level	Abilities gained
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

Level	Abilities gained
1	+ 10 Mana, +2 save vs. Spell
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13. Gain Bardic magic
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell

## The Necromancer

Long before magicians learned how to practice the Art, priests were worshipping Death in its varied forms. In Eastern societies death was personified as an active agent in the world, symbolized by the rise and fall of a river, in the fury of a raging tempest, or in the jaws of the crocodile. In Hindu, death was revered as Kali, the Black Mother, goddess of Murder and Destruction. In Nordic society death and pestilence were personified by Hel, another feminine deity.

In other cultures death was merely an impersonal event, not an active force, and the important necromantic gods were those that presided over the spirits of the dead in the Afterlife. Nergal (from Mesopotamia), Yeh-Wang-Yeh (from China), Arawn (from Celtic Europe), Mictlantecuhtli (from Mesoamerica), Osiris and Anubis (from Egypt), Hades (from Greece), and Pluto (from Rome) were all gods of the Dead, charged with ruling the netherworld. In particular, the Egyptians whose society was fairly obsessed with death had an entire pantheon of deities who were associated with the dead.

Masters of the Dark Art must possess utmost self control and mental stability in order to successfully control the powerful energies at their disposal. Frequent trafficking with the spirits of the dead and more powerful creatures from the Lower Planes can exact a terrible price on the sanity of these mages. Weak willed individuals have little chance of emerging from such encounters with their mental faculties unimpaired...

Modern day Necromancers either traffic with demonic forces (if of evil alignment) or use their abilities to ruthlessly crush them.

### Step 1: Skills

Choose skills in the normal manner but also gain the following skills all at +20%;

Biology  
Chemistry, Alchemical  
Holistic Medicine  
Lore Demons and Monsters  
Lore Magic  
Lore Undead  
Physician

### Step 2: Abilities

Gain the following abilities;

#### **Astral Walk**

Identical to the Major Power of Astral Travel with a few additions. While in this form can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical and the nature of the magic.

#### **Heightened Senses**

The Necromancer can at will double the normal range of his sight, hearing or smell.

#### **Identify Magic Items**

(IQ + ME) +20%, +5% per level.

#### **Learn New Magic**

(IQ + ME) +40%, +4% per level.

#### **Nightvision**

As per the minor power.

#### **Read Magic**

(IQ + ME) +50%, +3% per level.

#### **Sense Magic**

Within 20 metre radius, +5 metres per level.

#### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +50%, +5 per level.

### Step 3: Bonuses

See separate table below.

### Step 4: Magic

Necromancers can tap into the world's natural mana at a rate of IQ + ME x4.

Start with 6 spells from Necromantic magic and can attempt to learn one new spell every level. At 5th level also gain either Combatic, Chaotic (if evil) or Transmutanic. Can learn one new spell from either one school or the other each level, but not both (can learn one from each at alternating levels if desired). If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

**Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

Level	Abilities gained
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18
20	+ 10 Mana

Level	Abilities gained
1	Start with 6 spells and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana
3	+1 save vs. Spell. When fighting Undead (including spirits) gain +2 to Strike, Parry, Dodge and Roll. This increases by +1 to all bonuses listed every 3 levels.
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana, +1 save vs. Spell
7	Spell strength 14
8	+ 10 Mana
9	+1 save vs. Spell, +1 save vs. Possession, +1 save vs. HF
10	+ 10 Mana, Spell Strength 15
11	All spell ranges, damage, etc are doubled when used against the Undead
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana

## The Shaman

There are many types of teachers. We are each students and each a teacher. Listen to the Animals, for they are your brothers and sisters. Keep your ears open to all that speak for they may have a lesson for you, take the jewels that they may offer and discard the rest.

Your soul knows the truth. Seek your teachers. Learn.

Many believe the greatest teacher, besides our Elders and Spirit, is a shaman. The shaman is a healer, knower of medicine and ceremony, for the healing of the mind, body, and soul through the gained learning and the shaman's connection with Spirit and the Spirit Worlds. A shaman is said to be able to enter the upper and lower spirit realms, to walk on the wind and between the worlds. A shaman knows herbs and the uses of them as medicine and in ceremony, dance, vision quests, and healings. So many of us may be a shaman of sorts, it is a word, seek a teacher, not a shaman.

Shamanism in its classical form is found in Siberia, and several forms have been observed in Central Asian, North American, and Oceanic societies. The recognition and call of the individual are essential to that person's elevation to religious status. During initiation, the individual frequently undergoes prolonged fasts, seclusion, and other ordeals leading to dreams and visions. The shaman becomes a medium, a mouthpiece of the spirits who became the shaman's familiars at initiation. A shaman's main religious tasks are healing and divination. Both are achieved either by spirit possession or by the departure of the shaman's soul to heaven or to the underworld.

Ancient Native Americans believed that all animals had lessons to teach and had healing or inspirational power. When they held or carried a certain fetish, or meditated on it's meaning, they believed they drew the special energy of the animal into themselves.

Today, in a search for a closer walk with the earth, many are relearning the old ways of these ancient people, using the animal energy as the Native Americans did. To choose which animal energies are right for you, simply take a deep breath, still yourself and ask your inner being. You will have a knowing, as the ancient people did long ago.

### **Step 1: Skills**

Choose skills in normal manner but also gain the following skills all at +20%;

Archaeology

Holistic Medicine

Lore Demons and Monsters

Lore Geomancy

Lore Magic

Lore Religion

Lore Undead

### **Step 2: Abilities**

Gain the following abilities;

#### **Astral Projection**

Identical to the Minor Power.

#### **Identify Magic Items**

Must summon your Totem and borrow his ability to do this.

#### **Learn New Magic**

Bestowed by your Totem requiring meditation of 1 hour per 5 Mana of spell, or 1 hour per level if using PPE.

#### **Read Magic**

Must summon your Totem and borrow his ability to do this.

#### **Sense Magic**

Within 10 metre radius. +5 metres per level.

#### **Totem**

Choose 1 animal Totem as your spirit guide and mentor.

### Understand Spells, Symbols and Artifacts

Must summon your Totem and borrow his ability to do this.

#### **Step 3: Bonuses**

See separate table below.

#### **Step 4: Magic**

Shaman can tap into the world's natural mana at a rate of IQ + ME x4.

Start with 6 spells from Faerie magic and can attempt to learn one new spell every level. After 3rd level gain Elemental magic. Can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired).

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

#### **Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

Level	Abilities gained
1	+2 save vs. Magic, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+ 10 Mana, +2 save vs. Toxins
3	+1 save vs. Magic, choose 1st Elemental Sign Magic
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana, choose 2nd Elemental Sign Magic
7	Spell Strength 14, +1 save vs. Magic
8	+ 10 Mana, +2 save vs. any fire and electrical Magic
9	+1 save vs. Possession, choose 3rd Elemental Sign Magic

Level	Abilities gained
10	+ 10 Mana, Spell Strength 15, +1 save vs. Magic
11	+1 save vs. HF, +1 save vs. Toxin
12	+ 10 Mana, +1 save vs. Magic, choose final Elemental Sign Magic
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs. fire and electrical Magic
15	+1 save vs. Magic
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Magic
19	Spell Strength 18, +1 save vs. Toxins
20	+ 10 Mana

## The Sorcerer

Sorcerers are trained to use their powerful magics to hinder or destroy the enemy. It is during combat that a mage has to come to terms with his deepest fears, and measure the depths of his courage. Combat spells and rituals are narrowly defined, but relatively quick in casting and reliable. Important considerations for battlefield use, whether it is to sap the enemy's defences, healing allies wounded in combat, or unleashing other powerful spells directly against the enemy armies.

### Step 1: Skills

Choose skills in normal manner but also gain the following skills all at +20%;

Lore Demons and Monsters

Lore Geomancy

Lore Magic

Lore Religion

Lore Undead

Meditation

Research

### Step 2: Abilities

Gain the following abilities;

#### **Astral Projection**

Identical to the Minor Power.

#### **Detect Noise**

+1 Initiative and +2 vs. surprise.

Automatically detect any ambush.

#### **Fast Cast**

Once per combat melee a Sorcerer can cast 2 spells at once and have it count as one action. + once more per level.

#### **Identify Magic Items**

(IQ + ME) +10%. +5% per level.

#### **Inner Strength**

Focus mana into either PS, PP, PE or SPD at a rate of 2 mana for every attribute point raised. This lasts for 1 round per ME.

#### **Inspiration**

Allies are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any

previously routed by giving a stirring speech. Lasts for ME x1 round requiring the expenditure of 1 mana per round.

#### **Learn New Magic**

(IQ + ME) +30%, +5% per level.

#### **Preservation**

This is an emergency lifesaver. At a cost of 50 mana the Sorcerer can either totally cleanse his body of any poison or venom, heal any internal fatal injuries or restore himself to 1 HP regardless of how many hit points were lost.

#### **Read Magic**

(IQ + ME) +20%. +3% per level.

#### **Sense Magic**

Within 15 metre radius, +5 metres per level.

#### **Stealth**

The character is able to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection.

Lasts ME x1 round requiring the expenditure of 2 mana per round.

#### **True Sight**

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful).

#### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +40%. +4 per level.

### Step 3: Bonuses

See separate table below.



**Step 4: Magic**

Sorcerers can tap into the world's natural mana at a rate of  $IQ + ME \times 4$ .

Start with 6 spells from Combatic Magic and can attempt to learn one new spell every level.

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

**Step 5: Budget**

Budget of  $\$10,000 + (D6 \times \$1000)$ .

Level	Abilities gained
1	+2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+ 10 Mana
3	+1 save vs. Spell, Spell Strength 13
4	+ 10 Mana
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana, Spell strength 14
7	+1 save vs. Spell
8	+ 10 Mana, +1 save vs. Possession
9	+1 save vs. Spell, Spell Strength 15
10	+ 10 Mana, +1 save vs. HF
11	+1 save vs. Spell
12	+ 10 Mana, Spell Strength 16
13	+1 vs. Possession and HF
14	+ 10 Mana
15	+1 save vs. Spell, Spell Strength 17
16	+ 10 Mana
17	+1 save vs. Possession, +1 save vs. Spell
18	+ 10 Mana, Spell Strength 18
19	+1 save vs. HF
20	+ 10 Mana

**The Technomancer**

The art of alchemy is long gone but now a new fascination with magic items has surfaced. Technomancers are more than just skilled technicians. They are in tune with machines, connecting with them not only on an intellectual but a spiritual level and having mastered the art of Nanotechnology. Through this, they have leaned to infuse their bodies with microscopic robots. The nanobots replenish themselves in the Technomancers body. They seek fulfilment by putting their efforts into analysing and creating items. Other spellcasters often look upon them with amusement or exasperation, as he shows little interest in perfecting his spellcasting abilities. But when a Technomancer shows up he'll likely be packing serious mystical firepower. Unlike the abilities of other spellcasters, the he is a master of magical creation superior to all magic-wielding characters. Useful tools, weapons, and especially magical constructs and clockwork machines whose operation lies in the manipulation and containment of powerful magic.

**Step 1: Skills**

Choose skills in the normal manner but also gain the following skills all at +20%;

Build Mechanised Armour

Build Super Vehicle

Computer Programming

Make/Modify Weapons

Nanotechnology

Any Electrical skills taken are at +30%

**Step 2: Abilities**

Gain the following abilities;

**Identify Magic Items**

$(IQ + ME) + 50\%$ . +5% per level.

**Learn New Magic**

$(IQ + ME) + 20\%$ . +4% per level.

**Mana Power Source**

Existing equipment, weapons or vehicles that require some form of energy or fuel source can be modified to operate on mana instead. It requires one mana to replace each charge or litre of fuel.

**Read Magic**

(IQ + ME) +30%, +3% per level.

**Salvage Parts**

The Technomancer can through careful examination of an existing magic item gain valuable insights and even salvage precious ingredients and materials, to use towards the manufacture of his own items. A Technomancer can also identify machines (their place and date of manufacture and special traits) with perfect accuracy. He can tell whether something has been sabotaged or not, or if a computer has any sort of virus or Trojan.

**Sense Magic**

Within 20 metre radius +5 metres per level.

**Techno Control**

A Technomancer can take mental control of a robot, golem or construct. He can do this for one minute per ME, +1 minute per level. While in control he can also completely erase its programming, rendering it a blank slate.

**Techno Heal**

The nanites can be directed to limit damage to the body, by directing the blood away from wounds, releasing medicaments and building alternative blood vessels and nerves to circumvent injuries. If everything else fails they douse the brain in neuroprotectants and lower the body temperature, to allow a cryogenic suspension. The recipient heals twice as fast as normal.

The nanites also map the body and all the cells and then try to maintain the body by killing tumourous cells, executing gene therapies, repairing

slightly damaged organs and destroying all possibly toxic waste products (e.g. free radicals). They grant a bonus to all checks against illnesses and poisons.

However it cannot return the Technomancer from the dead, nor can it re-grow or reattach severed limbs.

**Techno Item**

Using this ability a Technomancer may enchant an existing item with magical powers. Technomagical items are not affected by anti magic, detectable via sorcery, or able to be dispelled.

However, they are not afforded the same damage resistance vs. spells as a normal magic item, and if damaged lose all special abilities until they are repaired.

Time required is one hour multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment. In addition to embedding spells the following enchantments may also be added (each counts as a single);

+1 parry

+1 strike

+1 damage

+10 SDC

**Techno Navigation**

The Nanites detect the planets magnetic field and thus, when such a field is detectable, let the user get a "feeling" for where she is relative to the magnetic poles (also works in proximity to planets with a magnetic field, bonus to navigation +20%).

**Techno Print**

Nanites can be transferred to the hand to record any fingerprint they touch and then duplicate it on demand.

**Techno Surge** The nanites can trigger short bursts of adrenalin. For the 1 round per ME gain +1 PS, PP and PE and +2 SPD per level. The booster cannot be activated again for double the amount of rounds it was used.

**Techno Touch**

The user can release nanites through the skin that can damage computer systems. The nanites can either affect the CPU, degrading its quality as given, or they can affect data stores and thus damage either active or passive programs. See Cyber hacking programs for more information on types.

**Understand Spells, Symbols and Artifacts**

(IQ + ME) +50%. +5 per level.

**Step 3: Bonuses**

See separate table below.

**Step 4: Magic**

Technomancers can tap into the world's natural mana at a rate of IQ + ME x4. Start with 6 spells from Technomantic magic and can attempt to learn one new spell every level. At 5th level also gain Urbana magic. Can learn one new spell from either one school or the other each level, but not both (can learn one from each at alternating levels if desired). If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

**Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

Level	Abilities Gained
8	+ 10 Mana
9	+ 1 save vs. Magic, +1 save vs. Possession
10	+ 10 Mana
11	+1 to save vs. HF
12	+ 10 Mana
13	Spell Strength 14, +1 save vs. Possession, +1 to save vs. HF
14	+ 10 Mana
15	+ 1 save vs. Magic
16	+ 10 Mana
17	+ 1 save vs. Possession, +1 to save
18	+ 10 Mana, +1 to save vs. HF
19	Spell Strength 15
20	+ 10 Mana

Level	Abilities Gained
1	+2 save vs. Magic, +1 save vs. possession, +2 save vs. HF, Spell Strength 12
2	+10 Mana
3	+1 save vs. Magic
4	+ 10 Mana
5	Learn a new school of magic; choose 4 spells. + 1 save vs. Possession
6	+ 10 Mana
7	Spell Strength 13

## The Urban Mage

All mages have a natural link to the forces of Magicana. However not all mages are taught in ivory towers or from nature. Some instead learn from the street. Urban Mages range from social workers, to punk rockers, to hard core gang members. While other manacasters fight supernatural entities, Urban mages wage much smaller battles. Some wish to help the poor, others simply are obsessed with a need for self gratuity while yet others wish to exploit those trapped in the hood. The Urban mage is a two fistred rogue who uses cunning street smarts and brawling too survive. They use magic in extraordinary ways that most mages would not think of.

### Step 1: Skills

Choose skills in normal manner but also gain the following skills all at +20%;

Card Sharp

Concealment

Gaming

Lore - Demon and monster

Lore - Magic

Lore - Undead

Play Musical Instrument

Street wise

### Step 2: Abilities

Gain the following abilities;

#### **Clairvoyance**

Identical to the Minor power. Lacking any real training the Urban Mage never developed the Arcanist power of Astral Projection. As a result it morphed into the lesser power of Clairvoyance instead.

#### **Identify Magic Items**

(IQ + ME) +10%. +5% per level.

#### **Learn new magic**

(IQ + ME) +20%. +5% per level.

#### **Read magic**

(IQ + ME) +20%. +5% per level.

#### **Sense magic**

5 metre radius +2 metres per level.

#### **Sixth Sense**

Identical to the Minor power. The mage may also use this when concentrating in a card game or a conversation to sense if he's about to make an error.

#### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +20%. +4% per level.

#### Step 3: Bonuses

See separate table below.

#### Step 4: Magic

Urban Mages can tap into the world's natural mana at a rate of IQ + ME x4. Choose from either Bardic, Urbana or Tantric magic. Punk rockers will tend to favour Bardic type magic, gamblers will prefer Tantric while gang bangers or vigilantes will use Urbana.

Start with 6 spells and can attempt to learn one new spell every level. After have chosen a new school at 11th level, can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired).

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152

#### Step 5: Budget

Budget of \$10,000 + (D6 x \$1000).

<u>Level</u>	<u>Abilities Gained</u>
1	+2 save vs. Magic, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+10 Mana
3	+1 save vs. Magic
4	+ 10 Mana
5	+ 1 save vs. Possession
6	+ 10 Mana
7	Spell Strength 13
8	+ 10 Mana

Level	Abilities Gained
9	+ 1 save vs. Magic, +1 save vs. Possession, +1 to save vs. HF
10	+ 10 Mana
11	Learn a new school of magic; choose 4 spells
12	+ 10 Mana
13	Spell Strength 14, +1 save vs. Possession, +1 to save vs. HF
14	+ 10 Mana
15	+ 1 save vs. Magic
16	+ 10 Mana
17	+ 1 save vs. Possession, +1 to save
18	+ 10 Mana, +1 to save vs. HF
19	Spell Strength 15
20	+ 10 Mana

## The Warlock

Warlock comes from an Old Norse word *vardlokkur*. There are several mythological tales about the *Vardlokkur* being the wise men of divine knowledge who protected that wisdom and guarded it with their life. The magic of the Warlock was to ward off evil spirits and to lock or bind them up, keeping the sacred wisdom safe. As a term of honour, it is used to describe an exorcist or a magician who traps and disposes of unwanted entities through command of the elements.

One very distinct class of entity or nature spirit is the one we call the Elementals. For starters, elementals don't really have a definite form or appearance. If they choose to show themselves to you, they may choose a form that you will associate readily with the element they represent. A fire elemental may appear as a spark, a face in a candle flame or bonfire, or simply a warm spot that you suddenly walk through. A water elemental may be a cold spot. An air elemental could be a sudden breeze or tiny whirlwind in the dust. A smell, taste, or an unexplained pebble in your shoe could be evidence of the earth elementals at play. They are raw forces of nature. The elementals have their own agenda - they are not subject to our whims and desires. They have a definite purpose, which we may not understand, and which may not necessarily be to our benefit, but may be for the good of the planet as a whole.

As far as our interaction with them goes, there are several VERY important things to remember. First of all, normal people CANNOT control the elementals! Just as they cannot control the weather. The elementals have extraordinary power and cannot be tamed or controlled unless you happen to be an Warlock.

Elementals have a definite purpose and a definite will, but their personalities are not clearly defined. You can't sit down and have a conversation with them.

Other nature spirits yes - but the elementals work on feelings, sensations, and symbolism. They are more like a form of living energy than anything else. An energy with a will, that can display emotions without being emotional, and that is constantly changing. They can be of tremendous aid to your magical workings, but only if you approach them properly.

#### **Step 1: Skills**

Choose skills in normal manner but also gain all the following at +20%;

Archaeology

Holistic Medicine

Lore Demons and Monsters

Lore Geomancy

Lore Magic

Lore Religion

Lore Undead

#### **Step 2: Abilities**

Gain the following abilities;

##### **Assistance**

A Warlock may ask an elemental to help them accomplish a specific task (politely, mind you) and if they feel like helping or feel that your goal is worthy, they might. The best route is to try to earn their favour and stay on their good side. And remember, just because they don't help you one time, doesn't mean they won't the next. They have a very strong sense of justice, propriety, and right and wrong. Explain your goals very clearly and honestly. You can't deceive them, and it would be dangerous to try. Can try to summon 1 elemental at a time. It will then remain for as long as it feels like (GM's decision). A side effect of this ability is that Elementals regardless of their type will never attack a Warlock unless first attacked by him.

#### **Elemental Sign**

A Warlock has permanent immunity to magic from his own elemental starting sign. He can also sense his sign within 100 metre radius +10mtrs per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense well, fire.

#### **Identify Magic Items**

(IQ + ME) +20% (eg IQ 18 + ME 17 = 35, +20 = 55%). +5% per level.

#### **Learn New Magic**

(IQ + ME) +30%. +5% per level.

#### **Read Magic**

(IQ + ME) +50%. +3% per level.

#### **Sense Magic**

Within 10 metre radius +5 metres per level.

#### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +40%. +4 per level.

#### **Step 3: Bonuses**

See separate table below.

#### **Step 4: Magic**

Warlocks can tap into the world's natural mana at a rate of IQ + ME x4. Choose one sphere of Elemental magic. Start with 6 spells and can attempt to learn one new spell every level. After have chosen a new sphere at 3rd level, can learn one new spell from either one sphere or the other each level but not both (can learn one from each at alternating levels if desired).

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8 selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

#### **Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

<u>Level</u>	<u>Ability Gained</u>
1	Start with 6 spells from one Elemental magic type and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+ 10 Mana, +2 save vs Toxins
3	+1 save vs. Spell. Choose 2nd Elemental Sign Magic, 50% immunity to magic from this elemental sign.
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana. Choose 3rd Elemental Sign Magic, 50% immunity to magic from this elemental sign. 75% immunity to magic from the second elemental sign.
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs any Fire and Electrical magic
9	+1 save vs. Possession. Choose final Elemental Sign Magic, 50% immunity to magic from this elemental sign. 75% immunity to magic from the third elemental sign. Total immunity to magic from the second elemental sign.
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs Toxin
12	+ 10 Mana, +1 save vs. Spell. 75% immunity to magic from the final elemental sign. Total immunity to magic from the third elemental sign.
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs Fire and Electrical magic
15	+1 save vs. Spell. Total immunity to all elemental magic

<u>Level</u>	<u>Ability Gained</u>
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs Toxins
20	+ 10 Mana

## Wicca

The word witch comes from the Old English *wicce* pronounced *wiche* or *wikke* and *wicca*, which are in turn derived from the root *wikk*, which applies to magic and sorcery. Many witches say *witch* means wise or wisdom, so a witch is a wise person, and *witchcraft* is the Craft of the Wise. *Wicca* however, comes from the Germanic root *wic*, which means to bend or to turn, which does apply to *witchcraft* in the sense that witches bend or control forces to effect changes. In ancient times pagans worshipped different Gods, conducted rites, many of them related to fertility and lunar and solar cycles. When Christianity became the predominant religion in many parts of the world, the Gods and Goddesses of the pagans were demonised. *Witchcraft* is not demonic. It is a pantheistic religion that identifies spirituality and divinity with the forces of nature. They understand nature to mean among other things the earth, the elements, the seasons, plants, landscape and animals (including human beings). They honour the old goddesses and gods, including the Triple Goddess of the waxing, full, and waning moon, and the Horned God of the sun and animal life, as visualizations of immanent nature.

### **Step 1: Skills**

Choose skills in normal manner but also gain the all following at +20%;

Chemistry - Alchemical

Holistic Medicine

Lore Demons and Monsters

Lore Geomancy

Lore Magic

Lore Religion

Lore Undead

### **Step 2: Abilities**

Gain the following abilities;

## Beguide

This affects one person per level for one hour per ME. The victim must save vs. Psionics or be completely entranced by the witch and be unable to do anything except follow her around mindlessly.

### **Familiar Link**

At a cost of 50 mana may summon and permanently psionically link with a small animal of the character's choice. At any point she may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.

### **Identify Magic Items**

(IQ + ME) +20%. +5% per level.

### **Learn New Magic**

(IQ + ME) +30%. +5% per level.

### **Read Magic**

(IQ + ME) +50%. +3% per level.

### **Sense Magic**

Within 10 metre radius +5 metres per level.

### **Understand Spells, Symbols and Artifacts**

(IQ + ME) +40%. +4 per level.

### **Step 3: Bonuses**

See separate table below.

### **Step 4: Magic**

Wiccans can tap into the world's natural mana at a rate of IQ + ME x4.

Choose one sphere of Elemental magic and only one sphere. Start with 6 spells and can attempt to learn one new spell every level. At 5th level also gain either Runic or Tantric magic. Can learn one new spell from either one school or the other each level, but not both (can learn one from each at alternating levels if desired).

If using Palladium's PPE system then gain;  $(2D4 \times 10) + 20 + PE = PPE + 2D6$  PPE per level. Choose 4 spells from each of the spell levels 1-4, and a total of 8



selected from spell levels 5-10. Methods for gaining additional spells are detailed in HU151-152.

**Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

<u>Level</u>	<u>Ability Gained</u>
1	Start with 6 spells from one Elemental magic type and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+ 10 Mana, +2 save vs. Toxins
3	+1 save vs. Spell, +1 save vs. HF
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession. Choose a new sphere from either Runic or Tantric magic
6	+ 10 Mana, 50% immunity to magic from the chosen elemental sign.
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs. any Fire and Electrical magic
9	+1 save vs. Possession
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs. Toxin
12	+ 10 Mana, +1 save vs. Spell. 75% immunity to magic from the chosen elemental sign
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs. Fire and Electrical magic
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana. Total immunity to magic from the chosen elemental sign

<u>Level</u>	<u>Ability Gained</u>
19	Spell Strength 18, +1 save vs. Toxins
20	+ 10 Mana, +1 save vs. Spell

## Metas

Eternal

Mega Hero

Mutant

Mutant Animal

## **The Eternal**

Memory suggestions contributed by AJ Pickett.

Unlike a modern day mutant with the power of Immortality this ancient form of mutant was born decades or possibly centuries ago... he may have even been the very first mutant...

### **Step 1: Age**

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

### **Step 2: Attributes**

+6 on all attributes, +50 SDC, +1 HP per year alive.

### **Step 3: Skills**

Now it gets interesting. Memory is dependant on use. If you were to learn how to build a crossbow back in the 13th century (for example) but didn't do it again (or more importantly, didn't

THINK about it again) for hundreds of years.. you will have forgotten, except perhaps a vague recollection of having done it once. Why? Because neurons have little filaments that move around and hook up in pathways...that's a memory. If you don't re use the memory, the filaments detach and move on. The memory fades away as the filaments detach one by one. You will probably have forgotten more than most people will ever know.

Choose modern day skills in the normal manner. Then for every 100 years alive select 1 additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it.

### **Step 4: Abilities**

Gain the major power of Immortal...Well duh! Also select either another 1 Major power or 2 Minor powers.

### **Step 5: Disadvantages**

Gain 1 Psychological Limitation Insanity or Special Disadvantage per 100 years alive. Why? Because of the trauma of outliving so many friends and loved ones.

### **Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## The Mega Hero

By Dan Steiner

The section of HU2 detailing the creation of Mega Heroes doesn't seem to work very well. The abilities common to all Mega Heroes don't seem entirely appropriate for a wide range of characters, while the Special Mega-Powers and Achilles' Heels seem entirely unbalanced from each other. Some of the Special powers and Vulnerabilities are no more than additional side effects found under other OCCs. I've mainly tried to rebalance the Special Mega-Powers so that each is more reasonable to choose in and of themselves, as well as adding the optional section detailing several common Mega Hero personality types.

### Common Mega-Powers

All Mega Hero characters have all of the following common powers:

#### **Awe Factor**

As described in HU2 (pg 181).

#### **Heightened Power Levels**

The character starts with all special OCC skills and abilities at third level. This does not apply to skills chosen through standard educational programs; follow the standard Mega Hero experience table from first level, despite the enhanced power levels.

#### **Increase Range 50%**

Ranged abilities that don't increase with experience are enhanced. This applies to vision, hearing, super abilities, magic abilities and spells, and psionics.

#### **Increase PPE and ISP 50%**

All characters have some amount of PPE and ISP, but characters whose abilities depend on magic and psionics are particularly affected.

#### **ME, MA**

+1D6; The character is naturally confident in his abilities and more strong-willed than average heroes.

#### **Saving Throw Bonus**

The character has a bonus of +2 on all rolls to save.

### Special Mega-Powers

Players can choose one of the following additional abilities:

#### **Divine Aura**

The ME and MA bonuses, as well as the Awe Factor, common to all Mega Heroes are enhanced to emulate the Major Super Ability Divine Aura.

#### **Impervious to Pressure**

As described in HU2 (pg 181). In addition, the character can hold their breath, functioning normally for 30 + 1D6x10 minutes. Finally, the character receives a bonus of 30 SDC, and sonic attacks cause only half damage.

#### **Incredible Power**

One of the character's super abilities is enhanced beyond the levels available to even the most experienced supers. All bonuses, damages, ranges, and statistics for that power are doubled. This selection cannot be used on the Major Abilities Sonic Flight and Speed (see below, the Mega-Power Tremendous Speed), or Superhuman and Supernatural Strength (see below, Tremendous Strength).

#### **Longevity**

As described in HU2 (pg 181). In addition, the character is Immune to Disease and heals 1D4+1 times faster than normal.

#### **Repressed Biological Functions**

The character is Immune to Disease, Doesn't Need Food or Drink, and Doesn't Breathe Air. The character is not immune to changes in air pressure; they simply don't need to oxygenate their blood by breathing.

#### **Superior Physical Specimen**

The character receives an additional 1D8 points to all eight attributes.

**Supernatural Being**

The character gains Supernatural Strength, at his current attribute level. The character takes full damage from supernatural attacks of all kinds, but only half damage from standard attacks. In addition, the character can use the psionic power Sense Magic without expending ISP.

**Tremendous Healing**

Essentially the same as the special power Immortal Regeneration in HU2 (pg 181), but this character is not immortal in the sense that they will age and eventually die. Characters will live to 90 + 1D4x10 years of age, at which point their bodies will fail of natural causes. Note that the character is not immune to diseases, nor is he immune to poisons and toxins (but he does rapidly regenerate the damage these "attacks" cause).

**Tremendous Mental Faculties**

The character receives a bonus of 10 points to the IQ and ME attributes. In addition, the character can use the psionic powers of Speed Reading and Total Recall without expending ISP and can choose two additional skill programs (within OCC limitations).

**Tremendous Physical Strength**

As written in HU2 (pg 181). +20 to PS attribute, and death blow on a 16-20 (if desired). In addition, the character's SDC is increased by 10%. The character can carry 300 times his PS in pounds and lift 500 times.

**Tremendous Reflexes**

The character has an additional 2 attacks per melee, a 10% increase in speed attribute, and +6 to Dodge rolls, as well as +4 to Strike, Parry, Auto Dodge, and Initiative combat rolls.

**Tremendous SDC**

As written in HU2 (pg 181). Add 1D4x100+160 to the character's other

SDC. In addition, the character gains a Natural AR of 10.

**Tremendous Speed**

Intended for characters with abilities granting superhuman running (or flying) ability. The character receives a 50% increase in maximum speed and one additional attack per melee.

**Undead**

As described in HU2 (pg 182).

**Achilles' Heels**

One of the vulnerabilities in HU2 (pgs 183-184) can be chosen by the players, as written, with the exceptions of: Must Transform into an Inhuman Form to Use Powers, Loves the Opposite Sex, and God Syndrome. Additional choices are:

**Dulled Senses**

Whenever the character's powers are used, their physical senses (sight, hearing, smell, etc) are dulled. The character suffers -4 to Initiative, Dodge, and Parry combat rolls during any melee round in which their powers are used, lasting for 2 full rounds after the last use.

**Emits Radiation**

The character uncontrollably emits harmful radiation from his body, as described under the Super Power Control Radiation. The character has no ability to dampen this effect.

**Glow**

Whenever the character uses his powers his body radiates bright light. There is no damage, but the light is very uncomfortable for others with unshielded eyes, and the character will find stealth impossible. In darkness the character will be an obvious target (+2 for opponents to strike).

**Must Physically Transform to Use Powers**

Whatever form the character must take (player's choice, to be made at generation), the end result is that any

two of the following attributes are reduced to 1D4+2: IQ, ME, MA, or PB.

### **Personality Types (Optional)**

People often seem to react to the immense power and pressure of life as a Mega Hero by adopting a stereotypical personality type. Some common types are:

#### **Celebrity**

Public opinion is incredibly important to this character, and he will rarely act in a way that he believes will jeopardize his reputation. Whether this means he hides his "inappropriate" acts or never commits them in the first place is up to the player. The character will seek public recognition for his services, often in favour of material compensation.

#### **Farm Boy**

The character tries to maintain simplicity in their incredible life by adhering to strict codes of what they deem to be right and wrong. This personality type tends to believe in either the inherent good or evil of the world (choose one). Either belief will result in inner turmoil when the character is confronted with others who don't fit his expectations. Morally ambiguous situations tend to leave the character uncertain and uneasy. Under extreme conditions and after incredible loss the character may change his worldview from one to the other.

#### **General**

This character treats others as his soldiers in a fight for what he believes is right. This Mega Hero rarely processes the input and/or advice from others, even though he may appear to listen. The character is most effective when faced with a tangible enemy to square against, but often has difficulty performing without clear objectives that allow him to effectively engage his resources.

### **God Syndrome**

As written in HU2 (pg 185).

#### **Loner**

The character does not work well with others, preferring to rely on their own incredible power. Whether this character operates from the shadows or in plain public view, he is loathe to form close associations with other heroes.

#### **Multiple Personalities**

The character must change to an alternate personality in order to use their super abilities. This change isn't as drastic as that of a character suffering from mental illness, as each has a vague idea of what goes on when the other personality is in place. The super-persona will typically represent a distilled version of the original, more confident in his beliefs. The personalities will agree on most issues, but in some ways the super-persona may be a polar opposite; these differences will allow the hero to perform actions that his original personality never could. The differences between these personalities should be fleshed out at generation, and the player should pay particular attention to whether separate alignments are in order.

#### **Profiteer**

While rare among heroes, there are some characters who will use their powers primarily to increase their own wealth and/or serve their personal goals. Characters who believe that success is measured in terms of net worth will seek monetary compensation upfront. Others who value success with the opposite sex (or same sex; whatever floats your boat) will always take opportunities for romantic conquest into consideration. These motivations can be considered both beneficial and detrimental; the character is seeking what he wants most, but he could somehow be taken advantage of.

**Soldier**

This character tends to avoid making decisions about when and why they should use their vast power, deferring to what they believe is the superior wisdom and/or intelligence of others. Civic-minded characters will be open to suggestions and requests made by government officials and public figures.

**Origins (Optional)**

A Mega Hero's abilities do not spring from nothingness though many seem to believe this to be so. A Mega's genes are so recessive they are considered ultra recessive. Its very rare for Mega genes to not be dormant for less than 20 generations! Even if a Mutant's gene sequence are in the right order, a Mega will not activate unless the Mutant is tough enough to survive the process. Many are the cases of a potential Mega exploding rather than fully developing. This list charts where that power comes from and how it affects their aura of awe, and the potential problems that can come calling.

**Angel**

Your ancient ancestor was an Angel. Deemons and servants of evil will hunt you down, the forces of light will watch over you when they can. The down side is that you're held to a ridiculous standard. Sooner or later your great ancestor or his associates will come calling and will expect a favour. Your aura is soothing to people.

**Astral Lord**

Sometimes an Astral Lord will invest a lot of mana into one of their unborn children. This is usually done as a supreme act of love for their mortal lovers. The hero has an other worldly aura and it confuses people. The hero's ancestor may come calling one day for a favour. His enemies will probably see

him as a way to get revenge on an almost impossible to kill Astral Lord. Mages take an instant dislike to the character (Astral Lords and Mages having been feuding since the Faust incident during the 15th century).

**Chosen One**

A long lasting cult with some magical ability has spent generations trying to create a chosen one and lucky you, you're that person. On the upside you have a cult of people who more or less worship you, on the down side being surrounded by fanatics means a life with out privacy. And being subjected to their squabbles, politics and demands can be pretty embarrassing at times. God forbid you decide to make your own way in life because they will turn on you. Your aura makes people feel impressed, as if they were in the presence of greatness.

**Demon**

Long, long ago one of your relatives was a full blooded Deamon! Your aura has an extremely Demonic like aspect. This attracts negative attention from Deamon hunters, and Deamons tend to treat you like one of their own. There is a very good chance that one day your ancestor will come calling and ask for a favour. Your aura makes people and animals nervous.

**Divine**

Your ancestor was a GOD! His enemies are most likely your enemies now and his allies your allies, unless the other side sees you as a ironic tool. Sooner or later divine politics will make your life overly complicated. Your aura's affect will alter with your ancestor's sphere of influence.

**Nature spirits**

Your ancestor was a spirit of nature. You feel a natural antipathy for technology, robots will feel an instant dislike for you. Your aura is a very primal one.

**Technology**

Your mega abilities were created artificially. Your creators will surely come calling for favours. The biggest problem is that nature oriented spirits and mages feel that you're an abomination, and will come to destroy you. Your aura radiates a feeling of unnaturalness.

**Totem**

The character is an avatar of some ill defined force. He takes on both the positive and negative of the force he emulates. This can be anything from animals, a time of the year, a type of weather, or even some thing like television, there are reports of a mega hero who is the totem of Twinkies! The characters aura is a reflection of their totem.

**Mutant**

A mutation is an alteration in the genetic constitution of a cell that is transmitted to the cell's offspring. A good mutation is one that benefits it instead. In the Heroes world one such benefit is the metagene which gives an organism super powers...

This is a revised class.

**Step 1: Skills**

Choose skills in the normal manner.

**Step 2: The cause of the mutation**

All mutations are created by genetic alteration, whatever the outside influence may have been. Choose whatever cause you like...not that it really matters, it all comes down to the same end result. Feel free to ignore this step. I always did...

**Step 3: Unusual Characteristics**

Unchanged. This section remains entirely optional.

**Step 4: Powers**

If you prefer to select your own powers then choose from the following;

6 Minor powers or

1 Major and 4 Minor powers or

2 Major and 2 Minor powers or

3 Major powers

If you prefer a random result then roll on the table below;

1-25 D6 Minor powers

26-45 1 Major power

46-60 1 Major and D4 Minor powers

61-70 2 Major powers

74-90 2 Major powers and D4 -2 powers (round down)

91-00 3 Major powers

**Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

## **Mutant Animal**

As with humans the metagene may also be present in an animal's cell structure either through the result of natural selection or experimentation. In the Heroes world the metagene is responsible for both the next evolutionary step in intelligence as well as granting super powers...

This is a revised class.

### **Step 1: Animal Type**

Determine what type of animal you are. Choose any animal from either HU pages 172-178, After the Bomb or any other source. Attributes are rolled as normal. The cause of the mutation is identical as for humans, choose your own.

### **Step 2: Education**

Roll percentile dice to determine the character's background and education level as shown in HU pages 164-165.

### **Step 3: BIO E Points**

The process remains unchanged except for the following. The Mutant animal can also use his Bio E points to buy powers at a rate of 20 points for any Minor power and 40 points for any Major power.

### **Step 4: Budget**

Budget of \$10,000 + (D6 x \$1000).

## **Techno Hero**

Android  
Hardware  
Living Armour  
Robot Pilot

### **Android**

An Android is a robot designed to closely resemble the lifeform which built it. Androids have true Artificial Intelligence, capable of self programming and are extremely versatile. The highest quality models are indistinguishable from real sentients except by sensor or close examination. They can even develop personalities...

This is a revised class.

### **Step 1: Budget**

Automatically receive \$12 million and roll D100 on the table below;

01-30 + \$1 million

31-55 + \$2 million

56-75 + \$4 million

76-90 + \$8 million

91-00 + \$12 million

### **Step 2: Robot Intelligence**

Androids use Advanced Artificial Intelligence as per HU page 192.

However one difference is that if desired the Android can mimic human emotions perfectly. Starting memory would be a 100 terabyte hard drive with a 50 gig RAM. This of course should be increased according to the tech level of the setting.

### **Step 3: Robot Body**

Choose Type 4.

### **Step 4: AI Programming**

Choose skills in the normal manner but it only requires 1 day per month normally required to learn. The amount of skills possible is limited only by the CPU used and the type of program chips entered.



**Step 5: Background**

Instead of an organization being responsible for the Android's creation an individual could be responsible with the same status. Examples include Modular Man who was created by a lone Professor in the Wildcards novels and eventually left him after his creator went insane. A more famous example would be the Marvel comics character the Vision who was created by Ultron (another Android) to kill the Avengers but eventually rebelled against him and joined their group.

Unless the player feels otherwise he should be given the final production model with no malfunctions. I really cant understand why Palladium is so obsessed with castrating players before they even start.

**Step 6: Robot Construction**

See the robot construction rules at the end of the Techno Hero section.

**Hardware**

The hi-tech hero who uses his natural genius and gadgets to combat crime.

This is a revised class.

**Step 1: Attributes**

Determine attributes as normal.

**Step 2: Skills**

Take the following with +25% in all (see the skills section for what is gained with each degree) ;

Bachelor of Electrical Engineering

Bachelor of Mechanical Engineering

Bachelor of Science in either Chemistry or Physics

Hotwiring

20 Secondary Skills from any section or trade 5 skills for each military training that take (that is 5 for Marines or Military Pilot package or 10 for both).

**Step 3: Abilities****Genius Learning**

This character is a natural scholar and was a genius at University. Thus he completed all the above listed degrees concurrently (that is all 3 were completed within the same 4 years). Any course can be done within ½ the normal time and always gain +20% in any skill that take.

The character may also take any four of the following special abilities;

**Androids**

Characters with this package of skills have a wide range of mechanical skills dedicated to fixing, modifying, and even building androids, robots and other forms of cybernetic organisms. Gain the following additional skills;

Artificial Intelligence

Computer Engineer

Computer Repair

Electrical Engineer

Robot Electrical

Robot Mechanical

Welding

**Buildings**

This character can build, repair, custom modify and design all types of buildings and specialises in creating super headquarters. Gain the following additional skills;

Architectural Design/Engineer

Carpentry

Civil Engineer

Construction

Electrical Engineer

Fortification

Industrial Engineer

**Communications**

This character can construct communication, tracking and bugging devices. Includes the theory and practice of electronics, radio, and remote sensing techniques like radar, sonar, and radio direction finders. In practice, the character knows how to make "bugs", remote control devices and just about anything that emits or receives a radio signal. Gain the following additional skills;

Laser/microwave

Optic Systems

Radar/Sonar Operation

Radio: Advanced

Radio: Scramblers

Radio: Systems

Surveillance Systems

**Cybernetics**

This program is designed for building new cybernetic attachments, disguises and implants. Includes the ability to diagnose and fix existing cybernetic parts. Gain the following additional skills;

Bionics/Cyberware Electronics

Bioware Mechanics

Computer Engineer

Cybernetic/Bionic Repair

Electrical Engineer

Robot Engineer

Welding

**Mecha**

Characters with this package of skills have a wide range of mechanical skills dedicated to fixing, modifying, and even building exoskeletons, power armour, and mecha. Gain the following additional skills;

Build Mechanized Armour

Computer Engineer

Electrical Engineer

Hardsuit Mechanics

Mecha Electrical

Mecha Mechanics

**Vehicles**

Characters with this package of skills have a wide range of mechanical skills dedicated to fixing, modifying, and even building vehicles and supervehicles.

Installing weapons, gizmos, and special devices into existing vehicles is easiest.

Any attempt at fixing a vehicle requires a roll under the character's specific mechanical ability score. The most difficult task is to invent an entirely new vehicle. Regardless of the character's abilities, this is something that requires extensive tools, parts (from other vehicles or new) and a lot of time. Gain the following additional skills;

Aircraft Mechanics

Automotive Mechanics

Build Enhanced Vehicle

Mechanical Engineer

Ship Mechanics

Submersible Vehicle Mechanics

Weapons Engineer

**Weapons**

Characters with this package of skills have a wide range of mechanical skills dedicated to fixing, modifying, and even building weapons and ammunition. Gain the following additional skills;

Armourer

Arsenal Creating

Electrical Engineer

Fashion tools and weapons

Radiation Tech Military  
 Weapons Specialist  
 Weapons Engineer  
 20 Secondary Skills from any section

**Step 4: Budget**

Total budget of \$15 million.

**Living Armour**

A variation on the Symbiote Immortal class. A sentient suit of armour from another planet or dimension has entered this world and when needed can meld with you...

**Step 1: Budget**

Automatically receive \$12 million and roll D100 on the table below;

01-30 + \$1 million

31-55 + \$2 million

56-75 + \$4 million

76-90 + \$8 million

91-00 + \$12 million

**Step 2: Armour Intelligence**

Determine the Armour's IQ and ME level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

<u>D100%</u>	<u>Attribute Roll</u>
01-43	3D6
44-63	3D6+1
64-77	3D6+2
78-87	3D6+4
88-94	4D6
95-00	5D6

**Step 3: Armour Ego**

Once that's done you'll need to determine the Armour's Ego by adding its IQ to its ME. Then do the same for your character. For every 5 points that the it's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe consequences (such as being paralysed at a critical combat moment). If you roll the same demand twice then reroll until you get a new one;

**Demands**

01-20 Removal of all other associates the Armour doesn't like or who have upset it.

21-40 Total obedience from the character so the Armour can pursue its own agenda.

41-60 The character must create a new religion with the Armour as its god and try to convert others to worship it.

61-80 Begin associating with people the Armour likes.

81-00 Destroy all other Armours encountered.

**Step 4: Alignment**

Pick the Armour's alignment. Depending on the size of its ego, its alignment may well begin to influence your own...

**Step 5: Robot Body**

Type 3: Exoskeleton. The Armour wraps perfectly around the host's body.

**Step 6: Skills**

Choose as normal. However the Armour through its bond with the character will also provide him with Computer, Electrical and Mechanical skill programs at +20%. This is a form of self preservation as the Armour would expect the host to use those robotic skills to repair it should the need arise.

**Step 7: Robot Construction**

See the robot construction rules at the end of the Techno Hero section.

**Step 8: Disadvantages**

Its alive. How is that a disadvantage?

For a start there are the issues listed before regarding its ego. More importantly however just like a living being it will feel pain when severely damaged (lost 50% of its SDC). Think about how you react when you're injured and in pain. Now picture the suit's reaction... You get the idea...

**Robot Pilot (revised)**

A special form of pilot...not flying conventional aircraft but mechanised warriors or body fitting exoskeletons. This is a revised class.

**Step 1: Budget**

Automatically receive \$12 million and roll D100 on the table below;

01-30 + \$1 million

31-55 + \$2 million

56-75 + \$4 million

76-90 + \$8 million

91-00 + \$12 million

**Step 2: Robot Intelligence**

Robot Bodies and Exoskeletons don't require any intelligence. Those with the power of Transferral (revised version in my powers section) can animate the robotic bodies themselves ignoring the rules in HU page 194 for transferral equipment.

Pilots pick skills in the normal HU manner. With the permission of the GM the player may play a Robot Pilot/ Hardware combination as per Iron Man.

**Step 3: Robot Body**

Choose Type 1 if piloting a giant robot (re: Mecha).

Choose Type 3 if piloting an exoskeleton (like Iron Man).

**Step 4: AI Programming**

Pilots choose skills as normal but can choose from any category and also automatically gain Pilot Commercial and Military Power Armour at +20%.

**Step 5: Background**

The player can determine whatever background he likes. Unless the player feels otherwise he should be given the final production model with no malfunctions. I really cant understand why Palladium is so obsessed with castrating players before they even start.

**Step 6: Robot Construction**

See the robot construction rules at the end of the Techno Hero section.

### **Step 7: Disadvantages of Piloting a Mech**

Mech pilots have exhausting jobs. This is because the human body is meant to be standing and not sitting. Many who sit in their Mechs for prolonged periods will eventually wind up with serious problems with their knees. The natural position of the human body is the standing position. A person that sits in one position for more than 6 hours in a stretch will eventually develop knee problems. Exercising regularly will halt or slow down the damage to the knees. Living in the cockpit seat for more than a week will cause the character's PS, PP, PE and SPD to drop by 1 point. Every second day thereafter those attributes will continue to drop by a point until serious effort is put into exercising the body.

### **Robot Construction Section**

Building an Android, Robot or Mech.

- 1) Choose the Shape of your robot's frame
- 2) Determine its Size
- 3) Determine Armour Type
- 4) Determine Engine Type
- 5) Determine Locomotion Equipment
- 6) Determine Arm/Hand Equipment
- 7) Determine Audio, Optical and Sensor Equipment
- 8) Determine Additional Equipment
- 9) Determine Weapons

#### **Step 1: Body Frame**

Determine what the body will look like. A reinforced frame is necessary if the robot has any heavy equipment or armour installed.

#### **Android Humanoid Body**

Can be from 5-7 feet tall, SDC 250.  
\$2000 per foot.

#### **Reinforced Frame**

+\$4000 per foot.

#### **Animal Frame**

Can be any animal type and size varies from less than 1 foot to over 30 feet, SDC 250. \$1000 per foot.

#### **Reinforced Frame**

+\$2000 per foot.

#### **Geometric Frame**

These are basic shapes such as Spheres, Boxes, Pyramids and any other miscellaneous types. Size varies from 10-30 feet, SDC 250. \$3000 per 10 feet.

#### **Reinforced Frame**

+\$6000 per foot.

#### **Mecha Frame**

Can be from 14 feet up (but usually no larger than 30 feet), SDC 1000. \$5000 per foot.

#### **Reinforced Frame**

+\$10,000 per foot.

**Vehicle Frame**

This includes motorcycles, cars, trucks, boats, helicopters, jets, etc. SDC 500. Standard cost of the vehicle.

**Reinforced Frame**

+\$900,000.

**Step 2: Size**

Determine the robot's size. If it will be carrying a pilot then it needs to be at least as large as him.

**Step 3: Armour****Body Armour**

\$1000 per SDC point.

**Body Shield**

This shield attaches to your arm and is adjustable so that it provides 3/4 coverage of the body, good for large or small robots. Arms, feet, and head are all covered and are all at -5 to strike.

Although bulky looking they are very lightweight and carry no minuses to them. The drawback is that the shield does not provide any coverage for the back and the character using this is wide open. \$500 per SDC point.

**Step 4: Engine**

By Dan Steiner.

One first needs to pay attention to a specific robot's power needs. Based on the size one can then purchase a system. The power system must be rated to perform under maximum conditions. All of the complications of the normal fusion system, plus miniaturization expenses to boot. \$4 million, plus \$1 million for every 10,000 power points. Mass is 50 kg plus 15 kg per 10,000 points. A reduced system that produces 3000 power points can be bought for \$4.5 million. Reduced system mass is 55 kilograms.

**Appendages**

Multiply the following by number of attacks per melee -

Each Pair of Human sized arms: PS x4

Each Pair of Giant Sized arms: PS x8

Each Utility Arm: PS x2

Each Tentacle: PS x3

**Energy Weapons**

For each weapon that draws its "ammunition" from the robot's main supply multiply the maximum damage (SDC) that weapon can cause by 10. Multiply again by how many times the weapon will be used per melee round. Weapons that get ammunition from energy clips only use 5 points, as do non-energy weapons with electronic components. Weapons that have no electronic components require no power.

**Power Systems**

While normally the mecha of anime use exotic or highly advanced power plants some of the more realistic mecha universes use very conventional, fuel-guzzling engines that periodically need to be refueled. Bigger mecha typically use some form of nearly unlimited energy. The Battletech universe uses the fusion engine to allow its aging, hand-me-down 'Mechs to continue running after centuries of warfare. The mecha of Macross are thermonuclear giving them enough power to run for years. Some mecha universes depend on a newly discovered fuel to explain the existence of unlimited power sources. The nuclear-fusion engines of Gundam run on Minovsky particles. In the Western retelling of Macross, the mecha are powered by a mysterious alien substance (protoculture) from which the mecha are able to run on almost indefinitely (although later Robotech mecha such as the Alpha Fighter need a regular recharge). As an additional effect

protoculture interacts with mecha and pilot to create a strong interface between them making it possible for pilots to fly their mecha as if they were merely extensions of their bodies. The Artificial Humans of Evangelion actually need to draw power from the city's power plants by an umbilical cord but in instances when the situation makes this impossible, they have five-minute batteries to run on.

### **Gasoline Engines**

The cost of installing a gasoline engine will be approximately \$1000 per 500 power points, up to 10,000. More powerful engines will cost \$5000 per 1000 points after 10,000. The mass of an engine is approximately 200 kg per 500 points.

### **Solar Converters**

On a sunny day a solar converter can continually provide 100 power points per square meter of solar panel. The fuel is free, but there just isn't that much out there. A powerful backup battery system is strongly recommended if this is your primary onboard power source. Large flat solar panels cost \$500 per square meter. Shaped panels (contoured to fit onto a curved surface) will cost \$2000 per square meter. Solar panels have a mass of about 15 kg per square metre. Fusion Plants Extremely rare, extremely difficult to manufacture, and therefore extremely expensive. On the plus side, it's the ultimate in sheer power available. As explained in HU, this system is limited to large robots. \$2.5 million, plus \$0.5 million for every 50,000 power points. Fusion systems have a mass of 250 kg plus 75 kg per 50,000 power points. A reduced system that produces 18,000 power points can be bought for \$2.8 million. Reduced system mass is 275 kg.

### **Micro-Fusion**

All of the complications of the normal fusion system, plus miniaturization expenses to boot. \$4 million, plus \$1 million for every 10,000 power points. Mass is 50 kg plus 15 kg per 10,000 points. A reduced system that produces 3000 power points can be bought for \$4.5 million. Reduced system mass is 55 kg.

### **Battery Storage**

Batteries are used in association with the above Power Supply types. Rather than continuously generate onboard power one can store energy in batteries and use it as needed. For very small robots this option seems far preferable to multi-million dollar microfusion systems. Batteries can be charged from nearly any power source, can be shaped to fit anywhere on the robot, and are much less likely to fail under extreme conditions. For many robots a charged battery could serve as a cheap emergency backup power system. Batteries are rated in terms of power-point-hours (pphr): 1 pphr is the energy required to output one power point for one full hour. Example: A player can empty a 1000 pphr battery in one hour by continually using 1000 power points, or empty the same battery in 5 hours by only using 200 power points. Equivalent to standard commercially available chemical batteries, one can purchase rectangular or cylindrical shaped models from most well-stocked industrial suppliers. These batteries can be custom designed for space considerations, special needs, etc (required for most humanoid robots); multiply costs below by ten.

#### Small

Cost for a 100 pphr battery is \$200.  
Mass: 5 kg.

Medium

Cost for a 1000 pphr battery is \$1500.

Mass: 35 kg.

Large

Cost for a 10,000 pphr batty \$12,000.

Mass: 250 kg.

**Quantum Effect Batteries**

This advanced technology utilizes high temperature superconductors and a delicate but powerful physical effect: energy is stored in the quantum levels of a special material using very high magnetic fields. This technology is not commonly available to the general public because of cost considerations; those models that are available are typically rectangular or cylindrical in shape. However, because mass production of these batteries is uncommon, custom shapes can be purchased for only three times the costs below.

Small

Cost for a 1000 pphr battery is \$45,000.

Mass: 4 kg.

Medium

Cost for a 10,000 pphr battery is \$350,000. Mass: 30 kg.

Large

Cost for a 100,000 pphr battery \$2,400,000. Mass: 225 kg.

To charge the battery you have to hook it up to an external power source. You can either buy one of the power systems above (in an external form) or buy power from the electric company. Energy costs are about \$20 for 500 pphr. Allowing player robots to run on battery power means you may have to pay attention to power consumption. If batteries run out a robot is little more than a shiny statue. Fairness to other players would require these rules to be somewhat strictly enforced.

It might be very efficient to use a battery system for a robot's primary source, and

a continuous source as a secondary system. During peak power usage (combat) the robot could draw on power very quickly from the battery. All the while, the battery is being charged by the secondary system. The continuous source could be a smaller, cheaper system in this configuration. The robot won't be sitting around for 23 hours a day wasting incredible power output, waiting for that one hour of combat. When a surge of power is finally needed the batteries can provide most of the power, while the continuous system augments the power available.

Does your robot need to power it's particle beam cannon while flying at Mach 1, all the while cooking a turkey in the onboard microwave oven? A robot could be preassigned several power consumption configurations. The main power is used to power the propulsion system while flying cross country, but might be needed for weapons power when engaged in combat. If you don't plan on using both at the same time, why buy a oversized power plant? A compromise could be a speed limit while using the weapon systems. A separate battery could be used to power onboard sensors and optics. The possibilities are nearly endless; some planning ahead will allow a robot designer to make very efficient models.

**Step 5: Locomotion Equipment**

The seemingly simple task of walking involves shifting one's centre of gravity while moving in a forward direction and taking into account imperfections of the terrain. With the aid of vision and the inner ear humans are able to accomplish the precarious act of walking. Throwing the weight of several tons of walking metal requires a lot of minute real time adjustments, so to make machines walk



is no simple task. In high winds or water, a large structure such as a tank-like or larger mecha would have to contend with being severely buffeted around. This does not even take into account battle conditions, where projectiles and explosions produce kinetic forces that could literally blow a two-legged mecha off its heavy metal feet.

### **Anti Grav System**

This device creates a stabilized gravitic field which holds the robot suspended above any solid or liquid surface (up to 5 metres). Lateral movement is provided by a compact turbofan with a top speed of 100kph. \$1 million.

### **Concealed Helicopter VTOL System**

This is a flight propulsion system based on the helicopter. Rotor blades are folded in a hidden compartment that rise out and unfold when flight is required .

Suitable for any robot type, except android. Basic System: \$340,000.

Base Speed : 240 kph

SDC of System : 125, but only 75 is needed to disable it.

Estimated mileage: 4 kms per litre

### **Hover Jet Backpack**

This can be a detachable back-pack unit or built directly into a robot's back.

Appropriate for small, human-sized , humanoid or animal robots, exoskeletons and androids. Basic System: \$250,000.

### **Hover Jet System**

super sophisticated, twin engine system , with bottom and rear jet thrusters for V/STOL capabilities. This unique propulsion system offers ground and air capabilities automatically. The V/STOL means the robot or robot vehicle can hover stationary above the ground, make vertical take-offs and landings (fly straight up and down), as well as short take-offs and landings in horizontal flight (straight-ahead). Suitable for outer space and underwater travel .

The Base Cost varies with the major types/uses of the hover system and the robot.

Base Speed : 160 kph

Base Altitude: 152 mtrs

SDC of system : 100 points of damage from called shots at -3 will disable enough of the jets to reduce the system to jump jets, another 35 points will render it totally useless.

Estimated mileage: 80 kms per one gallon.

### **Human Leg/Foot**

\$100,000 per leg and foot unit with a starting PS and SPD of 15 and half the SDC of the main body. SPD may be increased at a rate of \$1500 per point with no upper limit. PS may be increased at a rate of \$3000 per point also with no upper limit. For an extra \$10,000 it can be made detachable (but not remote controlled). Increase the cost of each by 10% for each additional 10% size. The limbs can be either human, animal or insect in appearance.

### **Jump Jet**

A small set of 2 booster jets which allow the robot to jump x3 the robot's height in distance up and across. Cost: \$25,000 + \$25,000 per additional x1 distance (eg. \$75,000 will buy you x5 distance).

### **Wheels Automotive Size**

\$1000 per pair. SDC 60 each.

### **Wheels Oversized**

Truck or tractor size: \$2000 per pair. SDC 60 each.

### **Wheels Micronized**

Roller skate size: \$1200 per pair. SDC 60 each.

### **Treads Car Size**

\$15,000 per pair. SDC 200.

### **Treads Tank Size**

\$20,000 per pair. SDC 200.

### **Pontoons Small (car size)**

\$1000 per pair. SDC 75 each.

**Pontoons Large Airplane Size**

\$4000 per pair. SDC 75 each.

**Step 6: Arm and Hand Equipment****Arm/Hand**

\$100,000 per arm and hand unit with a starting PS and PP of 15 and half the SDC of the main body. PS may be increased at a rate of \$1500 per point with no upper limit. PP may be increased at a rate of \$3000 per point with a limit of 50. For an extra \$10,000 it can be made detachable (but not remote controlled). The limbs can be either human, animal or insect in appearance.

**Detachable Remote Controlled Limb**

Launchable limb which can continue to function independent of the body. Each limb can either follow a set of preprogrammed commands (prior to launch) or be mentally directed from the main body via radio command. The limb can do everything it did while attached. A separate power system must be bought to insert into each detachable limb. Optics may be added to allow the character to send a hand around a corner and see what it sees. Flight speed is 100kph with all PP bonuses still applicable. SDC is the same as the main body. \$80,000.

**Interchangeable Hand Units****Buzz Saw:**

Adjustable size with damage varying from D6-5D6. \$1000 per D6 damage.

**Drill Holder:**

Adjustable to hold any size drill bit. \$150 for the holder. Cost varies for each drill (normal hardware store ones may be used).

**Electromagnet:**

With an adjustable pulling power of up to PS 15. \$50,000.

**Lock Pick:**

Single adjustable lock tool which can open any mechanical lock. \$90,000.

**Towline and Grapple Hook:**

Launcher with 100metres of cable (holds a weight of up 7 tons). Hook has 30 SDC. \$20,000.

**Ultrasound Generator:**

D10 x10 to anyone with unprotected ears within 2 metres, D20 within next 10 metres, D10 within next 20 metres, D6 within next 40 metres and D4 within last 50 metres. Damage and range is adjustable. \$150,000.

**Welding Torch:**

Can be used to weld objects together or cut through up to 10 centimetres of steel at a rate of 1 centimetre per melee.

Damage is 3D6. \$30,000.

**Retractable Tentacles****Type I:**

6 metre length, 4D4, SDC 50. \$50,000 each.

**Type II:**

10 metre length, SDC 100. \$100,000 each.

**Type III:**

20 metre length, SDC 150. \$150,000 each.

**Type IV:**

15 metre length, electrical charge doing D4, D6, D10, D12 or D20, SDC 100. \$200,000 each.

**Utility Arms**

Retractable miniature tools for sensitive work and repairs. They can be stored anywhere where space has been allocated for them. The cost of each pair of arms includes an external camera which shows the operator what the arms are doing. \$30,000.

**Step 7: Audio, Optical and Sensor Equipment****Standard Audio System**

Stereo surround sound speaker system with full range radio frequencies including VHF, UHF, CB and ultrasound. Hearing can be amplified to

x10 that of a normal human. Due to satellite link range is effectively unlimited. \$25,000.

#### **Bug Detector**

Detects any listening devices within a 20 metre radius. \$2000.

#### **External Laser Parabolic Pickup**

Simply focus the laser on any window of your target's home, office, etc. and hear what's going on. Once the laser hits the window, it instantly reflects back at the unit, which receives the returning laser signal, and gives you the audio from inside. Range of 400 metres. \$600.

#### **Loudspeaker**

Amplifies voice up to 120 decibels. \$2000.

#### **Radio Encrypter**

This encryption product ensures your e-mail, voice, fax, and data communications are secure. \$3000.

#### **Sound Recorder**

Advanced sound recording equipment which can be hooked up to the audio system. May use either tape or CD. \$2000.

#### **TMDRT System**

Tactical, mobile, deployable radio and television broadcast system. Able to produce, broadcast, record and monitor commercial bands from fixed locations using broadband, directional and omni directional, antenna systems. Also has an electronic news gathering ability to produce, broadcast, record and monitor commercial quality programming using satellite uplink/downlink. \$100,000.

#### **Touch Tone Decoder**

Quickly and easily decode DTMF (touch-tone) codes from any source including tape recorders, scanners, or direct telephone line connection. Simply hold the unit close to the speaker of your tape recorder or scanner and the unit immediately and accurately decodes and

displays the tones on a 16 digit LCD display. \$500.

#### **Voice Analysis Computer**

The unit electronically analyzes a person's voice for suitable microtremors that occur with stress and deception. Instantaneously the system offers a digital numerical evaluation for the stress. Certain numbers above the speakers normal level indicate deception. This simple numerical method virtually eliminates the possibility of human error. There are no graphs to analyze and nothing to lead to misinterpretation. \$2000.

#### **Voice Mimicer**

This can be used to mimic someone else's voice perfectly, including the gender. However there must be a recording of the desired voice in order to be able to copy it. \$10,000.

#### **Voice Modulator**

This unit has eight voice masking levels and is compatible with all telephones and office systems, this unit will also work on conference calls. \$300.

#### **Wall Probe**

Detect and monitor sounds through virtually any surface. The probe delivers clear, undistorted sound through walls, windows, metal, air ducts, plumbing, conduit and more. Intended for bomb detection training and testing, this device can also be connected to standard recorder and other measurement equipment. \$500.

#### **Standard Optics**

Colour optical system which functions identical to human eyes. \$200,000.

#### **Camera System**

Tiny optical cable colour camera. 3.6mm wide angle pinhole lens, low light, .5lux, IR sensitive. 12vdc, 8+hours continuous operation. \$3000.

**Holographic imaging projector**

High definition, excellent colour scale, 3-dimensional images; Appropriate for all sensor systems. \$110,000.

**Laser Targeting**

The laser is located high on the desired weapon, in close proximity to the barrel centreline, yet shielded from the abuses of heavy recoil and muzzle blast. Sensory activation allows complete, effortless control of the laser's on/off mode. The laser beam must be continual, uninterrupted and of the highest output. \$500.

**Night Sight**

Night Vision sight is an electro-optical device that intensify (or amplify) existing light instead of relying on a light source of their own. The devices are sensitive to a broad spectrum of light, from visible through infrared. You do not look "through" a Night Vision product, you look at the the amplified electronic image on a phosphor screen. Light enters the Night Vision product through an objective lens and strikes a photo cathode that has a high energy charge from the power supply. The energy charge accelerates across a vacuum inside the intensifier and strikes a phosphor screen (like a TV screen) where the image is focused. The eyepiece magnifies the image. A Night Vision phosphor screen is purposefully coloured green because the human eye can differentiate more shades of green than other phosphor colours. Like cameras, Night Vision products have various image magnifications. The distance at which a human-sized figure can be clearly recognized under normal conditions (moon and star light, with no haze or fog) depends on both the magnifying power of the objective lens and the strength of the image intensifier. The maximum viewing range of the

Moonlight product is from 30 metres to 120 metres. \$5000.

**Searchlight**

6,000,000 Candlepower, Night Vision and Video Compatible. The Searchlight can be remotely connected and operated at distances up to 100' from the battery or other appropriate sources. Detection of the light source is approximately fifteen degrees off the centre beam axis when viewed from a distance of 500' or more. It can be fixed to a body location and given a swivel rotation \$3000.

**Targeting Sight**

Superimposes electronic crosshair reticules which give a +3 bonus to hit. \$7500.

**Telescopic Sight**

Can extend eye or camera vision by up to 10 kilometres. \$5000.

**Thermo-imager**

The unit is capable of detecting changes in temperature radiated by objects over 500 feet away. While able to sense the infrared radiation emitted by objects warmer than 0 degrees, the instrument is particularly sensitive to the heat which is radiated by humans and animals. The relative intensity of the infrared radiation coming from the object, as compared to the background, is indicated on the LED bargraph display in the rear panel. The number of red LEDs will change according to target size, temperature, and distance. Temperature changes of 1 degree centigrade can be detected. The sensitivity is adjustable to allow for use indoors or outdoors. By scanning the walls or ceilings of a structure, the unit can monitor the temperatures to indicate concealed concentrations of heat. Excessive heat in the electrical wiring or lighting fixtures can be found and voids in thermal insulation located. \$3000.

**X-ray System Optics**

When used with the Polaroid Radiographic film cassette and processor, detailed radiographs can be produced within minutes of arriving on the scene. Incoming mail, parcels, briefcases, etc. can be radiographed to ascertain the contents of such articles and identify contraband such as drugs, weapons, explosives, etc. Range of 5 metres. \$30,000.

**Bomb Detector**

The unit sniffs out the vapour of a bomb - an invisible, undetectable vapour that's continuously emitted from explosives. If suspicious gasses are present in the air an alarm light will instantly illuminate. But only when the vapour is truly explosive will the light be joined by an audible tone. Only 2 minutes after the alarm is received the unit is warmed up and ready to operate. A single switch then activates the system and in as little as one second an explosive can be located. \$7000.

**Computer Keystroke Recorder**

Simply plug this unit in between the back of the computer and the keyboard cable, and the unit will record all keys pressed on the computer. Using a state of the art mini memory chip this unit will store information until you decide to retrieve it. \$300.

**Dosimetre**

Detect radioactivity including its level within a 30 metre radius. \$10,000.

**Forensics System**

This unit is capable of performing a full forensics including blood typing, fingerprinting, ballistics, chemical analysis, etc. \$100,000.

**GPS**

Satellites orbiting the earth can track a person's whereabouts anywhere on earth within 10 metres accuracy. Lightweight

and portable, the GPS can be detached and hidden in a jacket, briefcase, purse or backpack, to accompany you anywhere added personal protection is needed. The GPS receiver can be easily installed and can be activated by the push of a button to send out an alarm at the first sign of danger. The signal immediately alerts a monitoring station where high resolution full colour maps can be viewed on a computer screen to pinpoint the victim's location in a matter of minutes. Receiving printed reports and data analysis is easy, as well as generating information to aid in the rescue. \$ 5000.

**Internal Bioscan**

For robot pilots only. It monitors the pilot's vitals and can transmit the information to another location if desired. \$5000.

**Limited Touch System**

Pressure sensitive pads are implanted in the robot's fingers, and information is relayed to a gloved feedback system. Negates the usual penalties due to lack of sensation while performing skills requiring manual dexterity. \$150,000.

**Modem Sat Link**

Satellite internet link. \$2000.

**Motion Detector**

Collision warning system with a range of 30metres. \$15,000.

**Radar**

Radar systems use both radio waves and laser light to send emissions out from the ship where they will bounce off of targets. The bounced waves become signals that the sensor can track with a high degree of precision. Detect, identify and track up to 100 targets with a range of 100 kilometres. \$250,000.

**Radar Detector**

Identifies when the unit has been detected and locked onto by a radar. \$5000.

**Sensor Jamming System**

Prevents enemy sensors and targeting systems from detecting you. The drawback being they might notice that their sensors are being jammed before you can attack. Range of 100 metres. \$10,000.

**Tap Alert**

This alerts you automatically with an alarm light if a line-activated telephone wiretap has been placed on a line or phone instrument you are using or connected to. The alarm light will also illuminate when an extension phone has been picked up anytime, day or night. If the alarm is activated in your absence, the light will remain intact until you reset the system. \$4000.

**Video Detector**

An LED bar-graph alerts you to the fact that you are under covert video surveillance quickly and noiselessly, the instant a video camera has been activated in your presence. Range of 10 metres. \$8000.

**Weapon Detector**

Detect all concealed metal weapons, including the smallest knives and guns. Range of 30 metres. It provides both an audio signal and a visual alarm light. \$500.

**Step 8: Additional Equipment****360 Rotating Segments**

Head, shoulders, hands at wrist, and upper torso at waist, can rotate in a 360 degree circle. \$40,000.

**Absorption Defense**

Absorbs all incoming energy and uses it to recharge weapons and equipment up to a maximum of 100 damage per round before shutting down. \$1 million per each different type of energy (electrical, solar, laser, fire, etc).

**Artificial Blood System**

A quarter inch (6 mm) thick circulatory system continuously flows with an artificial blood-like fluid. The pumping is done with a device that sounds like a real heart, designed to speed up and slow down according to other body movements. If the unit is cut, the artificial blood will flow realistically, clot quickly and give the appearance of a real flesh-and-blood injury. \$500,000.

**Atmospheric Shielding**

Additional coating to the skin which enables the robot to survive reentry into an atmosphere. \$20,000.

**Automated Skin Sealing**

The automatic sealing system is comprised of two separate layers of resin under high pressure in the skin. When the layers are breached the substances expand and mix to form a very durable foam-like patch. \$100,000.

**Automatic Pilot**

The automatic navigation system has the capability to plot and control travel to any preprogrammed destination. \$800.

**Bomb Dispenser**

The Bomb Bays and dispenser system is designed for the purposes of dropping bombs from a high altitude. Bombs have no form of targeting or guidance, instead the computer aims from orbit and drops the bomb, all other bombs then scatter around the first. The smallest version holds 1 and it can be bought in increments of 1. \$100,000.

**Chameleon Device**

Follows the contours of the body allowing the character to blend in with the environment as per power (not true invisibility). There is a -60% penalty if trying to spot this person. \$5 million.

**Cosmetic Enhancements**

A variety of techniques and materials used to create an accurate simulation of a living creature.

Realistic Skin Overlay: Looks and feels like the real thing. Complete with fake musculature. \$250,000 for a six foot humanoid.

Real Head Hair Implanted: Looks completely natural. \$5000.

Real Body Hair: Full humanoid hair. \$40,000.

Real Fur: \$10,000 to \$40,000 depending on the size of the animal.

Realistic Eyes: Look and act like real eyes, complete with contraction of pupils and blinking of eyelids. \$50,000.

Sculpted Facial Features: A unique, individual face and teeth designed by skilled artists, complete with simulated muscle movement to complement full facial expressions. Frowns, smiles, looks angry, etc. Physical beauty rating of 3 to 20 available. \$150,000.

Minor Body Characteristics : Nails, fangs, beard stubble, moles, pimples, scars, etc. \$2000 each.

### **Drone Artificial Intelligence**

By Dan Steiner. Extending the idea of the remote probe, one can envision a network of robots, with very limited individual intelligence, controlled by one master robot. For example, a team of robots acting as security guards don't necessarily need independent intelligence. With video and audio transmission these guard can communicate with the central system when they need advising. If a guard were to detect something questionable, it would send a transmission to the master intelligence who would decide a course of action, assign a target, etc. A limited intelligence system, allowing the guard to "patrol" and fight when needed, does seem necessary, but it should be considerably simpler (and cheaper) than a standard Artificial Intelligence.

Further, if these "drones" are just one member of a larger team, they don't seem to require onboard power plants. They could run off of battery power and recharge in staggered shifts. With the advent of quantum effect batteries these robots could take "shifts" for nearly a full day before running out of power and be back on the job after only a few hours of recharging. Drones controlled by a central intelligence seem to be a very cost effective alternative to the standard rules of robot construction. For simple tasks like security it seems that a Standard Artificial Intelligence is appropriate. The central intelligence is developed as usual, but the remote controlled models could be relatively cheap and interchangeable.

Combat: Equivalent to 5th level Hand to Hand Expert (4 attacks per melee; +1 strike w/ built in weapons; +3 parry/dodge, +2 strike, +2 initiative, +2 roll/pull WP Pistol and WP Rifle).

The Drone has speech and literacy limited to simple interaction but no programmed personality. It understands spatial orientation, very basic knowledge of laws of physics (objects fall down, etc). Is able to patrol an assigned area, watching for anomalies and able to attack assigned targets. It must communicate with the controlling intelligence when the situation is outside of the current mode. It can take over a large share of combat functions for untrained pilots. \$650,000.

### **ECM**

Electronic Counter Measures. It causes detonation of all activated missiles in a 1km range which have been locked onto you. \$250,000.

### **ECM Decoy Probe**

This probe includes an array of transmitters which are calibrated to broadcast an electromagnetic signature

identical to yours. In effect this probe makes it appear as if two identical robots are in the area. \$200,000.

#### **Emergency Beacon**

GPS emergency SOS repeater lasting 1 month. It can be detached and carried in your pocket. \$5000.

#### **EMP Ball**

A small spherical object which interrupts all electrical synapses within any electrical equipment it is attached to (has magnetic clamp) effectively destroying it. \$75,000 each.

#### **EMP Blaster**

As above but treated as Electro Magnetic Pulse burst with range of 45 metres destroying any unhardened electrical equipment and temporarily rendering inoperative any hardened equipment. \$2 million.

#### **Escape Pod**

A short range emergency escape device for 1 person (it can even be the cockpit itself). In the case of an Android it could be its AI brain which is jettisoned to safety to be reimplemented in a new body. \$100,000.

#### **Forcefield Device**

Generates up to 300 SDC in the form of a small 30cm diameter shield which can be generated anywhere over the body within 30cms of the device. The SDC is continuously regenerating for up to 4 hours before requiring recharging. \$4 million.

#### **Grappler Mags**

The grappler mag is a large, metal disk, which magnetizes and demagnetizes on command, attached to a length of heavy-duty tow cable. This disk is propelled out from the robot at great speed towards its target, magnetizing itself an instant before impact, and then firmly connects itself to the metal object which it is intended to tow. The line can be drawn in or let out as much as necessary (up to

the line's maximum length of 150 metres), and the disk can depolarize upon command from the ship. \$400,000.

#### **Hardened Circuits**

The robot's electrical and computer circuits have been hardened to withstand the effects of EMPs. \$1 million.

#### **Hydraulic Leaping System**

By Dan Steiner. A system of powerful hydraulics can be installed in the robot's legs, for use in leaping or jumping. These hydraulics are not suitable for use as attribute enhancers; they can only provide a simple powerful thrust used for leaping. When used as part of a leap attack they provide a damage bonus of +10 to physical attacks. Adds 18 lbs to weight of robot. The system provides 10,000 ft-lbs of kinetic energy: To obtain the maximum possible height (straight upwards) divide this kinetic energy by the weight (in pounds) of your robot. The maximum horizontal distance possible is about twice the maximum height. Adds 28 lbs to weight of robot. Cost of Leaping System: \$50,000.

#### **Hydraulic Lifting System**

By Dan Steiner. A system of powerful hydraulics are installed in the robot's arms, shoulders, and back, enabling it to carry 300 times its total PS attribute and lift 500 times its PS. The system is not suitable for uses other than raw heavy lifting; in fact, if a character lifts a light object (less than carry 200x or lift 300x) using the system he will lose control of his strength and either overbalance or toss the object into the air. Adds 45 lbs to weight of robot. Cost of Lifting System: \$250,000.

#### **Image Inducer**

Creates 3D holographic images of self or another prerecorded image which can be broadcast anywhere within 10 metres of the device. Up to 10 images. \$100,000.



**Inhibitor**

100 metres with 10 metre radius, temporarily prevents the meta abilities of any within its path from functioning including psionic based powers. \$5 million.

**Intangitator**

Makes the air full of electricity. Though at a non lethal level it does agitate the molecules within the area sufficiently to force anyone intangible to turn solid. A portable version is also available but requires a power source. \$2 million.

**Interfacer**

Usually kept within a finger the interfacer can be slid out and plugged into any terminal allowing the unit direct access to its systems (like in Robocop). \$5 million.

**Interior Lighting**

Includes normal lighting, infrared lighting (for during combat) and emergency (dimmer) lighting. \$250.

**Laser Torch**

Can be used to weld objects together or cut through up to 10 centimetres of steel at a rate of 1 centimetre per melee. Damage is 3D6. \$10,000.

**Locking Joints**

Joints can be equipped with high tensile metal mechanisms, allowing a robot to lock that joint in place. Moving the limb will require a PS capable of overpowering the robot's PS by at least 20 PS attribute points. If a joint is overpowered it causes damage to the mechanism. It is bent out of place, causing the joint to stiffen. The robot will be incapable of easily moving that joint until it is fixed. Combat penalties should be assessed on a situational basis by the GM.

Cost required for locking joints:

Single Joint: \$5,000

Hand: \$14,000

Arm and hand: \$35,000

Leg: \$28,000

Full body (includes waist, neck): \$150,000.

**Magnetic Pulsar**

D10 x10 damage burst over a 20 metre range but also has the side effect of doing EMP damage (see above). 10 shots or self contained. \$10 million.

**Magnetic Shield**

Prevents effects of radiation, vacuum, micro debris, etc from entering or affecting the robot. \$2 million.

**Microwave Antennae**

Range of 160kms/100 miles. \$10,000.

**Pilot's Compartment**

This is a pressurized crew cabin with a recycling air system. It has an initial SDC of 400. \$100,000 per person + \$100,000 for each additional 100 SDC.

**Power Analyser Modulator**

Scans any one lifeform within 30 feet/9 metres and detects what metapowers that person has. It doesn't work on supernatural abilities or magic. \$75 million.

**Power Mimicor**

All of the below are for Androids only;

Type I:

Duplicates one Major or 2 Minor Physical or Energy based power (not Psi) of any meta within its 30metre radius. The power is lost once the meta leaves the area. Cost: \$9 million.

Type II:

As above but 2 Major or 4 Minor or 1 Major and 2 Minor. Cost: \$20 million.

Type III:

As above but 3 Major or 6 Minor or 2 Major and 2 Minor or 1 Major and 2 Minor. Cost: \$50 million.

**Probe**

Missile type sensor probe with its own propulsion system. Flight speed is 50kph and 60 SDC. It is equipped with a standard suite of instruments to detect and analyze all normal EM and subspace

bands, organic and inorganic chemical compounds, atmospheric constituents, and mechanical force properties. It also includes varying degrees of telerobotic operation capabilities to permit real time control and piloting of the probe. Finally it also has a complete set of optical equipment including IR, nightsight, thermoimaging, etc. \$100,000.

#### **Reflective Hull**

Reduce damage from energy weapons by 10%, it is simply coated over any normal hull. \$300,000.

#### **Secret Compartments**

Small secret compartments can be built into the robot to hold tools, supplies, weapons and secrets. The number of compartments depends on the size and type of robot and size of the compartment. The most likely locations on a humanoid form is in the thigh, chest and back (or inside, if a pilot is required). \$8000 each.

#### **Self Destruct System**

This causes the main power source to feed back on itself and explode with sufficient force to destroy the body. Bystanders take shrapnel damage over a radius as determined by the GM. If the engine is nuclear then the damage to a city could be significant. \$1000.

#### **Self Repair System**

This is a version of the Healing Factor system for use with robots. The system is divided into a master control system (there may be 2 backups), and a dispersal pod (there may be 5 backups). Each pod restores 1 SDC point per minute (so, no super regeneration). \$500,000 for the control unit, \$1,500,000 for each dispersal unit.

#### **Spectrum Beam**

Emits infrared and ultraviolet light rays which can damage sight sensors and reveal any similar beams or heat prints in the area. \$10,000.

#### **Stealth Cloak**

Makes the user invisible to radar and all forms of electronic tracking devices (but not metaabilities or magic). \$3 million.

#### **Submersible**

The robot can completely seal all joints and intakes so as to be able to perform underwater. This includes a pressurized system and cockpit. Life support for a pilot must be bought separately. Maximum depth of 1 km with a speed of 10 knots. \$250,000 +250,000 to double depth and speed.

#### **Suction Grips**

Whichever section of the use its attached to can cling to any surface (except loose rocks, ice or any other slippery surface). \$1000 each.

#### **Synapse Unit**

When placed on a victim it sends electrical pulses thru their brain preventing any metapowers from functioning. 10cm diameter device which is best placed somewhere on head. \$1 million .

#### **Touch Sensing System**

Closely simulates the human sense of touch. \$ 1,000,000.

#### **Tractor Beam**

A beam of force that can attract or repulse any physical objects within 100 feet/30 metres. Up to half a ton can be attracted or repulsed. Its also possible to use the beam as a climbing tool (+25% bonus, or use that as a base skill). Disarming an opponent with the beam is also possible; add a +2 bonus at levels two & four, +1 more at levels seven, & ten. Halve the bonus if the character is attempting to snatch a weapon away & into his own hand. The character can fire a repulsion blast that requires a victim to dodge or suffer knockdown & take 8D4 damage. Finally it can also be used as a jump booster for a total of normal distance x2. \$1 million.

**Transforming Steel**

See the transforming steel section for creating transformable mecha or power armour.

**Van Allen Bonds**

This device changes all the radiation molecules within a 20 metre radius into separate and less harmful Radium, Actinium, Thorium and Protactinium molecules which then disperse into the atmosphere. \$20 million.

**Voice Controls**

All or some of the robot's systems may be made voice activated. In combat this gives a +3 Initiative. Cost: \$250,000.

**Water Flotation System**

This system of air-filled cushions allows the robot deploying them to maintain a neutral buoyancy if it is forced to land in water. The cushions are filled either from compressed air bottles (in emergencies), or using the robot's life support system to provide the air. Cost: \$50,000.

**Winch/Crane**

This is a winching mechanism fitted either externally or retractable and designed to lift or haul loads of up to 1 ton. Cost: \$100,000 per ton.

**Wings, Standard**

A pair of super light wings up to max weight limit of 250 lbs, not counting wings. Wing SDC: 75 each. Weight: 30 lb. Speed: 200 MPH. \$400,000 + \$75,000 per extra 20 MPH of speed. Detachability Option: \$50,000.

Retractability Option: \$150,000.

**Wings, Seraphim**

A deluxe version of the above system with six wings. Has greater control (an additional +2 on all rolls), and goes an additional 50 MPH. Weight: 70 lb. Weight Limit: 325 lb (not counting wings). \$750,000.

**Wings, Limbs**

An option for the basic Winged Flight model. These are small wings on the forearms and shin which are used for manoeuvring. They add a bonus of +1 to all combat rolls while in flight if just the arms or just the legs are equipped. If both the arms and the legs are equipped, then they offer a +2 bonus. \$20,000 for a pair of shin wings, \$25,000 for a pair of forearm wings.

Detachability Option: \$5,000 per limb.

Retractability Option: \$30,000 per shin or \$50,000 per forearm (and that limb must be bionic).

**Step 9: Weapons**

Most of the weapons below can be fitted to any part of the robot body (which can include eyes, wrists, etc).

**Chemical Spray**

This is a toxic spray that covers a person, causing a chemical based reaction.

Range: 3 mtrs.

Bonus: +1 to strike.

Damage: Special.

Blind: This mace-like spray temporarily blinds its victims for 3D4. Characters wearing protective goggles or helmets with a visor will not be affected.

Tear Gas: This gas causes impairment of vision, difficulty in breathing, and skin irritation. Victims are - 10 to strike, parry, and dodge. Duration: 4D6 melees.

Burning Vapour: This is caused by a mild acid, doing D4 damage, extreme skin irritation, and is great for shock value. Victims are -6 to strike, parry and dodge.

C02 Foam: This concentrate can be sprayed to put out small fires.

Note: All of the chemical spray apparatus costs the same: \$50,000 plus \$20,000 per chemical . No more than

two chemical sprays can be hooked through the same unit. One unit per arm or as a retractable rod in the leg.

#### **Small Claws**

D4 damage per set, per hand. \$8,000 per paw.

#### **Medium Claws**

D6 damage per set. \$ 10,000 per paw.

#### **Large Claws (tiger)**

2D6 damage per set. \$25,000 per paw.

Add \$10,000 for Retractable Claws.

#### **Small Fangs and Canines**

2D6 damage. \$9,000.

#### **Medium Fangs and Canines**

3D6 damage. \$13,000.

#### **Large Fangs and Canines (tiger/wolf)**

4D6 damage. \$18,000.

#### **Giant-Sized Large Fangs**

6D6 damage. \$27,000; suitable only for giant robots, 12 feet (3.6 m) or larger.

#### **Prehensile Tail**

Tails can be up to 3 mtrs long and have a three fingered claw at the end. The claw, two fingers and a thumb, is suitable for grasping, holding, and carrying. The tail's base PS is 8 with a maximum PS of 30 possible, PP 10 and SDC half that of the main body. Basic System \$100,000. PS may be increased at a rate of \$1500 per point with no upper limit. PP may be increased at a rate of \$3000 per point with a limit of 50. For an extra \$10,000 it can be made detachable (but not remote controlled).

#### **Electrical Discharge**

Type I: D4-4D4, 20 metre range.

Type II: D6-4D6, 10 metre range.

Type III: D8-4D8, 10 metre range.

Type IV: D10-4D10, 5 metre range.

\$40,000 each.

#### **Energy Blades**

This weapon can be built-in or hand-held and can resemble an Energy Sword, Axe, Flail, etc. Hand-held requires a

power source and can run for only ten minutes before needing a recharge.

Built-in energy weapons draw their power from the unit itself.

Number of Attacks: equal to hand to hand.

Special: +2 to parry in hand to hand situations and the character can attempt to parry energy blasts but with no bonus modifiers.

Damage: 2D6 plus PS bonuses.

\$100,000.

#### **Explosive Projectiles**

These mini bombs can be fired from the wrist, arm or shoulders. The launcher can hold up to 12. Each of the bombs can have their damage adjusted to do from between D6 to 6D6 with a 12 metre radius. \$10,000 with \$200 per bomb.

#### **Flamethrower**

A small unit with a retractable nozzle and hose, usually housed in the hip or back. The flame thrower can also be built to fire from the hand or mouth.

Range: 4.9 mtrs.

Damage: 306, plus a 60% chance of setting combustibles ablaze.

Rate of Fire: 5 short bursts per melee, each counts as one melee attack.

Energy Capacity: 40 blasts; recharging the concealed fuel tank takes 10 minutes. \$50,000.

#### **Frigex Cannon**

Type I: Special cannon which freezes the air around a victim encasing them completely with the same effects as per the Ice power with range of 10 metres. \$5 million.

Type II: Same as above but fires Ice shards instead which do 3D10 each, up to 1 shot per melee. \$5 million.

#### **Gun Pods**

Are effectively giant-sized hand-held guns for use by giant, human-shaped robots, like oversized rifles. They can

only be used by robots 3.6 mtrs or taller. Unlike the other giant robot weapons, gun pods can not be built into the robot, nor can they be concealed. Any of the Giant or Vehicular Style Robot Weapons previously described. Range and such is unchanged unless stated otherwise. The weapon can have a power cord to link it to the robot to give it an effectively unlimited payload, or utilize special, giant-sized energy canisters (50 shots). Cost is 10% less than previously listed.

#### **Laser Cannon**

Energy supply is tied to the robot's.  
Range: 914 mtrs.  
Rate of Fire: Semi-automatic.  
Damage: 5D6.  
Energy Capacity: Effectively unlimited.  
Bonus: +1 to strike.  
\$1.6 million.

#### **Laser Sniper Rifle**

Light Laser Rifle designed with accuracy in mind. It can only fire single shots and comes with a telescopic sight. Weight: 12 lbs. Rate of Fire: equal to operator's hand to hand attacks; aimed shots only, no bursts.  
Range: 600 metres  
Damage: D6 x 100  
Payload: 15 shots  
Special Bonus: +5 to aimed shot  
\$1 million.

#### **Miniature Gatling Gun**

This small, six-barrelled machinegun can be mounted on the forearm, shoulder, hip, or head. It fires in bursts only and uses armor piercing ammunition.  
.Range: 91.4 mtrs.  
Rate of Fire: Standard Machinegun automatic fire, but can not fire single shots.  
Damage: D4+2.  
Ammo Capacity: 100 round clip (30% ammunition), 500 round internal belt

(150% ammunition), or 1000 round drum fed (300% ammunition) .  
\$500,000. Belt feed adds \$5,000 and drum feed adds \$10,000.

#### **Missile Launcher**

The launcher can be manufactured to the client's wishes. Thus it can hold anywhere between 1- 24 missiles.  
\$10,000 per missile pod.

#### **Needler**

These are needle projectiles which do D4 each, with a range of 20 metres and an ammo clip of 10. \$10,000 +\$100 per needle refill.

#### **Plasma Beam**

This beam weapon does D100 over a 200 metre range. \$30 million.

#### **Retractable Blades**

These are extremely long blades that are contained in the forearm until extended . The blades extend out of an access portal on the top of the hand. No more than two or three blades can be used per each hand.

Damage: D6 per blade +PS bonus or 2D4 per blade for giants.

Length : 30 cms .  
\$80,000 per blade.

#### **Sonic Disruptor**

The disruptor releases a concentrated sonic blast against opponents which leaves them -6 and -25% until it stops, plugging ears reduces the effects by half.

Type I: 2D6, 90 metres

Type II: 3D6, 120 metres

Type III: 4D6, 150 metres

Type IV: 3D10, 200 metres

\$3 million each.

#### **Weapon Arm**

A robot, not an exoskeleton, can forego the hand on one arm in favor of a larger weapon system that replaces the entire forearm. There are three varieties of weapon arms, laser, ion, and gun arms. Each one is basically a pair of powerful weapons of their type. Characters with

only one hand are - 15% on all skills.  
Switching the weapon arm for a normal one requires a mechanical or robotic engineer and takes five minutes with proper tools.

Range: 305 mtrs.

Damage: Ion: 5D6, Laser: 4D6 (add 1000 ft/305 m to range), Gun: 5D6.

Rate of Fire: Each shot counts as one melee attack for energy weapons, standard automatic fire for the gun.

Ammo Capacity: 40 energy blasts per Energy Clip or 80 rounds for a gun magazine.

\$350,000 for energy systems or \$50,000 for gun.

## Twilight Heroes

The Allied  
Angel  
Apostulate  
Bio Factory  
Bonded  
Demon  
Dollmistress  
Elemental  
Forsaken  
Ghoul  
Golem, Animated  
Golem, Avenging  
Reincarnated  
Unfated  
Urban Legend  
Vampire  
Were Creature  
Wraiths

### **The Allied**

A hero with a difference. The character himself has no special powers to speak of. Instead he has a unique psychic link with a special buddy...

#### **Step 1: Attributes**

Roll up as normal. Nothing special here.

#### **Step 2: Skills**

Varies. The player and GM need to determine together what type of person he will be. Will you make him a high school geek, an archaeological scholar or a Vietnam vet?

#### **Step 3: Your Buddy**

Roll on the Buddy creation table below.

Then determine with your GM how you met (if you have met already).

Possibilities could include you freed him from a temple in a third world country (eg. Vietnam, Laos, Africa, etc), were near when a dimensional portal opened dropping him through, found him in a crashed spaceship, etc.

Your buddy will be the equivalent of having the Hulk, Pitt or a dragon as your loyal friend. He will understand your

needs through your psychic link and will attempt to obey your commands to the best of his ability. If the player is captured his buddy will try to rescue him, but due to its limited intelligence it will not use a subtle plan, more likely to just smash its way through everything. If the player severely mistreats his buddy it will eventually leave, or possibly hurt him in response...

#### **Step 4: Bonuses**

Both you and your buddy receive a +6 bonus to ME due to your shared link. There is also a shared healing factor (see table below).

#### **Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

### **Buddy Creation Table**

Roll in each of the sections.

Alternatively almost any other monster type can be used as your special friend including; Dragons, Elementals (choose type), Golems, Imps, Poltergeists, etc.

#### **Step 1: Determine Body Type**

What does he look like? Even with an unusual body he may still appear humanoid.

01-07 Amoeboid

Body form that has no consistent shape.

08-14 Amphibian

Lives both on land and in water.

15-21 Amphipod

Similar to a crustacean.

22-28 Arachnoid

Spider like, predatory species.

29-35 Crystalloid

Composed of crystalline substances.

36-45 Herbaceous

Plant like.

46-52 Ichypoid

Fish like, adapted to respire and live in a liquid medium.

53-59 Insectoid

Exoskeleton, bodywide respiratory system, segmented body parts.

60-66 Malacoid

Similar to a mollusk (including snails, oysters, cuttle-fish, etc).

67-76 Mineraloid

Composed of inorganic minerals.

77-83 Ornithoid

Bird like, adapted to flight.

84-90 Reptilian

Cold blooded, primitive reptiles.

91-00 Saurian

Warm blooded, advanced reptiles such as dinosaurs or dragons.

#### **Step 2: Additional Features**

Pick or roll for D4 of the following;

01-06 Armour Plated

Double the normal SDC with an AR of 14.

07-12 Elastic Bones

Only takes half damage from any kinetic attacks (falls, punches, explosions, etc).

13-18 Emits Vapour

Identical to the Minor Power of Fart Expulsion.

19-24 Extra limbs

D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.

25-30 Headless

Sensory organs are located on the main torso.

31-36 Horned

Up to D4 horns on head which do D6 damage each.

37-42 Multiple Mouths

Up to D6 extra mouths located on various parts of the body.

43-48 Reflective Hide

All energy attacks bounce off.

49-54 Retractable Claws

Up to D4 inches long.

55-60 Retractable Tongue

With a length equal to own height.

61-66 Tail

Either thin but strong like a monkey's allowing the Buddy to lift his own body weight using the tail, or a thick and powerful bludgeoning weapon.

67-72 Tentacles

Finger or arm.

73-78 Transparent Body

Can see right through the Buddy's body.

Note he is not totally invisible as his outline can be made out.

79-84 Transparent Skin

Can see the muscle tissue and veins beneath the Buddy's skin.

85-91 Unusual Sensory Organs

Identical to one of the Minor Power senses. This may include Hearing, Smell, or one of the Vision powers.

92-00 Wings

Identical to the Minor Power of Winged Flight.

### **Step 3: Feeding Habits**

What does your buddy prefer to eat?

01-34 Carnivore      Flesh eater

35-67 Herbivore      Plant eater

68-00 Omnivore      Flesh and plant eater

### **Step 4: Height/Length**

How tall or long is he?

01-05 1ft +D10 inches

06-10 2ft +D10 inches

11-15 3ft +D10 inches

16-20 4ft +D10 inches

21-40 5ft +D10 inches

41-60 6ft +D10 inches

61-70 7ft +D10 inches

71-80 8ft +D10 inches

81-85 9ft +D10 inches

86-90 10ft +D10 inches

91-95 11ft +D10 inches

96-00 12ft +D10 inches

### **Step 5: Attributes**

The Buddy's attributes are rolled up as follows;

#### **IQ**

D6. The Buddy's intelligence is closer to that of a cat or dog. He will understand and obey all requests but have limited initiative of his own.

#### **ME**

4D6. The psychic link makes both the player and his buddy immune to all forms of possession or mind control.

#### **MA**

D6. Not exactly leadership material.

#### **PS**

10D6. Super Strength identical to the Major Power.

#### **PP**

3D6. Standard.

#### **PE**

6D6. Has Healing Factor identical to the Minor Power. However if the character is injured his Buddy can heal him by transmitting his Healing Factor via the psychic link.

#### **PB**

D6. Its not like he's here to win beauty contests.

#### **SPD**

4D6.

#### **SDC**

100 +10 per level.



## Angel

Additional material by AJ Pickett.

Angels do not reproduce in immortal form, nor do they need to eat or sleep, however they can do so. They become capable of reproducing in mortal form, though their offspring will always be mutants (most common forms of mutation are lack of pigmentation, abnormal size, psionic powers, extended or decreased lifespan, and often some sort of stunted wing-like growth, plus the offspring will never get sick, but will be overly sensitive to emotional situations involving cruelty, anger, hate, etc).

According to the texts, these angels also taught mankind the making of swords and knives, shields and breastplates (metallurgy); ... magical medicine, dividing of roots (medicinal and hallucinogenic use); incantations, astrology, the seeing of the stars, the course of the moon, as well as the deception of man." By Noah's time, "The earth also was corrupt before God, and the earth was filled with violence... all flesh had corrupted his way upon the earth." Afraid of the consequences, these angels appeal to Enoch to intercede with God on their behalf; God instead uses Enoch to deliver a message of judgment against them. Aside from the "taking of wives," God states that he would not forgive them for teaching mankind magical arts and warlike ways.

According to the Book of Enoch (Not a Canonical Text), God judged the angels for producing the Nephilim. God decreed that the fallen angels (Watchers) were to be cast into Tartarus. The Nephilim were also judged and it was determined that their bodies were to return to the earth in peace but doomed to wander the earth forever...

### Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

### Step 2: Attributes

Attributes are 3D6 in IQ, ME, PS, and SPD; 4Dd6+10 in PP; 4D6 in MA and PB. SDC 70, AR16, HP 6D6, Awe 14 and Mana 70 +5D10 (but can be traded for SDC permanently at rate of 1 for 1).

### Step 3: Skills

Choose any 1 Martial Art and all Ancient WPs at 15th level, Detect Ambush, Detect Concealment, Land Navigation, 1 Survival, and 4 Secondary. Also for every 100 years alive select 1 additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it.

### Step 4: Abilities

Although fallen, Angels still retain some of their abilities;

#### **Angelic Aura**

Angels can cause others to see their true aura having several effects;

- 1) All enemies within line of sight suffer -1 and -10% per 2 ME on all their rolls for ME x1 round.
- 2) All are revealed as they truly are regardless of any form of concealment, disguise or illusion.
- 3) It forms a null aura preventing the use of any form of Chaos magic, Undead special attacks and all types of Possession.
- 4) Allies become immune to panic or being routed by undead forces. Any already suffering these effects are immediately freed of it.

#### **Angelic Blessing**

Angels can heal all life forms at phenomenal rates. They must touch for 1 minute uninterrupted to perform the healing. Restore 2 SDC (+1 per level) per 10mins and D6 SDC (+1 per level) once per 12hrs (-1hr per level). Damage and duration of drugs, toxins and poisons reduced by half and patient gains +4 to save. Give +8 on any 1 save once per day, +1 per level. Negate all pain for 15mins per level. Immediately bring a comatose patient up to 3 SDC and stabilize their condition (stops bleeding, binds wounds, etc.) for 15mins per level.

#### **Angelic Enlightenment**

Angels can speak and understand the language of whoever they are currently talking to.

#### **Angelic Flight**

Angels can fly at 256kph +16 per level. While in flight gain +1 Attack, +2 Strike and Parry, +1 Dodge per 30kph, +4 Damage per 32kph.

#### **Angelic Sight**

Angels can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and whether it is harmful or helpful.

#### **Angelic Touch**

Angels can Banish Spirits unless it Spell saves (loses half its SDC), Destroy Undead unless it Spell saves (loses half its SDC) or Exorcise a possessed lifeform unless the demon Spell saves (but the possessed victim gains +2 to fight off the entity).

#### **Step 5: Disadvantages**

By their very nature, Angels' hearts are filled with compassion and feel a compulsion to look after all life. They must abide by the code of the Principled alignment and never do anything to slip below this.

#### **Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## The Apostolate

You were wronged terribly some time in the past and in your moment of anguish the Gods of light and order took pity on you. They blessed you with holy powers and granted you the ability to shift between eras, appearing when needed.

### **Step 1: Age**

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

### **Step 2: Attributes**

+6 to ME, PS, PP, PE and SPD. +40

SDC, +1 HP per year alive.

### **Step 3: Skills**

Identical to the Eternal. In brief summary, choose modern day skills in the normal manner. Then for every 100 years alive select 1 additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it.

### **Step 4: Abilities**

#### **Exorcism**

Identical to the Major Power.

#### **Holy Aura**

The hero can cause others to see his true aura causing all enemies within line of

sight of him to suffer -1 and -10% per 2 ME on all their rolls.

#### **Holy Inspiration**

Allies are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech.

#### **Holy Judgment**

Line of sight range. This appears to be a bolt of white lightning until it strikes the victim at which point it will cause him to relive all his sins and be traumatised. He must then save vs Insanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

#### **Immortal**

Identical to the Major Power. Only magical or supernatural damage can be truly fatal.

#### **See Aura**

Identical to the Minor Power but can also detect people's alignments.

#### **Time Shift**

This power is not controlled by you but by the GM instead. He determines when you have finished performing your duty in one era and are ready to time shift forward to the next.

#### **True Sight**

Identical to the Minor Power.

#### **Step 5: Disadvantages**

Gain 1 Psychological Limitation Insanity or Special Disadvantage per 100 years alive. Why? Because of the trauma of outliving so many friends and loved ones.

#### **Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## The Biofactory

Created by Scott G

On the outside bio factories seem like normal people sure strange and I do mean strange things happen to them all of the time but other than that they look human. The truth of the matter is that the bio factory is often the biological equivalent of the Hardware class.

Unfortunately the bio factory doesn't understand how they make these horrible monstrosities or even have the slightest amount of control there creations literally pop out of a body part in a exceedingly painful fashion. Where the hardware creates his master pieces the bio factory literally gives them life.

### **Step 1: Attributes**

Determine as normal, +10 ME.

### **Step 2: Skills**

Determine as normal.

### **Step 3: Abilities**

Bio Factories gain all of the following abilities;

#### **Create Bio Mechanical Device**

This power allows the Bio Factory to create any object (see table below) and eject it from his body. This can be done once every 24 hours minus 1 hour per ME (eg. ME 10 = once per 14 hours, ME 15 = once per 9 hours, etc). He has a ME x1% chance of controlling what he makes. This increases by +4% per level to a maximum of 98%. However the universe has an odd sense of humour... as the Bio Factory's control expands so does the chance that the object may be sentient. This is equal to his control ability (ME x1%, +4% per level). If sentient then use the Enchanted Equipment creation table. However intelligent objects created by a Bio Factory only have a life span of ME x1 month. Just remember sentient creatures don't always obey their creators and often have their own agenda..

## Factory Blood

Your blood has unique properties which can bring other objects to life if placed within them. any inorganic physical object that touch to come alive and obey simple commands involving speech (will answer questions) and movement if possible. Control 1 object per level of up to ME x10kgs, +10 per level.

### **Step 4: Disadvantages**

Weirdness magnet at Extreme level. Bio Factories are like paranormal beacons, supernatural beings seem to be subconsciously drawn to them. Your blood being the key ingredient for making magic weapons also makes you a target for quite a few mages.

Your creations have a tendency to run amuck and destroy things making you a danger to your self and others. Every government with any common sense ether wants you locked up or dead. Preferably the latter.

### **Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

The creation process is extremely traumatic both physically and mentally. The Bio Factory temporarily loses half his current SDC each time he creates an object. SDC is recovered in the normal manner.

### **Random Creation Table**

- |       |  |
|-------|--|
| 01-15 | Random clothing (cold weather gear, racing car suit, etc)            |
| 16-30 | Hand held household electrical (blender, shaver, lamp, etc)          |
| 31-45 | Hand held tool (outdoor, electrical, etc)                            |
| 46-55 | Furniture (no bigger than a sofa)                                    |
| 56-64 | Ammunition (projectile clip, E clip, quiver of arrows or bolts, etc) |
| 65-72 | Miscellaneous (anything I missed that the GM wants to use)           |

- 73-79 Melee Weapon
- 80-86 Ancient Armour (helm, shield, partial or full armour)
- 87-91 Modern Weapon (1 ammo clip)
- 92-95 Modern Armour (vest, riot, bomb disposal, helmet, etc)
- 96-98 Energy Weapon (1 ammo clip or full charge)
- 99-00 Alien Device (have to figure out what it does and how it works)

## **The Bonded**

Based on an idea submitted by the Baron of Chaos.

A lifeform from another planet or dimension has entered this world and melded with you...through mutual consent or not...

As a result you now share each others collective memories and have been imbibed with certain abilities. These will vary according to whether the bonding has taken place on a genetic, spiritual or technological level.

The lifeform can include an extraterrestrial which is living inside your body (such as the G'ould in Stargate or the Trill in Star Trek), a nanite or other technology based lifeform which has likewise infused with your body or a summoned demon or other spirit which has been merged with your soul.

### **Step 1: Age**

The character's age can either be standard and he has only just bonded, or determine age according to the table in the Eternal section.

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day

where does your character live or is he a wanderer, moving around continuously?

**Step 2: Attributes**

+8 to ME, +6 to PE, PS and PP. Also +10 to SPD, +15 HP +1 HP per year alive and SDC is doubled. Total immunity to all forms of control and possession whether mental, magical or otherwise.

**Step 3: Skills**

Depends on the character's age. If he has just started then choose modern day skills in the normal manner. For every 100 years that have been alive select 1 additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it. The symbiote through its bond with the character will also provide him with an additional skill program. This will be determined by the GM and will vary greatly depending on whether it has come from a hitech, demonic or other environment.

**Step 4: Intelligence**

Determine the Symbiote's IQ and ME level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

<u>D100%</u>	<u>Attribute Roll</u>
01-43	3D6
44-63	3D6+1
64-77	3D6+2
78-87	3D6+4
88-94	4D6
95-00	5D6

**Step 5: Ego**

Once that's done you'll need to determine the Symbiote's Ego by adding its IQ to its ME. Then do the same for your character. For every 5 points that the it's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe consequences (such as being paralysed at a critical combat moment).

If you roll the same demand twice then reroll until you get a new one;

**Demands**

1-20 Removal of all other associates the Symbiote doesn't like or who have upset it.

21-40 Total obedience from the character so the Symbiote can pursue its own agenda.

41-60 The character must create a new religion with the Symbiote as its god and try to convert others to worship it.

61-80 Begin associating with people the Symbiote likes.

81-00 Destroy all other Symbiotes encountered.

**Step 6: Alignment**

Pick the Symbiote's alignment.

Depending on the size of its ego, its alignment may well begin to influence your own...

**Step 7: Abilities**

Gain Immortality identical to the Major Power and also abilities according to one of the following;

**Genetic Symbiote**

Gain powers as per the Supersoldier, Mutant or possibly even Mutant Animal classes. However any powers must be related. That is all are either energy based, or psi based, or enhanced senses, or all physical, etc.

**Spirit Symbiote**

Gain spellcasting abilities as per any of the Mysticis classes.

**Tech Symbiote**

Part of you is transformed with living metal as per the Nanotech Warrior, Bionic or perhaps even a technological lifeform similar to an Android.

**Step 8: Disadvantages**

The bonding process is never an easy one especially given that two alien lifeforms will never be truly compatible. The disadvantage gained depends on

whether the joining was forced or desired...

**Bonding was desired by both**

Distracted: If losing a battle or having witnessed something traumatic the symbiote's feelings will overwhelm the character. The severity and any possible consequences to be determined by you and your GM.

**Bonding was forced**

Distracted: On occasion the symbiote will mentally battle you for control of your body. The severity and any possible consequences to be determined by you and your GM.

**Step 9: Budget**

Budget of \$10,000 + (D6 x \$1000).

## Demon

Demons wander in between the living and the dead. Sometimes demons do good deeds in the world, and sometimes they wreck havoc. Demons have supernatural powers, but they also have the magical ability to affect natural phenomena. Demons are not altogether evil but are also tricksters and enjoy playing practical jokes.

**Step 1: Age**

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

**Step 2: Attributes**

Attributes are 3D6 in IQ, ME, MA and PB; 4D6 in PP and PE; 5D6 in PS and SPD, SDC 60, AR 17, HP 6D6, HF 14 and Mana 75 +5D10 (but can trade Mana for SDC permanently at rate of 1 for 1).

**Step 3: Skills**

Choose any 1 Martial Art and all Ancient WPs at 15th level, Detect Ambush, Detect Concealment, Land Navigation, 1 Survival, and 4 Secondary. Also for every 100 years alive select 1

additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it.

#### **Step 4: Abilities**

Demons gain all of the following abilities below;

#### **Heightened Hearing**

Of 100 mtr radius +5 per level. At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels and at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry.

#### **Heightened Smell**

Of 27 mtrs +1 per level. Recognize/Identify the specific odour/scent of anyone that have met. Can track by smell so long as know the scent.

#### **Immunity**

To Fatigue, Poisons, Gases, Drugs, Disease, Possession, Mind Control, Paralysis, Sleep and Charm based attacks.

#### **Magma Expulsion**

As per the Minor Power .

#### **Parry Attack**

As per the Minor Power. Magical attacks only.

#### **See Aura**

As per the Minor Power .

#### **Thermal Vision**

As per the Minor Power.

#### **True Sight**

As per the Minor Power .

#### **Step 5: Disadvantages**

The heroic Demon must abide by the code of the Aberrant alignment and never do anything to slip back to their original alignment of Miscreant or Diabolic.

#### **Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## **The Doll Mistress**

Created by Scott G

Also known as Puppet Master, Enchanted Doll Collector, Cabbage Patch Slavelord, etc...

The Dollmistress is an arcane engineer who focuses the vast power of the supernatural through psuedo-magical constructs disguised as dolls. The origin of the Dollmistress profession is unclear, but their secrets are passed down from mother to daughter through the centuries. Recently, an elderly Dollmistress named Debbie VonGrendel has been hired by the Greenseekers to teach the archaic art of constructing enchanted dolls. Grandma Dollmistress, as the children call her, teaches a select few young women recruits her knowledge as per their agreement. She gave dolls to the children of Greenseeker Druids as unsolicited gifts.

The dolls themselves differ greatly in appearance but very similar functionally. All stand about twelve inches tall and look disgustingly cute. Most are intricately dressed. Although their internal construction is complex, all parts are soft. To most people and equipment, the enchanted dolls look like ordinary and harmless toys, but to psychics and wild animals, the doll will seem to be a supernatural creature with an aura identical to that of the energy being trapped inside. Enchanted dolls only follow the commands of their owner who is determined when the doll is created.

In a Mega-Hero campaign (or Mega-Villain campaign), the enchanted doll would become indestructible and the owner would receive one megapower or two megapowers with an Achilles' Heel weakness.



**Step 1: Age**

Adult characters might look unusual carrying around dolls but not particularly suspicious.

**Step 2: Attributes**

Attribute Requirements: IQ 15, ME 16, MA 12. Attribute Bonus: +1 to MA.

**Step 3: Alignment**

None, but good aligned characters will only be able to work with entities which do not mind or prefer to live trapped inside of a doll.

**Step 4: Skills**

Instead of choosing skills as normal, the Adult Dollmistress gains this unique skill package. All are at +20%;

Art

Computer Operation

Computer Repair

Electrical Engineer

Detect Concealment

Lore: Demons & Monsters

Maths, Advanced

Mechanical Engineer

Read Sensory Equipment

Sewing

WP Doll: (New!, see "Abilities" below)

She begins with no hand-to-hand combat training. Also add any five other skills as areas of personal interest.

**Step 5: Abilities**

Only an Adult Dollmistress can create Enchanted Dolls. She gains all of the following abilities;

**Control Dolls**

Like other Techno-Shifters who create other entity powered machines and weapons, the Dollmistress has the following control abilities:

At first to third experience levels, she can control one lesser energy being (one doll) at a time. Constructing a second doll for herself would require splitting her internal energies in too many different directions and she would lose her ability to command either.

At fourth level, she can control two lesser beings as two dolls. An example of a lesser energy being would be an elemental fragment or a haunting spirit.

At fifth level, she can control two lesser beings or one minor energy being. A minor energy being would be a minor elemental or a tectonic entity.

At seventh level, she can control three lesser beings or one minor being and one lesser being -- or she can control a single greater energy being like a major elemental or a trapped hero with the power APS: Fire.

She can control one more lesser entity at every odd numbered experience level after the seventh.

Starting at fifteenth level, she can begin controlling particularly powerful energy beings like Cosmo Knights, Rift Entities, and perhaps even gods.

**Enchanted Doll Construction**

Whereas a Dollmistress of olden times used magical summoning circles, the modern Dollmistress uses techno-shifting summoning platforms. First, she summons an energy creature from an alien world across the megaverse. While the being is securely held on the summoning platform with complex techno-wizardry, the Dollmistress then undertakes a process through which she transfers the energy being into a specially engineered doll. Trapped inside the enchanted doll, the energy being is forced to serve the Dollmistress with its power and magic abilities.

**Learning New Spells**

New spells may be learned in the normal process of research as a Mystic Studies Hero. All new spells, however, will still apply only to Dollmistress' technology to summon and bind. For example incorporating a Charm spell into a doll's construction would aid in appeasing the

most dangerous and violent energy beings.

### **Magic Engineering**

A Dollmistress never develops the ability to cast spells. She does however, need to research and understand several spells. She then incorporates these spells as magic engineering theory, into the designs of her summoning and binding processes.

Her initial spell knowledge includes these spells:

Globe of Daylight, Summon Entities, Control/Enslave Entities, Constrain Being, Immure Entity, Ensorcel, Domination, Protection Circle: Lesser, Energy Field, Enchant Weapon, Energize Spell, and Summon Lesser Being.

Even if she had spellcasting ability as a child (the Young Dollmistress has some), this has been lost by adulthood. this ability as her natural PPE decreased when she became an adult.

### **WP: Doll**

Grants a +1 bonus to strike and parry with a doll as a melee weapon.

She also gets +1 to strike when throwing a doll (range is equal to PS in feet or 1/3 PS in meters) and +3 to roll with impact by using the doll to help cushion a rough landing.

Lastly, if the doll has the ability to shoot some ranged attack, the mistress gains the standard +3 bonus to strike with an aimed shot.

These bonuses do not increase with experience, but PP bonuses and the Sharpshooting skill may be added.

### **Step 6: Bonuses**

+1 Save vs. Magic and Mind Control of any sort at levels three, seven, ten, and thirteen. +1 to ritual magic strength at levels seven and fourteen. Mana/PPE base is equal to PE + (3D6 x10). This

Mana/PPE increases by 2D6 every level after the first.

+6 to save versus Horror Factor.

Monstrous creatures trapped on a summoning platform, in a summoning circle or inside an enchanted doll effectively have no HF against the Dollmistress.

ISP is equal to ME + 4D6 and increases by 1D4 with every level after the first.

Saves vs. Psionic attacks as a minor psychic. Has the psionic powers Total Recall, Mind Block, Empathy, Telepathy (limited to communication with the doll only), and Alter Aura (can be used twice to control the auras of both the mistress and the doll).

### **Step 7: Equipment**

The Adult Dollmistress begins owning one Enchanted Doll, powered by a lesser energy being. This is a doll which she constructed herself and will obey only her commands.

She has access to a workshop or laboratory with D4 Techno-Shifter Summoning Platforms of differing types. Instead of normal starting money, she has D4 x \$1000 in cash plus 2D4 x 1000 in rare metals and gems required for her next creation.

Lastly, she has a collection of mundane dolls worth D6 x \$100.

## **Young Dollmistress**

The younger version.

### **Step 1: Age**

Characters who take the Young Dollmistress class are assumed to be ten years old or younger.

### **Step 2: Attributes**

2D6 should be rolled to determine the attributes of child characters. The other 1D6 is added as the child matures into young adulthood. If a character's attributes don't meet the tough attribute requirements, one option for the GM is

to allow the character to start with exactly the minimum requirements and restrict those particular attributes from gaining the extra die later.

Attribute Requirements: IQ 10, ME 12, MA 10

Attribute Bonus: +1 to MA

### **Step 3 : Alignment**

None, but good aligned characters will only be able to work with entities which do not mind or prefer to live trapped inside of a doll.

### **Step 4: Skills**

Instead of choosing skills as normal, the Adult Dollmistress gains this unique skill package.

Basic Math

Sewing

Detect Concealment

Art

Running

Lore: Demons & Monsters

WP Doll: (New! See "Abilities" below.) She begins with no hand-to-hand combat training.

Choose one other weapons proficiency of choice from the following list:

Blunt, Sword (usually practiced with wooden or plastic swords), Thrown Objects, Sharpshooting with doll (skill described in several books), Shield, or Paired: Doll and Shield.

Also add any three other skills as areas of personal interest.

### **Step 5: Abilities**

The Young Dollmistress is a quick study. She advances using the most generous experience table in the game in which she is used.

If a Young Dollmistress does choose to upgrade to the Adult version she must start over again at Experience Level 1. However, while starting over she may keep half of the personal PPE pool she developed as a child and all of her old skills. Only after converting to an adult

Dollmistress can she hope to construct new enchanted dolls for herself. She possesses all of the following abilities;

### **Control Dolls**

Like the adult Dollmistress, she has control limits, but her limits are less limiting than those of her adult counterparts:

At first and second experience levels, she can control one lesser energy being (one doll) at a time. Constructing a second doll for herself would require splitting her internal energies in too many different directions and she would lose her ability to command either.

At third level, she can control two lesser beings as two dolls. An example of a lesser energy being would be an elemental fragment or a haunting spirit.

At fourth level, she can control two lesser beings or one minor energy being. A minor energy being would be a minor elemental or a tectonic entity.

At sixth level, she can control three lesser beings or one minor being and one lesser being -- or she can control a single greater energy being like a major elemental or a trapped hero with the power APS Fire.

She can control one more lesser entity at every odd numbered experience level starting with the seventh.

Starting at fifteenth level, she can begin controlling particularly powerful energy beings like Cosmo Knights, Rift Entities, and perhaps even gods.

### **Learning New Spells**

New spells may be learned in the normal process of research as Mystic Studies Hero. All new spells however are cast with the same restrictions.

### **Reserve of Magic Energy**

Children naturally have higher potential psychic energy than most adults. To determine Mana/PPE, add together Physical Endurance (after skill bonuses),

an extra 4D6 for her youth, and 3D6 x 10 from her Dollmistress training or legacy. In short; (PE +4D6) + (3D6 x10).

This is the primary power source she taps when casting spells, but she can also borrow PPE from her doll. Some dolls contain energy beings which require PPE for nourishment, so its fortunate that the young Dollmistress has PPE to spare. She gains 1D4 points of PPE with every experience level.

### **Spell Casting**

Children typically don't know magic spells other than wishing on a birthday candle. In most games, young Dollmistresses will start knowing none. She does have an almost natural understanding of magic, however, and can cast any spells taught to her within her PPE limits. In Mega-Power games and games with particularly dangerous settings, the child will begin knowing Energy Field and Globe of Daylight. She casts all of her spells by channeling the magic through her doll. The cost of casting magic like this is inefficient spellcasting. The Mana/PPE of her spells is twice the normal cost and the effect is only half normal (1/2 duration, 1/2 SDC damage, 1/2 range, etc.)

### **WP: Doll**

Grants a +1 bonus to strike and parry with a doll as a melee weapon. She also gets +1 to strike when throwing a doll (range is equal to PS in feet or 1/3 PS in meters) and +3 to roll with impact by using the doll to help cushion a rough landing. Lastly, if the doll has the ability to shoot some ranged attack, the mistress gains the standard +3 bonus to strike with an aimed shot.

These bonuses do not increase with experience, but PP bonuses and the Sharpshooting skill may be added.

### **Step 5: Bonuses**

+1 Save vs. Magic and Mind Control of any sort at levels three, seven, ten, and thirteen.

+1 to ritual magic strength at levels seven and fourteen.

+4 to save versus Horror Factor.

Monstrous creatures inside an enchanted doll effectively have no HF against the Dollmistress.

ISP is equal to ME +3D6 and increases by 1D4 with every level after the first.

Saves vs. psionic attacks as a minor psychic. Has the psionic powers Total Recall, Mind Block, Empathy, Telepathy (limited to communication with the doll only), and Alter Aura (can be used twice to control the auras of both the mistress and the doll).

### **Step 6: Disadvantages**

SDC: only 1D6 for children +1 point for each experience level after the first  
 Enchanted Memory: If the Dollmistress hasn't pursued the adult Dollmistress class by the time she reaches adulthood, her abilities and control over the enchanted dolls will become only faint memories. This is because these abilities are anchored to the higher PPE points of children. In environments where the supernatural is hidden or rare, 20% of former young Dollmistresses will remember the enchanted dolls clearly. The other 80% will see believe the experiences to be childhood fantasy. When re-exposed to the supernatural, these 80% will regain their full memories of the dolls.

### **Step 7: Equipment**

One enchanted doll containing a lesser energy being, a fully stocked sewing kit, a few frilly dresses or appropriate outfits, travelling clothes, and collection of mundane dolls worth 1D6 x \$10.

A Young Dollmistress, because she can not recreate enchanted dolls, should have

access to someone who can build new dolls for her should her own be destroyed.

Instead of regular starting money, the young Dollmistress has 1D4 x \$10 worth of tradable goods (trading cards, pogs, etc.), and probably an allowance of \$10 per week. If the child is employed as an agent by a well funded organization, she may be paid considerably more.

## **Elemental**

One with the element of your birth...forever intertwined with it... Elementals are latent humans who have died at the hands of their chosen element and been reborn as part of it. Those who drown become water elementals, those asphyxiated become air, those burnt alive become fire and those buried become earth. All serve Gaea's plan in protecting the flora and fauna around the world.

Choose from Air, Earth, Fire or Water.

### **Step 1: Age**

The character's age can either be standard and he has only just become one with his element, or he has been around a long time...

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

### **Step 2: Attributes**

+6 to IQ and ME, +50 SDC, +1 HP per year alive. Other bonuses according to your Alter Physical Structure type (see below).

**Step 3: Skills**

Depends on the character's age. If he has just started then choose modern day skills in the normal manner. For every 100 years that have been alive select 1 additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it. Of course an Elemental may no longer feel the need for such mundane things as skills...

**Step 4: Abilities****Elemental Form**

Air gain Celestialkinesis, Alter Physical Structure Air and Shadow.

Earth gain Terrakinesis, Alter Physical Structure Stone and Plant.

Fire gain Pyrokinesis, Fire Expulsion, Alter Physical Structure Fire and Magma.

Water gain Hydrokinesis, Ice Expulsion, Alter Physical Structure Liquid and Ice.

**Elemental Awareness**

You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Earth can speak to plants and rocks, Water to sea life, Air to birds and clouds, and Fire...well...with fire.

**Elemental Renewal**

You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you Immortal as per the Major power.

**Elemental State**

You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.

**Elemental Transport**

You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.

**Step 5: Disadvantages**

You feel the pain of your elemental environment. Earth feels injury to the forests, Water feels the pain of pollution to its oceans, Air the pollution of the sky, etc.

**Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## The Forsaken

You were wronged terribly some time in the past and in your quest for revenge you made a deal with a devil, or possibly even THE Devil. In return all those you kill have their souls taken by your patron for his or her own ends...

### **Step 1: Age**

Determine the character's starting age. Either he has just cursed his soul or roll on the table below;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Also decide background as per the Eternal.

### **Step 2: Attributes**

+6 to ME, PS, PP, PE and SPD. +40 SDC, +1 HP per year alive.

### **Step 3: Skills**

Identical to the Eternal. In brief summary, choose modern day skills in the normal manner. Then for every 100 years alive select 1 additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it.

### **Step 4: Abilities**

Gain all of the following powers;

#### **Alter Metaphysical Structure Undead**

Identical to the Major Power.

#### **Hellfire**

Line of sight range. This appears to be a firebolt until it strikes the victim, at which point it will cause him to relive all his sins and be traumatised. He must then save vs Insanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

#### **Horror Factor**

Identical to the Minor Power.

#### **Immortal**

Identical to the Major Power. Only magical or supernatural damage can be truly fatal.

#### **Invulnerable**

Identical to the Major Power. The character is only truly vulnerable to magical or supernatural attacks.

#### **See Aura**

Identical to the Minor Power.

#### **Sense Presence**

Even if invisible.

#### **True Sight**

Identical to the Minor Power.

### **Step 5: Disadvantages**

You are Watched at an Extreme level by your patron devil. At some point he or she might require you to perform some act on their behalf. Also you start with and gain 1 Psychological Limitation Insanity per 50 years alive. Why? Because you are damned to burn in hell and you know it...

### **Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## Ghoul

Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to Ghoul has deranged and destroyed their minds, Ghouls have a terrible cunning which enables them to hunt their prey most effectively. Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to Ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

A Ghoul can be created one of two ways. A mortal who drinks the blood of a Vampire but who has not first been drained will become a Ghoul. The second way is to survive the bite from a ghoul. The victim will enter into a sort of paralysis within 24 hours of being bitten, and will seem to die within a week's time. If the victim's corpse is not cremated, it will then rise again as a ghoul requiring nightly sustenance of human flesh.

On occasion it is possible for a Ghoul who was a hero to remember his past and fight on the side of light again...

### Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them

grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

### Step 2: Attributes

MA -6, PS +4, PE +6, PB -6, SPD +10, SDC +30, HP +3D6, HF 12.

### Step 3: Skills

Choose skills in the normal manner. The type of skills the character has should be determined by what era he was living in when he died and what he's bothered to learn since.

### Step 4: Abilities

Ghouls gain all of the following abilities;  
**Bite**

By biting and holding onto a victim with his teeth a Ghoul can drain 1 SDC per ME +1 per level and add to his own. Once have drained all SDC can then drain HP.

### **Claws**

If struck by a ghoul's claw the victim must save versus paralyzation. This paralysis lasts for 2+1d6 rounds.

### **Detachable**

Part of their unique form of immortality allows Ghouls to detach and reattach their limbs...or add someone else's. An inventive character could do things like remove an eyeball and hold it in his fingers, then use it look around a corner without exposing his whole body to enemy fire.

### **Ghoul Sight**

This bestows the Minor Powers of Detect Meta Abilities, See Aura, Spectrum Vision and True Sight.

### **Heightened Smell**

Can smell anything living within 27mtrs +1 per level and recognize and identify



the specific odours. This can also be used to track someone's scent.

### **Immortal**

Stop aging at the character's time of death. Recover 2 SDC per minute and 1 HP per minute.

### **Immunity**

To Fatigue, Poisons, Gases, Drugs, Disease, Possession, Mind Control, Cold and Pain.

### **Poison Breath**

As per the Minor Power.

### **Psychometry**

The Ghoul can touch an object and read the images and history of any who have previously touched it. In the case of a corpse he can briefly cause it to reanimate and speak aloud about what happened to it.

### **Step 5: Disadvantages**

The ghoul is a nocturnal creature, and is repelled by sunlight and artificial light - although neither cause them any real harm.

Ghouls are highly susceptible to fire. A ghoul can be burned and subsequently destroyed by concentrated acid or electrocution as well.

A ghoul can also be destroyed by a blast (caused by an explosive or heavy artillery) of sufficient intensity to render the ghoul incapable of ever recuperating. The blast would have to be potent enough to incinerate or vaporize its entire body. Decapitation is also another effective way to destroy a ghoul.

Weapons forged of iron do x2 damage.

### **Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## **Golem Animated**

With this class you have no special abilities but through some mystical means such as an amulet you can transfer your soul into the Golem and bring it to life under your control.

### **Step 1: Attributes**

Your own attributes are rolled as normal. When you transfer into the Golem it uses your IQ, ME, MA and PP. The Golem's PS is 6D6. It never tires thus no PE. SPD is 2D6, SDC 600, AR 17 and HF 14.

### **Step 2: Skills**

Determine skills as normal. Whatever skills you have will be transferred with you into the Golem.

### **Step 3: Abilities**

The following abilities apply to the Golem only.

### **Fight until the last**

While Golems can be dealt with through conventional means this isn't easy. They are usually composed of some strong substance and are able to continue functioning until utterly destroyed. While such wholesale destruction is certainly an option, it isn't the most elegant.

### **Immunity**

To all forms of paralysis/stun, cold, heat, fire, gas (doesn't breathe) and radiation attacks. While animated it is also immune to possession or any other forms of control whether mental or otherwise. Finally the Golem is completely immune to all forms of magic of any type but likewise can never use any, nor be the recipient of any friendly magic.

### **Reduced Damage**

The Golem recovers SDC at x3 the normal rate. Armour piercing projectiles do 1/3 damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage.

### **True Sight**

As per the Minor Power.

**Step 4: Disadvantages**

The loss of the transferral mechanism such as an amulet will prevent the character from being able to transfer his soul into the Golem.

When not animated Golems are vulnerable to take over from powerful entities. The character may have to devote considerable time and effort into acquiring wards to prevent this possibility. If the Living Colossus was a force for good controlled by a physically disabled person. After battling demonic forces for many years it was eventually taken over by an outside force but then destroyed in a battle with the Hulk. Your body may also be vulnerable to take over while your spirit is in the Golem.

**Step 5: Budget**

Budget of \$10,000 + (D6 x \$1000).

**Golem Avenging**

This character is someone who was murdered and has somehow been resurrected in the form of a Golem, unable to rest until the one who committed the crime is properly punished. The character will continue wandering this realm until released from its suffering through vengeance or final destruction.

**Step 1: Age**

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

**Step 2: Attributes**

IQ, ME, MA and PP are rolled as normal. PS is 6D6, you never tire thus no PE and SPD is 2D6. SDC is 600, AR 17 and HF 14.

**Step 3: Skills**

Choose skills in the normal manner but no new ones can ever be learnt. Why? Because the memory cells no longer exist, your brain is made of rock now. The type of skills the character has should be determined by what era he was living in when he died.

**Step 4: Abilities**

The following abilities apply to the Golem only.

**Fight until the last**

While Golems can be dealt with through conventional means this isn't easy. They are usually composed of some strong substance and are able to continue functioning until utterly destroyed.

While such wholesale destruction is certainly an option, it isn't the most elegant.

**Immunity**

To all forms of paralysis/stun, cold, heat, fire, gas (doesn't breathe) and radiation attacks. While animated it is also immune to possession or any other forms of control whether mental or otherwise.

Finally the Golem is completely immune to all forms of magic of any type but likewise can never use any, nor be the recipient of any friendly magic.

**Reduced Damage**

The Golem recovers SDC at x3 the normal rate. Armour piercing projectiles do 1/3 damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage.

**True Sight**

As per the Minor Power.

**Step 5: Disadvantages**

All are animated by magical words and symbols inscribed or painted onto their bodies. While it is easier said than done, the removal of some or all of these symbols will turn the golem back into a statue killing the character. Speech while possible is extremely difficult.

**Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

**The Reincarnated**

Unlike the other forms of Immortality this character does age and die like any other human...they are born of humans, raised as human, and appear quite human. They age, living a normal life, until they die. Then after a while they miraculously recover only to repeat the process ...over...and over...

**Step 1: Age**

Determine the character's starting age. Either this is your first rebirth or roll on the table below;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Determine background in the same way as the Eternal.

**Step 2: Attributes**

+8 PE, +6 ME, +50 SDC, +1 HP per year alive.

**Step 3: Skills**

Choose skills as per the Eternal.

However memories and skills do not begin to return until puberty culminating in the regaining of all past abilities by the age of 21. Further depending what era you are born in you can keep 1 skill per previous era at 98%. Any skills not practised are frozen at the previous percentage and after 2 eras are lost totally, although if retaken at later stage get +10% due to some minor memory return.

**Step 4: Abilities**

Gain the major power of Immortal...and the choice of being whatever non meta class you want in this era. The only classes which cant be taken are Mutants, any of the Infinite or any other form of Immortal. This is the only class which allows multiclassing with no penalty.

**Step 5: Disadvantages**

Gain 1 Psychological Limitation Insanity per 100 years alive. Why? Because dieing is always a traumatic experience regardless of how many times you have gone through it.

**Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

**The Unfated**

You were meant to die last night.

A sudden unexplained vision seconds before your death occurred, warning you and saving your life.

You have avoided your preordained death and are now outside her influence, in effect immortal.

Death however hates being cheated...

**Step 1: Age**

Determine the character's starting age.

Either he escaped the influence of death recently or he's been around a while avoiding her (roll on the table below)

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

**Step 2: Attributes**

+8 to ME and PE. +6 on all psionic, control and possession saves.

**Step 3: Skills**

Identical to the Eternal. In brief summary, choose modern day skills in the normal manner. Then for every 100 years alive select 1 additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it.

**Step 4: Abilities**

Gain all of the following powers;

**Immortal**

Differs from the Major Power in that the character cannot die through normal means. No healing is involved because none is ever needed. The character is totally immune to diseases, gases, etc. Only 1 thing can kill him...see below...

**Precognition**

Identical to the Minor Power but the visions relate to the imminent death of others. This could be used as a tool by the GM for possible adventures.

**Sense Presence**

Even if invisible.

**Sixth Sense**

Identical to the Minor Power.

**True Sight**

Identical to the Minor Power but can also see a death's head image over someone whose death is imminent.

**Step 5: Disadvantages**

Same as per the Eternal; gain 1 Psychological Limitation Insanity per 100 years alive due of the trauma of outliving so many friends and loved ones and having to constantly avoid death. Speaking of which...

Hunted; by the Cult of Kali (see Enemies Unlimited). A cult who are in tune with the entity of death and try to act as her hand when those who were meant to die escape her influence. These people are devoted to her and will use special mystical blades to kill anyone who defies her and continues to live. Note that this is the only way the character can now be killed.

They will begin hunting him at Difficult level which means only the occasional one will turn up. As the character goes up in levels however, he will be seen as more and more a living affront to their mistress of death and their actions will intensify...until reaching Extreme level where they will be continuously coming up with major plans for trapping and killing the character. Someone reaching 15th level will be on the absolute top of their list of people to slay...

**Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

**Urban Legend**

One with the city of your birth... inextricably intertwined with it... forever its guardian... but never able to leave...

**Step 1: Age**

The character's age can either be standard and he has only just become one with the city, or he has been around a long time...possibly even as old as the city itself...

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

**Step 2: Attributes**

+6 to IQ, ME and MA, +50 SDC, +1 HP per year alive.

**Step 3: Skills**

Depends on the character's age. If he has recently become one with the city then choose modern day skills in the normal manner. For every 100 years that have been alive select 1 additional skill at 15th level. Any WP selected will automatically include Sharpshoot with it.

**Step 4: Abilities****Urban Awareness**

You are psychically attuned to the city and hears its whispers in your head. Any object that you touch which is a part of the city will come alive and obey simple commands involving speech (will answer questions).

**Urban Renewal**

You are able to thrive in an urban environment by feeding on the pollution present in the air. This takes the place of food and water for so long as you are within your city. While in the city you are Immortal as per the Major power.

**Urban Sprawl**

You are able to manipulate the terrain by requesting its assistance. This is identical to Terrakinesis.

**Urban State**

You are able to meld with the city itself, effectively becoming one with it. In this state, you are aware of any activity within the city and may locate a specific individual with ease. You may also enter into a state of Suspended Animation by physically merging with the city.

**Urban Transport**

You are able to travel from any point in the city to any other point in the same city. Functions as Teleportation, but is limited to a citywide range.

**Step 5: Disadvantages**

You can never leave your city... ever... if it is destroyed you die too...

**Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

**Vampire**

The vampire as we know the species, was originally a creature of myths and legends told over the flickering flames of the campfires, first in primitive hunting camps, then in peasant's hovels and lord's castle. The concept of life-stealing spirits of the night is a universal one.

Vampires are predators whose natural prey, humanity is more usually the hunter than the hunted.

There are myriad examples of the reputed origins for vampirism. The first of these examples begins in prehistory when the evil Elder Gods of Earth fled the Earth, or were imprisoned or destroyed. One of these imprisoned gods kept watch to try and escape. This evil god created the vampires for some unspeakable reason. Some of the other origins state that vampires are corpses possessed and animated by demons, or that they are people who have been blessed by a god of the life-death-rebirth cycle, that they are people who were cursed by the manner of their death or something that happened to them after their death, or even that they are people who have made pacts with demons.

**Step 1: Age**

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect

you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

### **Step 2: Skills**

Choose modern day skills in the normal manner. Then for every 100 years alive select 1 additional skill at 15th level.

Any WP selected will automatically include Sharpshoot with it.

### **Step 3: Abilities**

After the genetic code has begun to be rewritten, all waste materials are forcefully eliminated, and all body fats are either converted into regenerative raw material or else is ejected with the bodily wastes. Then the flesh begins its gradual conversion to the vampiric form. Changes that occur are an enhancement of the senses to a preternatural level that can allow the vampire to count the people in a building from outside, merely by the sound of their breathing, or to detect a lie by the trembling of the speaker's voice. The changes to the senses also allow the vampire to see at great distances and further into the ultraviolet bands of the spectrum. The digestive tract is redesigned to allow the absorption of necessary enzymes and amino acids for the body's continued existence from the circulatory fluids of other creatures, or if necessary, to build those nutrients from whatever it can glean from the fluids the vampire consumes.

The creature's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is 10-20 time what it had been in life, as well as increased speed, reflexes, dexterity and agility. Finally, there is an alteration to the neurological systems, triggering the

vampire's metafunctions, as well as increasing the speed at which a vampire can think, its reaction times, and improving its memory. Vampires can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly, depending on what made the wound. Vampires do not age physically, and as time goes by, most vampires grow more powerful. In part they simply grow wiser, learning new tactics and tricks. There are no stupid old vampires.

### **Common Disciplines**

All vampires gain all of the following abilities;

#### Create Vampires

Up to 1 per night by draining their blood through normal feeding but not enough to cause death. Victims rise from the dead after D10 days.

#### Fangs

2D6 bite damage.

#### Heightened Senses

As per Sight, Hearing and Smell abilities from the Animal Abilities Canine and Feline Minor Powers.

#### Immortal

As per the Major Power.

#### Immunity

Immune to Paralysis, Sleep and Charm based attacks. Because they are undead vampires are invisible to infravision.

#### Sire Link

Vampires in the process of their feeding create a psychic link between victim and vampire. This link lasts if the victim is transformed into a new vampire. This communication may be either one way, with the vampire able to communicate with the victim from a distance, or two way, the vampire able to receive impressions from the victim.

#### Specialty Disciplines

Choose one of the following Disciplines which your vampire will specialise in;

Cognitive

Control Animals, Control Insects, Control Minds or Celestialkinesis.

Enhanced

Extraordinary Physical Strength, Prowess, Endurance or Speed.

Form

Alter Physical Structure Shadow, Alter Physical Structure Animal or Alter Form Insect.

**Step 4: Bonuses**

+2D6 on all physical attributes, +100 SDC, +3D6 HP, HF 10. Vampires of this earth do cast reflections, can cross running water, can enter without invitation and are not held at bay by garlic.

**Step 5: Disadvantages**

The average vampire requires no more than a quart of blood every other day, and certainly not less than a cupful every week, unless they are in a state of self-imposed suspended animation. This blood contains the necessary materials for the vampire to physically survive. Some vampires are also able to consume other fluids, such as fruit juices, bouillon, etc. These other fluids have little, if any nutritional value to the vampire, and may be consumed more out of social politeness than hunger. While vampires can survive by feeding from dead creatures, or from animals, this diet leads to mental dullness because they lack the proper psychic energy. The blood will keep them alive but it will not give them the life energy they require to survive. Stored blood is as bad, or worse than, animal's blood, and the possibility for anti-coagulant poisoning also exists. If the vampire is not fed, there is an increasing chance of the creature going berserk until it is able to glut itself in a

mindless feeding frenzy, as the beast within emerges.

It is possible for vampires to become effected by chemicals, such as alcohol or cocaine, that exists in their victim's blood. This tends to indicate the possibility that poisoned or diseased blood might have some long term effects, such as madness, on the vampire.

The change to vampiric form may, but not necessarily, cause insanity, or other personality change. For some magical vampires, such a personality change might be part of the magical effect, but, in general, these personality changes have less to do with what happens during the transformation, than with how the person being transformed reacts to the changes.

Generally, the vampire becomes absolutely inactive during the hours when the sun is above the horizon, locked away from all light. This inactivity is forced on the vampire by its own body trying to protect itself from the sun. With age the vampire is increasingly able to resist this to the point of needing no rest at all. However sleep is needed for a person to dream and dreaming is required to avoid insanity...

Vampires usually appear nearly exactly as they did during life before they died. The most obvious difference in their appearance is the perpetually pale, faintly luminescent complexion that is due to lack of blood in the circulatory system. Most vampires are simply more pale in aspect than are normal people, although some vampires also have bleached hair and luminously pale eyes, and a few bloodlines have perpetually pure alabaster skins. Feeding brings about bloody eyes, blood stained tears, and fetid, tainted breath of blood. If the



creature has fed, its complexion appears slightly flushed. If it is cut or stabbed, the creature bleeds. Over the next few days after feeding, the body begins to lose its fresh appearance, and the face turns gaunt and gray. Regardless, most vampires can easily pass for normal humans, or whatever species the creature was originally.

A vampire will usually appear between twenty and forty years in age. If they were elderly before they changed, they will rejuvenate somewhat, while children will remain children physically, in perpetuity.

Wooden objects always do x2 damage, a wooden object through the heart will paralyze the vampire but to kill it properly it must then be decapitated, the body and head torched separately. Sunlight does 6D6 damage per round of exposure, solar attacks do double their normal damage.

Water does damage proportional to the attacker's belief in its holy effects. A non religious person who believes in its effects will do D4 per 10mls, a religious person will do D6, and a devout religious believer will do D8. The damage is doubled if the water has been pre blessed and the attacker believes in the effects of the blessing.

A holy symbol used by one who believes in it will keep any vampires from approaching within holder's ME x1 mtr. However they must BELIEVE in their religion for it to work.

#### **Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## **Were Creature**

In popular superstition a Were is a person who turns into a wolf at night and devours people only to return to human form by day. Some change form at will while others in whom the condition is hereditary or acquired by having been bitten by a werewolf, change shape involuntarily under the influence of a full moon. In countries where the wolf is not common the monster was thought to assume the form of another dangerous animal such as the bear, tiger or hyena.

### **Step 1: Age**

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

### **Step 2: Skills**

Choose modern day skills in the normal manner. Then for every 100 years alive select 1 additional skill at 15th level.

Any WP selected will automatically include Sharpshoot with it.

### **Step 3: Abilities**

First an animal form must be chosen which the character transforms into.

Choose from either Alligators,

Crocodiles, Bears, Coyotes, Dingoes, Foxes, Hyenas, Wolves, Cheetahs, Cougars, Pumas, Jaguars, Leopards, Lions, Lynxes, Tigers or Sharks. Each form has special specific abilities. What follows is generic abilities which all types have;

**Alter Physical Structure Animal** One specified animal only.

**Claws**

While in Were form claws do PS damage +D6 each.

**Heightened Hearing**

Of 100 mtr radius +5 per level. At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels & at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry.

**Heightened Smell**

Of 27 mtrs +1 per level. Recognize/ identify specific odour/scent of anyone that have met. Track by smell so long as know scent.

**Immortal**

As per the Major Power. Will heal any non silver based attacks when in Were form

**Nightvision**

Equal to normal vision.

**See Aura**

Identical to the Minor Power.

**Teeth**

While in Were form bite does 2D4 damage +D4 per level. If the victim survives he will become a Were within D6 days.

**True Sight**

Identical to the Minor Power.

**Step 4: Bonuses**

In all forms; +3 ME and PS, +6 to PP and PE, +9 to SPD, +40 SDC.

In Animal form; retain human intelligence but with attributes of the specified animal.

**Were Form Bonuses**

Alligators and Crocodiles gain PP +4, Swim at 100% normally but use PP roll instead of percentage for extremes, can hold their breath for x4 normal duration and swim to a depth of PE x50mtrs.

SPD underwater = PS x3kph.

Bears gain PS +4, with Lifting, Carrying and Throwing capacities doubled.

Coyotes, Dingoes, Foxes, Hyenas and Wolves gain PE +4 and SPD is doubled.

Cheetahs, Cougars, Pumas, Jaguars, Leopards, Lions, Lynxes and Tigers gain PP +4 and SPD is doubled.

Sharks gain PE +4, Swim at 100% normally but use PP roll instead of percentage for extremes, Breathe Underwater (salt or fresh water) and swim to a depth of PE x100mtrs.

SPD underwater = PS x5kph.

**Step 5: Disadvantages**

Silver weapons do x2 damage and can kill. Magical fire and psi powers do full damage.

Once in battle berserker rules apply, wont distinguish friend from foe.

Once converted the mystical nature of the affliction causes the previous OCC to be lost though skills will be retained.

Those afflicted can be cured if they kill their creator at which point they regain their lost OCC but lose all powers and their immortality.

**Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## **Wraith**

Wraiths of this world walk with one foot in the realm of mortal flesh and the other in the realm of myth. They are created through scenes of death that involve great emotional stress or energy. They are generally warped by the power of their emotions. The emotional magnitude required to make this type of ghost is so rare that centuries go by without the creation of this powerful of a spirit.

### **Step 1: Age**

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death?

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this).

Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

### **Step 2: Skills**

Choose skills in the normal manner but no new ones can ever be learnt. Why? Because the memory cells no longer exist, this person is only alive through sheer force of will. The type of skills the character has should be determined by what era he was living in when he died.

### **Step 3: Abilities**

Wraiths gain all of the following abilities;

### **Age**

Age any living organism 1year +1year per level for every melee that touch (unless save). Effect is permanent unless Rejuvenated.

### **Astral Projection**

As per the Major Power. At any time the character can let his form fully dematerialize into the astral dimension.

### **Empathic**

As per the Major Power.

### **Immortal**

Stop aging at whatever age decided by the player. It need not be the age he was at time of death. Recover 2 SDC per minute and 1 HP per minute. Fire, heat & cold have only 50% effect.

### **Immunity**

To Fatigue, Poisons, Gases, Drugs, Disease, Possession and Mind Control. Intangibility As per the Major Power. This is the natural form. Turning solid requires supreme effort and can only be done if successfully roll a Psionic Save and then only for ME x1 minute at a time, +1 minute per level.

### **Life Drain**

Can touch someone and drain 1 SDC per ME +1 per level per touch. Once have drained all SDC can then drain HP.

### **Possession**

Once inside take over the victim's body completely including their powers but can still use his own skills. Victims can make a saving throw at the start and once every (hour x1 ME of the victim). After this the victim is too weak to resist any further for another week at which point will have rested enough to try again.

### **See Aura**

As per the Minor Power.

### **Telekinesis**

As per the Major Power which can also be used as a form of flight (equal to glide).

**Telepathy**

As per the Major Power.

**True Sight**

As per the Minor Power .

**Step 4: Bonuses**

PE and ME +10, SPD +20, SDC +50, HP +3D6, HF 12.

**Step 5: Disadvantages**

Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid.

Remember this character is only alive through his own willpower, if he is made to doubt his own existence he could cease to exist.

**Step 6: Budget**

Budget of \$10,000 + (D6 x \$1000).

## Section 14: Cosmic Classes

The Ascended

Astral Lord

Chronal Walker

The Divine

The Ethereal

Phase Warrior

**The Ascended**

The Ascended represent those who have transcended normal mortality and become cosmic level entities. This only includes characters who were previously Mutants, Mutant Animals, Mystically Bestowed, Chi Masters, Supersoldiers, Tao Shih, Undead Slayers, any Immortal or any Twilight Hero type.

Usually when a metahuman reaches 20th level he has reached his full potential and his abilities peak out, no longer able to increase. There are 2 ways in which he may ascend to a cosmic level;

1) There are a rare few whose meta or mystical powers mutate on their own converting the character into his new form.

2) Another cosmic entity may provide the spark required for the ascendancy to occur.

When a character transcends his mortal body is either totally restructured into its new form or disintegrated and a form created. An Ascendant can then decide how he looks, shaping his body to his liking including height, weight, colour, race, extra limbs, etc (the Silver Surfer and other Galactus heralds are all examples of this).

**Step 1: Skills**

All skills from the previous character's incarnation are kept, although it is possible to learn new space orientated ones.

**Step 2: Abilities**

Whatever powers the character previously had will be mutated into their nearest cosmic equivalent. Choose 3 Cosmic Powers (note that some abilities like Unearthly Strength may be retaken over and over, so a 1st level character could have up to Class 500 strength). All characters also gain all of the following;

**Attributes**

All are raised to a minimum of 30, or if already 30 then +D6 (but cant exceed maximum for each attribute).

**Body**

Double all HPs and SDC.

**Immortal**

As per the Major Power but doubled.

**Immunity**

Totally immune to the heat, cold and radiation of space as well as the effects of the vacuum.

**Lightspeed Flight**

Identical to the Major Power at 20th level.

**Saving Throws**

Gain +5 on all saves.

**The Astral Lord**

The Astral Plane; a place of endless mists. Young and naive travellers believe that the planes are composed merely of the outer layer of endless mists. They are wrong. Experienced travellers and even natives of the planes believe that it is composed of three layers; the outer layer of endless mists, the more stable inner layer with its endless dragon roads, and the void which destroys everything that dares go into it. This too is wrong. The truth is that the Astral Plane is similar in some ways to our dimension. The outer plane is like the void of space. The inner plane isn't its own section, its actually an entire planet created solely out of ley lines and ectoplasm! The core of these leyline worlds are the voids, the astral version of stars are entire sections composed solely out of void.

Astral Lords are people who have an almost elemental connection to the astral planes. Almost without exception they were the lowest of the low, wanting to escape their miserable lives. Then one day, in a moment of great stress they found the power to connect with the plains. Astral Lords are for the most part not very nice people. Their lives revolve around trying to get as much mana as possible to build up their Astral realms. To this end they make deals. Sometimes this turns out well; uncounted numbers of refugees have been saved by travelling to an astral lords realm, whole economies have been saved, countless people would not be alive with out an Astral Lord's medical help. On the downside Astral Lords are often involved in the drug trade, and have busted out criminals and terrorists. Relations between Astral Lords and Mages are especially strained especially after the Faust incident. Historically

every alliance, friendship, and romance have ended in tragedy with Mages suffering the most.

### **Step 1: Skills**

Choose as normal.

### **Step 2: Attributes**

All are raised to a minimum of 30, or if already 30 then +D6 (but cant exceed maximum for each attribute). SDC is equal to ME x10. The character's Mana is equal to his (IQ + ME) x5.

### **Step 3: Abilities**

All Astral Lords gain all the following abilities;

#### **Anchor**

This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

#### **Astral Travel**

The ability to shift either one's soul or entire physical body into the astral plane. The character is intangible and invisible while in this plane but can see and hear others. Can instantly appear at a known location or fly to an unknown one at 2.997925 x10<sup>8</sup> metres per second, must then phase into solid world to interact.

#### **Build Astral Realm**

This is the character's most powerful ability. The rules for this can be found in Nightbane.

#### **Mana Source**

Astral Lords can become a living power source for Mana. Energy can be drawn from him for as long as he allows it. The amount he can make available is equal to his ME x100, and requires 1 hour per 100 points to recharge.

#### **See Aura**

Identical to the Minor Power.

#### **True sight**

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the

ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

#### **Writ of Contract**

The Astral Lord can create a contract. If he completes his end of the contract then he permanently gets all the mana from the signer of the contract. Whether or not the signer is satisfied with how the contract was fulfilled is another matter entirely.. The amount able to be absorbed is equal to the Lord's ME x100 and he will be unable to soak in anymore until he has expended some of it.

## Chronal Walker

Chronal Walkers can sense and manipulate the forces of entropy and probability on the quantum level without the use of technology. In basic terms they can travel through the Chronoverse to different time periods both in the past and the future...

### Step 1: Skills

Choose as normal.

### Step 2: Attributes

All are raised to a minimum of 30, or if already 30 then +D6 (but cant exceed maximum for each attribute). SDC is equal to ME x10.

### Step 3: Abilities

All Chronal Walkers gain all the following abilities;

#### **Chronal Healing**

Identical to the Major Power of Immortal. However the character can hyper accelerate his healing by a factor of x10 per melee or minute spend concentrating on his injuries. This includes regenerating lost organs and limbs.

#### **Chronal Phase**

The character can use this ability to able to place himself between two time periods (a fraction of a second between the character's present time line and the future). As a result, the character's outline appears blurred, shifting and wavering. This distortion grants the subject semi invisibility (-4 to hit). Another effect of this temporal field is to shroud himself from detection by divination and psionic powers, spells and mystic objects such as crystal balls.

#### **Chronal Protection**

The character is able to survive the ravages of crossing dimensions and time. A side effect also being an immunity to the pressure less environment of outer space and any high pressure areas.

## Chronal Senses

The ability to instantly know what year the character is in and how to get home. He can also perceive any chronal wormholes, gates, planar portals, etc and where they go. As a side effect he can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility and recognise what time frame they originate from. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Chronal Shift**

The power to alter one's chronal frequency and shift between points in time. The location must be within line of sight, a place well known to the person or a location which have an image of. If the location is not known then the character simply transports over to the same geographical location in the other time period. The character can travel over a time span of 100 years per ME. The character can affect himself or a victim and 100kgs per ME. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character.

### **Chronal Sight**

A form of foresight and danger sense. The character automatically senses any impending danger to him 1 minute per ME before it happens. Will know direction and threat level.

**Chronal Skip** Similar to Chronal Shift but the character instead skips a round of time. During this time skip treat the character as if he/she did not exist in any time frame or in the game world. Note

that spells already in effect which have the character as a target and which have limited duration do not lose a round of duration when this ability is used, instead the spells skip ahead with the character, effectively doing nothing for the missing round and then extending their duration by a round. During the time of a character's temporal jump the character is not affected by anything that happens in the normal time line. When the character comes back in the next round to the timeline, he/she will notice the after effects that happened during the previous round.

This can also be used on others with the subject reappearing in exactly the same orientation and condition as before. For the subject, no time has passed at all. If the space from which the subject departed is occupied, upon its return to the time stream, it appears in the closest unoccupied space, still in the original orientation (determine the closest space randomly if necessary).

Finally this can be used to send bullets, etc into another time zone.

### **Chronal Tracking**

Can Psionically locate a chosen target.

This differs from normal Tracking in that no physical or sensory contact, however tenuous, is required.

Consequently, the Power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances and time. The only factors that can hinder the Power are those that diminish any Psionic activity. The character can track a specific person or life form anywhere within the same dimension over a time span of 100 years per ME.

### **Chroniton Interference**

This causes a temporal gravity well of sorts, capturing anyone who attempts to use teleportation or time travel within

range of the effect. The Anchor has a range of one km per ME and lasts until concentration is broken. Anyone attempting to use time travel or to teleport into or out of an area within the Anchor's range is instead drawn unerringly to the anchor. (This includes time travellers who enter the Anchor's period of existence).

### **Chronokinesis**

Identical to the Major Power.

### **Precognition**

Identical to the Minor Power.

### **Retrocognition**

Identical to the Minor Power.



## The Divine

This character is not quite a god...at least not yet.

### Step 1: Skills

Determine as normal according to whatever interests the player and what their sphere is (perhaps with the GM's help).

### Step 2: Sphere

Next the player needs to choose a sphere of influence. This will represent the reason why people worship you. What are your goals and purposes and therefore of your faith?

See the table at the end for a detailed explanation of the various spheres.

### Step 3: Abilities

Demigods gain all the following abilities;

#### **Bestow**

By direct grace the demigod can bestow powers to a Mortal on certain conditions as determined by him (see the Mystically Bestowed class and Pantheons section for ideas on how this works).

Alternatively this can be altered to grant singular powers to high priests of any cult worshipping the player.

#### **Cosmic Power**

Pick 1. +1 once you have attracted 100 followers of true worshippers. You can continue gaining 1 new power each time but the amount of worshippers required is doubled each time.

#### **Enhanced Attributes**

IQ 3D6

ME 4D6

MA 3D6

PS 10D6

PP 8D6 (max of 50)

PE 8D6 (max of 50)

PB 3D6

SPD 4D6

Pick one attribute to be your specialty area. Gain an additional +10 in it.

## Immunity

To Heat, Cold, Poisons, Drugs, Toxins and Disease.

### **Saving Throws**

+5 on all saves.

### **Stamina**

SDC = PE x10, +20 SDC per level.

Immortal as per the Major Power but doubled.

### Step 4: Cult

Do you have any restrictions? This can include gender, race, clothing, celibacy and weapons.

Do you insist that your followers be of identical alignment? The alignment may not be so dissimilar that the person cannot serve the god, but it does not have to be identical. If the faith does not promote any sort of harm to living beings, or promotes benefits to living beings, then it probably excludes Evil alignments. If the faith allows for harm to living beings but does not promote wanton cruelty, then it can include Good, Selfish and Evil followers. If the faith does promote cruelty, then it probably excludes Good alignments. Most faiths define various acts and types of behaviour as evil and demand that their followers not perform those acts. Some few make those same definitions and demand that their followers do perform them.

Finally how does your faith relate to other faiths, to authorities, to the people and to foreign faiths?

All followers have certain duties to perform, duties to the god and duties to the community or civilization. You must decide what those duties are. These can include showing devotion, counselling others, performing marriages, funeral rites and of course performing missions on your behalf

First level followers are typically assigned as aids, clerks, and assistants to

higher level priests, and keep that assignment through second experience level. During this time they will be getting practical field experience in the execution of their duties, in the way the priesthood works with the population, and in the way the priesthood's organization works in the real world.

Most are assigned to priests of third to fifth level, but some few (especially very capable ones) will be assigned to much more powerful priests.

At third level, a follower may become a low level priest and be assigned to a single community. If he asks for one, and the faith's leaders (i.e., the GM) agree that he needs one, he will be assigned a first level follower as an assistant. He is assigned a small building to serve him as a temple or church. The priest is supposed to finance repairs to the building, food and supplies for himself and any assistants, and salaries for any servants he chooses to hire through tithes and donations. Half of all tithes and donations are sent on to the superiors, and the rest go to the priest's own temple for these purposes. If the priest doesn't receive enough donations, the faith will probably not help him; his mission is to inspire his flock, and inadequate tithes and donations are merely evidence that he needs to work harder at it.

At around sixth level, if the priest has done a good job of maintaining his church and seeing to the needs of his flock, he may be given a more important assignment. He could become the chief priest of a large city (one with more than one church; the third level priests operating those churches would report to him), or the central church authority over several small towns. He may keep any subordinate he has had previously. He will automatically be assigned two

additional first level followers as subordinates. Naturally, a higher level priest can ask to be posted to or remain posted to such a small community. Some people will snicker at his lack of ambition while others will admire his dedication and his care for the common man.

At around eighth or ninth level, again assuming that the priest has done well in his priestly career so far, he will be allowed to build a grand temple/church. The faith will finance half its cost, and it remains the property of the faith when the priest retires his post. However, it is semi autonomous; the priest's superiors seldom interfere in its operations. They might interfere, especially by sending another priest to investigate, if they receive rumours of incompetence, greed, or trouble. Otherwise, the priest is free to operate it much as he pleases.

At this same time, the priest will receive his followers, who will manage the temple and its duties under the priest's administration. The levels, classes and goals of these followers will depend on the attributes of the faith and on the specific goals of the priest for his temple. If it's to be a military post manned by holy warriors, the followers will mostly be capable fighters; if it's to be an educational monastery, most of the followers will be normal men and women or first level priests with appropriate scholastic talents. During this time, the priest's progress and efficiency will be carefully measured by his superiors, who are considering what role the priest will play in the higher level politics of the faith.

Sometime between tenth and twelfth levels, the priest may find himself promoted to prominence over a much larger area; he will be administering a bigger chunk of the religious map.

Priests of numerous cities and regions in his vicinity (possibly the entire state) will be reporting to him, and of course he will still be reporting to his superiors. By twelfth level, he may be the high priest over an entire nation (assuming that the faith spans several nations, as many faiths do).

13th to 15th level include the high priest of the faith and his immediate advisors. If you wish your preference alone may decide who the high priest is, and the high priest might then not have to be the highest level priest of the faith. The faith's high priest might be chosen by vote or omen, and could be a thirteenth level priest while all his immediate advisors are of higher level.

### **Descriptions of some of the Divine Spheres**

#### **Animals**

This god is the protector of animals. He could intend to protect animals from all harm, and thus be the enemy of all hunters and carnivores of all descriptions. Most often he's primarily interested in keeping animal species intact, not allowing them to be hunted to extinction, etc., and thus allows a reasonable amount of hunting and trapping to take place. The priests of this god also work hard to keep excess hunting and trapping in check, and to remind the flock that the god will avenge abuses. A lesser type of animal god is one who is the protector of a single species or group of species. Such a deity might be the lion-god, or the god of all felines, or the god of elephants, or the god of porpoises and dolphins.

#### **Death**

**The God of Death is naturally a** terrifying figure whom man regards as an enemy, an unavoidable doom. But this doesn't mean that death gods are

evil. Most in fact are amoral. A death god can be the King of the Land of the Dead, the Grim Reaper who cuts down the living, or the Guide of the Souls who helps the departed spirit on to its reward or next existence. Priests of the death god are often agents who must help people on to the afterlife, especially if such people have successfully thwarted Death in the past. This duty may take the form of assassination, or of mercy killing. In some campaigns, spirits sometimes escape the afterlife and return to the land of the living; the death god's priests must hunt them down and capture them for return to their proper place

#### **Earth and Crops**

This deity is the manifestation of the world in all its aspects. He's not just a god of growing things, plants and animals; he also represents weather, volcanoes, earthquakes, flood, and many other powerful natural forces. This god has shown man how to plant, grow, reap, and utilize crops; man, in turn, worships the god as thanks for this bounty. An angry god of this sort can decide that crops fail, either on a local level or even worldwide, resulting in mass starvation and (eventually, if the god is not appeased) a destruction of civilization; man would return to a hunter gatherer culture, living in small nomadic tribes and following herds of beasts, if this were to take place. He could be the god of a specific crop (especially wheat, barley, corn, vines, olives, and other principal crops) or of a specific, lesser attribute of agriculture (sowing, reaping, brewing, etc.).

#### **Fire**

This god is the deity of fire in all its aspects: The spark of civilization, the cleanser of sickness and evil, the terrifying natural force, the special gift

of the gods to man, the principal force behind some sorts of magic.

### **Justice or Revenge**

This god brings revenge on those who deserve it, rights wrongs, punishes the wicked, and avenges those who cannot avenge themselves. Normally, the god acts through his priests. Priests of this god are approached by those who have been wronged, and must learn what they can of the situation, decide who's right and who's wrong, and take steps to punish the guilty party. They must make the punishment fit the crime (a theft does not warrant the killing of the thief in most cases, for instance). Since these priests are often approached to punish those whom ordinary laws can't touch (for instance, to punish a rich man who can bribe his way out of any charge or punishment), they frequently have to perform their missions secretly, so that the local authorities cannot learn of them. These vigilante priests are not appreciated by local governments.

### **Knowledge**

This god concerns himself with reading, writing, recitation, the chronicling of history, and the teaching of youth. Lesser gods of this attribute would involve themselves with only one of the above aspects. He is also a god of common sense. The learned man knows from experience when his words will provoke a fight; the wise man knows it intuitively, instinctively. The priests of this god promote sensible solutions and actions on the part of the flock. They suggest compromises and alternatives. They plan future events. They look for trouble in upcoming events and try to head it off. But this isn't a god of peace, and so the priests of wisdom will often be advisors to military officers, helping them plan effective strategies.

### **Life and Fertility**

This god represents the fertility of beasts, crops, and sentient races. He represents new generations of each species, defiance of death, and sexuality. This god's interest is in the safe and successful birthing of children and, subsequently, their protection and nurturing.

### **Love or Vice**

This god is the patron of love in all its aspects: Romantic love, desire, affection, lust, infatuation, the love between husband and wife, the love shared between close friends, and so on. Lesser gods of this attribute will be gods of only one of the above aspects. One god might be the god of Desire, another the god of Romance, a third the god of Infatuations.

### **Luck or Fate**

This god cautions the mortal races to accept whatever fate that the gods or even a higher Destiny have in store for them. This is the god of acceptance, of resignation, of coping without struggling. He also represents good fortune and good luck that all sentient beings hope will come their way. The priests of this god are practical, common sense people. They'll help the flock pray for luck. But they also recognize that a lot of luck is self made. They try to analyse the situations of supplicants who seem to have bad luck all the time, and suggest ways for them to change their lives so that good luck is more likely to shine on them. They even meddle to give luck a little push; they'll contrive so that two people who can help each other accomplish a mutual goal will meet, for example. Lesser gods of this attribute will be gods of one particular type of luck. The most popular gods of this type would be gods of gambling luck or luck with romantic affairs.

**Magic**

This god is the patron of magic in all its forms. At the GM's discretion, he could be the source of all magical energies used by the world's mages; or, he could just be the god responsible for teaching the most important spells and rituals to mortal mages. Either way, he is as beloved of mages as of any other class of characters. Priests of this god, in addition to encouraging worship of the god, act as scholars of magic. They help preserve libraries of magical information and encourage correspondence and the exchange of ideas (and spells) between mages. Every school of magic or priest sphere of influence could have its own, lesser god: There could be a god of Necromancy, a god of Rune, etc.

**Night**

This god is a god of some forces that humans fear. However, this doesn't mean the god is evil. Generally, he's not. He's just the embodiment of darkness, including all its benefits and all its dangers. The god of Darkness and Night would be the god of sleep, of dreams, of nightmares, and of nocturnal predators; some of these traits are considered good, some ill.

**Skill**

This is the god of competition, especially of athletic competition. This god stresses fairness, impartiality, and truth in his followers. He is also a proponent of health, exercise, and physical self-improvement.

**Sky or Storm**

This is a god of the atmosphere in all its manifestations, from the most clear and still to the most stormy and tumultuous. It is this god that determines how much rain will reach the soil; it is this god that occasionally goes a little crazy and storms until all the living things in the area are terrified. He is a wild and

powerful god, and a very necessary one. Lesser gods of the sky attribute simply embody one aspect of the sky or weather. The gods of Lightning, Thunder, and Wind can be considered lesser sky and weather gods.

**Sun**

This god is a god of magic, healing, inspiration, and life, sometimes of madness and heatstroke. He is an enemy of dark creatures, especially the undead.

**War**

This god is the deity of combat and warfare. He exists only to promote and participate in bloody battle. There may be many gods of war none of which cooperate with one another in times of war, especially when their armies are opposed. They help train new warriors, teach battlefield tactics, and make records of the most valiant fights of any war or battle. In painful times of peace, these individual sects may cooperate with one another. However, they usually only do so to conspire and start up another war.

**Water, Rivers or Ocean**

This god is a god of large bodies of water. He doesn't concern himself much with mortal doings; sailors pray to him for mercy, and he shows them mercy when he feels like it, and shows them death when he prefers. He is also a storm god, the deity of storms upon the sea, and sailors fear him. Lesser gods will be gods of individual rivers, lakes, and seas. In some lands, each of the continent's thousands of rivers will be the domain of a lesser god or goddess.

## The Ethereal

Based on an idea submitted by the Baron of Chaos

The Ethereal are members of any race that have evolved beyond the need for physical bodies. Like the Ascended these beings have transcended normal mortality and become cosmic level entities. They are now beings of pure psionic energy existing through force of will alone.

### **Step 1: Attributes**

The character's IQ and ME are raised to 50. He has no PS, PP, PE, PB or SPD. MA is determined as normal. The character moves via telekinesis. SDC is equal to ME x10, +20 SDC per level.

### **Step 2: Skills**

As a result of his heightened mental abilities this character has every non physical skill and all are at 98%. Further the character can gain new skills simply by touching a person who has it. The skill level however will be equal to that of the person's.

### **Step 3: Abilities**

The character gains all of the following abilities;

#### **Ether Form**

An Ethereal's natural state is that of intangibility to normal matter. They are able to pass harmlessly through any object. The character is only vulnerable to mind attacks and electricity (" damage but forces him to turn solid). As a result of this Ethereals are able to survive not only in the pressure less environment of outer space, but also in high pressure ones. They do not have to breathe, don't age, and are immune to the ravages of crossing dimensions and time.

As a side effect Ethereals can phase their bodies into the astral plane (identical to the Major Power). Further they can enter life forms and machines and once inside take over the body/device completely

(victim will remember nothing from moment that taken over). Living victims can make saving throw at start and once every (hr x1 ME of possessor) at -6.

#### **Ether Aura**

An Ethereal's aura can only be seen by another Infinite. However he can wrap himself around a person and disguise their true aura concealing experience, health, powers, magic, etc. This can lead to innocent beings being considered powerful beings or practitioners of magic. Allies can be made to seem harmless.

#### **Ether Awareness**

Ethereals are in tune with the entire scope of reality. He always knows which way is he is facing on a planet and exactly where he is in his home universe, knows the exact time according to that location's time zone, can sense the emotions of any life forms within his line of sight, can detect weaknesses in opponents or structures, detect concealed life forms or objects (including the invisible and ethereal), detect lies, locate a chosen target anywhere within the same universe and understand all languages, technology and societies no matter how alien. He can also see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. Ethereals know what dimension they're in and how to get home (Note: it may be possible for Cosmic beings in another dimension to block his senses). He can also perceive wormholes, gates, planar portals, etc and where they go. Finally the character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility.

**Ether Cognition**

Ethereals have a perfect memory. By looking at a map or document the character will be able to recall them with total accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once before. Mathematical equations are a breeze, and can solve any problem in his head in a second. He can also take existing materials and technologies and use them to create new devices or applied technologies. He can repair previously operational devices, even if the device was of an unknown type.

**Ether Ego**

This includes the powers of Bio Manipulation, Control Animals, Control Insects, Control Minds, Control Undead, Empathy, Exorcism, Illusion, Insanity, Negate Powers, Overload, Psychic Interference and Telepathy. All ranges and damage are x10.

**Ether ID**

Like the normal Telekinesis the hero can handle material objects without having to make direct or indirect physical contact (pushing or blowing, for example). The hero can perform any action that could be accomplished using normal Strength. Most Telekinetics visualize their Power in terms of an amorphous arm extending from the body.

Line of sight range. Can move up to 1 ton, +1 per level per ME or push/punch with PS 20 per ME. The character's punch can be augmented telekinetically to do +1 damage per 4 ME.

Further Ethereals can use this power to create telekinetic shields for himself or any within line of sight. 120 mtr radius, ME x1000 SDC. Replenish ME x100 SDC per min of non use. Can create multiple fields so long as combined SDC doesn't exceed total.

**Ether Senses**

Ethereals can see distant sights without directly seeing it with their eyes (since they don't really have any to speak of). He receives a visual simulation of what he would see if he were actually present at the scene. The Power is not hindered by any of the factors that affect normal light transmission, such as distance, blockage, obscurement, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision. Normally the Power is consciously controlled. Sometimes it functions automatically. This can be the result of improper control, interference, or be triggered by sudden, dramatic events occurring to someone who whom the hero shares an emotional rapport. The Power can work against the hero if unwanted visions obscure the hero's sight or distract him at a crucial moment. When the Power is used to spy on another Clairvoyant, there is a possibility of that person detecting the use of the Power. Clairvoyance can function as a pipeline to draw light-based and Psionic attacks toward the hero. Such attacks may even affect him if they were aimed at something else within the area he is spying upon. The hero has +1 resistance to such attacks.

Likewise he can also hear what being said, in this case hearing distant sounds and voices despite any intervening distance or barriers. The power is not hindered by factors that affect normal sound transmission, such as distance, time lag, muffling, distortion, or the absence of a transmitting medium. Because of this, Clairaudience has superior range over Enhanced Hearing. Only Clairaudience enables the hero to hear across a vacuum, for example. When the Power operates, it overrides the hero's natural hearing. Distant

sounds are sensed at their original volume level. The Power is normally a voluntary Power that must be summoned. Sometimes it functions automatically; this can be the result of improper control, tampering by outside forces, or be triggered by sudden, dramatic events occurring to someone with whom the hero shares an emotional rapport. When using the Power to eavesdrop on another Clairaudient, that person may automatically sense the first Clairaudient's effort.

### **Ether Sight**

At various times Ethereals can have precognitive flashes which can be used to determine correct procedures for overcoming a problem or survival and give sufficiently clear insight into upcoming events that he might be able to use that foreknowledge to his advantage. The problem lies in two areas, the flexibility of the time stream and the preparedness of the GM. Each Precog vision gives the hero a chance to consciously shape his world's timeline. Because of this, the envisioned event might never come to pass, at least not where the hero is concerned. Short range Precog can be useful in combat. The hero can use his Power to discover his opponent's next move.

The character can see up to ME x100 years into the future or the past. The retrocognition side of the power can be focused more selectively by making contact with the target whose history is being examined. The hero can mentally examine a person, item, or site and mentally relive a specific moments of history. A final aspect of the power It is a combination of automatically functioning Psionic Powers (Telepathy, Empathy, and Precognition) that warns the hero about impending danger. The advance warning time is 1 minute +1min

per level. Will know direction and threat level.

### **Ether Weapon**

Can mentally will into existence a weapon of psychic energy which does synaptic damage directly to victim's brain. Can use this either to paralyse for 1 hour per ME or induce shock/coma unless save. He can also will it to do 10 damage per ME. All weapons are +1 to strike per 1 ME. Remains until cancelled or KOed but uses up 1 attack per melee while in use.

Thrown Weapons have line of sight range. Their use is limited only by number of melee attacks of character. Weapons such as whips have a range of ME x10mtrs and can mentally control the end of it making it sticky, allowing people to swing on it, climb up it or entangle with PS equal to ME.

### **Step 4: Disadvantages**

You can never have children or reproduce in any way. A strong enough psionic attack could disrupt the psychic and physical stability of the character killing him.



## Phase Warrior

Also known as Planewalkers...able to step between dimensions as easily as we walk down the street. Phase Warriors are the ultimate Macronauts, able to cross dimensions without the need for mechanical devices.

### **Step 1: Skills**

Choose as normal.

### **Step 2: Attributes**

All are raised to a minimum of 30, or if already 30 then +D6 (but cant exceed maximum for each attribute). SDC is equal to ME x10.

### **Step 3: Abilities**

All Phase Warriors gain all the following abilities;

#### **Phase Senses**

The ability to instantly know what dimension the character is in and how to get home (Note: it may be possible for Cosmic beings in another dimension to block his senses). He can also perceive wormholes, gates, planar portals, etc and where they go.

#### **Phase Shift**

The power to alter one's dimensional frequency and shift between universes. The location must be within line of sight, a place well known to the person or a location which have an image of. If the location is not known then the character simply transports over to the same geographical location in the other universe.

Can affect self or victim and 450kgs +10kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character.

This character can also partially shift his body keeping the majority of it in his

present dimension, but in effect rendering him intangible to normal matter. This enables him to pass harmlessly through any object. He can make himself and an additional amount of material equal to his own bodyweight unsolid. The character is only vulnerable to mind attacks and electricity(1/4 damage but forces him to turn solid).

#### **Phase Sight**

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible) and recognise what dimension or universe they originate from. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

#### **Phase Skin**

The character is able to survive not only in the pressure less environment of outer space, but also in high pressure ones. He does not have to breathe, that is under conscious control. He is also immune to the ravages of crossing dimensions and time.

#### **Phase Tracking**

Can Psionically locate a chosen target. This differs from normal Tracking in that no physical or sensory contact, however tenuous, is required. Consequently, the Power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances. The only factors that can hinder the Power are those that diminish any Psionic activity. The character can track a specific person or life form anywhere within the same dimension.

## **Section 15: Pulp Era**

### **Classes**

This is the era of the 1920s, 30s and 40s. These were the pulp eras of Horror, Adventure, Mystery, Espionage, Romance, Science Fiction and more. In this era timelost horrors like demonic entities and the walking dead slithered beneath the streets of a sleepy village. Megalomaniacal would be conquerors unleashed insidious plots to bring civilisation to its knees. Explorers searched for lost treasures in exotic regions of the globe or enter valleys populated by dinosaurs. Adventurers stumbled across the nefarious plots of spies of foreign powers or fought Nazis, and daring daredevils sought excitement all over the world.

Academic  
Ace  
Acupuncturist  
Archaeologist  
Bodyguard  
Bounty Hunter  
Daredevil  
Diva  
Entrepreneur  
Femme Fatale Assassin  
G-Man  
Inventor  
Journalist  
Private Detective  
Robot Man  
Stage Magician  
Torpedo

### **Academic**

The academic values the pursuit of knowledge as an end of itself. An expert in theory, he often acts and the researcher and consultant in a group of investigators. His uniquely broad perspective insulates him somewhat from horror and strangeness, making him a valuable addition to an investigating group.

#### **Step 1: Attributes**

+3 to IQ, 20 SDC.

#### **Step 2: Skills**

Gain the following skills at +30%;

Anthropology  
Archaeology  
Lore - Cults  
Lore - Folklore  
Lore - Geomancy  
Lore - Mythology  
Lore - Religion  
Research

Speed Reading

Choose 3 other skills and 10 secondary skills but any additional Science and Technical skills gain +20%.

#### **Step 3: Abilities**

The Academic gains the following abilities at first level and gains 1 subminor power every three levels of experience;

#### **Smart Learner**

The character can learn any skill or complete any course in one third the normal time.

**Ace**

World war one started a tradition of aerial combat that has lasted to modern day but some pilots go beyond the call of excellence. These pilots are obsessive about their craft and about planes in general. After the war these X pilots wandered the land. Some had families, others stared at the sky their flesh hungering for the air.

**Step 1: Attributes**

+1 to IQ, +4 to PP, +2 to PE, 30 SDC.

**Step 2: Skills**

Gain the following skills at +30%;

Aircraft Mechanics

Detect Ambush (air)

Land Navigation

Navigation

Photography

Pilot Aircraft (Prop)

Pilot Lighter than Air Craft

Parachuting

Survival

Choose 3 other skills and 10 secondary skills but any additional Pilot and Pilot Related skills gain +20%.

**Step 3: Abilities**

The Ace gains the following abilities at first level and gains 1 subminor power every three levels of experience;

**Aircraft Mastery**

While piloting a air craft the plain goes 10% faster the weapons systems are +5 to strike, the plane gains auto dodge, and weapons systems do 10% more damage then normal. He also knows planes so well he can recognise each one instantly (unless it is a brand new never before publicly seen model).

**Cargo Load**

The character can figure out exactly how much strain/load an aircraft can carry with impressive precision. He can also determine how much more damage his plane can withstand before it is useless.

**Resist G-forces**

The character has a 30% ability to resist the effects of intense G-forces. This ability increases incrementally according to time spent enduring it, +1% per experience.

**Disadvantages**

Psychological Limitation - Personality Trait - No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.

## **Acupuncturist**

An acupuncturist will examine the patient and assess their condition, insert one or more thin, sterile needles, and offer advice on self-care or other complementary therapies, such as Chinese herbs.

### **Step 1: Attributes**

+2 to ME and IQ.

### **Step 2: Skills**

Gain the following with +30% in all;

Biology

Botany

Chemistry

Chemistry, Alchemical

Chemistry, Pharmaceutical

Holistic medicine

Lore, Geomancy

Medical doctor

Toxicology

Choose 3 other skills and 10 secondary skills but any additional Medical and Science skills gain +20%.

### **Step 3: Abilities**

The Acupuncturist gains 3 of the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Direct Damage**

By spending one melee action studying an opponent the Acupuncturist can make his next attack do damage directly to the victim's hit points.

#### **Heal**

By hitting the correct pressure points with needles the Acupuncturist can rid a patient of pain. The effects last 24 hours per level of experience.

#### **Paralyze**

By hitting the correct pressure point he can paralyze someone for D4 hours.

#### **Rebuild**

Usually preformed on people who have lost muscle mass after accidents or injured their nervous system this process takes a long time and numerous sessions.

The body rebuilding process will eventually help a person return to full strength. The acupuncturist can restore 1 PS, PP or PE point to a his patient per level of experience. Much more difficult and unusual is the ability to rebuild a patient's mind. The Acupuncturist can remove one insanity from a target per level of experience.

### **Disadvantages**

The character is reckless in his experiments to perfect his chi point abilities.

## **Archaeologist**

The scholastic fields are rife with competition, and each scholar seeks to espouse their work as innovative, original and without precedent. This has led to strange and obscure specialization within academic fields. One of the smallest and most recent of these fields is archaeology, the study of the past through material remains recovered from the earth.

Archaeologists spend most of their time at their field sites, places where they can excavate old ruins and recover parts of material culture. This usually involves hundreds of hours of careful digging, cleaning of artifacts, and cataloguing. The findings by these Archaeologists have often been dramatic, ground breaking, and sensational, adding considerable to academic discourse. Of course this field of study is fraught with danger. Tomb robbers, bandits, unhappy and impoverished locals, and some of the monstrosities found inhabiting old ruins or living in the area all present a real danger to the archaeologist and their workers. For this reason Archaeologists often field large and well guarded expeditions to protect their lives as well as their findings.

### **Step 1: Attributes**

+2 to IQ and ME.

### **Step 2: Skills**

Gain the following with +30% in all;

Anthropology

Archaeology

Detect Concealment and Traps

Gemology

Lore - Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore - Religion

Lore - Undead

Choose 3 other skills and 10 secondary skills but any additional Science and Technical skills gain +20%.

### **Step 3: Abilities**

The Archaeologist gains 3 of the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Detect**

The Archaeologist can always find small yet relevant clues within half the normal required time.

#### **Friends**

The character is forever running into people they know, in the oddest places and for some reason it always seems like a reasonable event when the person is asked why they are there at that time and place.

#### **Luck**

The character has the ability to "fluke it" once per day, there is good chance that anything the character attempts will automatically succeed, but only once a day, and the character has no control over it (rolling dice not required, just beg the GM to let it happen at dramatic moments).

### **Disadvantages**

Weirdness magnet at Extreme level.

## **Bodyguard**

A bodyguard (or close protection officer/operative) is a type of security guard, government law enforcement officer, or servicemember who protects a person or a group of people - usually high-ranking public officials or officers, wealthy people, and celebrities — from danger: generally theft, assault, kidnapping, assassination, harassment, loss of confidential information, threats, or other criminal offences. The personnel team that protects a VIP is often referred to as the VIP's security detail.

### **Step 1: Attributes**

+2 to PS and PE. 30 SDC.

### **Step 2: Skills**

Gain the following skills at +30%;

Body Building

Detect Ambush

Detect Concealment

First Aid

HTH Expert

Offensive Driving

Pilot Auto

Running

WP Pistol

Choose 3 other skills and 10 secondary skills but any additional Physical and WPs gain +20% or +1.

### **Step 3: Abilities**

The Body Guard gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Calm**

The character has an iron sense of self assurance and is always cool, calm, and collected. He just can't be spooked or intimidated. +4 vs Trauma and Insanity.

#### **Detect**

The character has mastered body language and can tell if someone intends him harm by looking at them.

## **Truth**

The character can tell when someone is not telling the truth or being evasive.

### **Disadvantages**

Paranoia at Severe level. The guy just cant calm down, he's suspicious of everyone.

## **Bounty Hunter**

A bounty hunter is an individual who seeks out fugitives for a monetary reward for apprehending by law, if such laws exist.

### **Step 1: Attributes**

+2 to PP and PE. 30 SDC.

### **Step 2: Skills**

Gain the following skills at +30%;

Detect Ambush

Detect Concealment

Escape Artist

HTH Expert

Investigate

Law

Prowl

Track

1 WP

Choose 3 other skills and 10 secondary skills but any additional Espionage and WPs gain +20% or +1.

### **Step 3: Abilities**

The Bounty Hunter gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Contact**

The character has one law enforcement contact plus one every 2 levels.

#### **Keen Sight**

The character has above average vision. He can see double the normal range and gains +1 to Initiative and Perception.

#### **Rest**

The character has the ability to sleep anywhere, at anytime, even standing, on cold hard ground, in the middle of a war, or a busy street corner. He can wake instantly on hearing a specific sound or event. He sleeps easily, but lightly.

### **Disadvantages**

The character has a reputation. The higher his level the more public his ID becomes.

## **Daredevil**

A person who engages in very risky behavior, especially one who is motivated by a craving for excitement or attention.

### **Step 1: Attributes**

Roll attributes as normal and then add +2 PS, +1 PP, +4 PE, +8 SPD, +12 HP and +30 SDC.

### **Step 2: Skills**

Gain the following skills at +30%;

Acrobatics

Athletics

Blindfighting

Body Building

Climbing

Gymnastics

HTH Boxing

Prowl

1 WP of choice

Choose 3 other skills and 10 secondary skills but any additional Physical gain +20% or +1.

### **Step 3: Abilities**

The Daredevil gains the following abilities at first level and 1 additional subminor power every three levels of experience;

#### **Body**

The character has an incredibly high pain threshold. Unfortunately they don't notice most minor injuries, including bleeding.

#### **Spirit**

The character can sense impending danger immediately before it happens. This gives him +4 to all dodges and allows him to continue dodging even if he has run out of attacks.

#### **Mind**

The character has an iron will and radiates an aura of confidence and authority. He is immune to intimidation.

**Disadvantages**

The character lives for adventure and will never turn down a chance at it no matter how dangerous.

**The Diva**

A diva is a celebrated female singer; a woman of outstanding talent in the world of opera, and by extension in theatre, cinema and popular music.

**Step 1: Attributes**

+5 to PB and MA. +2 to PB 20 SDC

**Step 2: Skills**

Gain the following skills at +30%;

Dancing

Seduction

Sing

Streetwise

Play 5 kinds of instruments

Choose 3 other skills and 10 secondary skills but any additional Domestic and Technical gain +20%.

**Step 3: Abilities**

Gains one sub minor power at level one and another sub minor every 3 levels of experience.

**Inspire Allies**

As a full-round action, the Diva may begin encouraging her allies. After one round, each ally gains a bonus of +1 to all attack rolls, skill checks, and saving throws. The bonus lasts so long as the dilettante takes no standard actions and can continue speaking or otherwise communicating his encouragement.

**Rhythm**

Diva's have a natural grace which grants them a +10% bonus to any physical skills, especially dancing.

**Touch the soul**

The character's music is powerful enough to alter people's emotions. A Diva can bring the most battle hardened soldier to tears with her music. She can charm people who are actively out to kill them and into reconsidering their actions. Her ability is equal to is equal to (PB + MA)% +5% per level (experience level reflects the Diva's fame rating). It cannot exceed 100%.



**Disadvantages**

Hunted; gain one psychotic stalker every three levels of experience at difficult level.

**Entrepreneur**

An entrepreneur is an individual who creates a new business, bearing most of the risks and enjoying most of the rewards. The entrepreneur is commonly seen as an innovator, a source of new ideas, goods, services, and business/or procedures.

**Step 1: Attributes**

+2 to IQ, ME, and MA. +1 Initiative, 20 SDC.

**Step 2: Skills**

Gain the following skills at +30%;

Accounting

Bureaucracy

Economics

Law

Research

4 Languages

Choose 3 other skills and 10 secondary skills but any additional Technical skills gain +20%.

**Step 3: Abilities**

The Entrepreneur gains the following abilities at first level and gains 1 subminor power every three levels of experience;

**Filthy Rich**

The character has a massive amount of money and controls D4 corporations. The character can collect D4 million dollars at a moments notice. An additional 5D6 million dollars can be gathered through the selling of stocks and various properties but would require time. Additionally he always manages to have a spare D100 x10 dollar on them in cash or change.

**Flunkies**

Some people are born yes men and seem to have no will of their own. Most people look down on these people you hire them! Gain one flunky every 2 levels of experience. Flunkies have no combat skills or powers but they are

absolutely loyal and will do anything for you.

### **Presence**

The character always appears well presented and carries a certain presence about them. They have a +10% bonus to impress people.

### **Disadvantages**

Psychological Limitation - Personality Trait - Arrogance. The character is so convinced of his importance in the world he will often ignore vital advice from others. Treat this at extreme level.

## **Femme Fatale Assassin**

An alluring but dangerous woman, fully prepared to use her seductive appeal and sexuality to its fullest. They generally also like to play the weak woman role to lull men into overconfidence. However, those who underestimate the tempters are often the ones who end up dead.

They are often fearless and are generally very capable in any situation they find themselves in.

### **Step 1: Attributes**

Roll attributes as normal but ME +2, PP +2, PE +2, SPD +5D6, HP +D6, SDC 30. +2 Initiative, +1 Attack, Strike, Parry and Dodge. +2 when performing a called shot.

### **Step 2: Skills**

Concealment

Detect Ambush

Detect Concealment

Escape Artist

HTH Assassin at 5<sup>th</sup> level

Pick Locks

Prowl

Target

1 WP

Choose 3 other skills and 10 secondary skills but any additional WPs gain +20% or +1.

### **Step 3: Abilities**

Assasins start with the following abilities free;

#### **Contact**

She has one underworld contact plus one every 2 levels.

#### **Deceptive**

The character has the unusual trait of looking weaker than she really is, with opponents not taking her seriously. As a result she gains +4 Initiative.

#### **Iron Will**

The character has an iron sense of self assurance and is always cool, calm, and collected. She just can't be spooked or intimidated. +4 vs Trauma and Insanity.

**Disadvantages**

The Femme Fatale is Hunted at a Severe level by either international police or the families of those she has killed.

**The G-Man**

The G-Man class includes all federal law enforcement officers, but especially those of the Federal Bureau of Investigation. After 1934 the F.B.I. has much greater powers. Prior to December 5, 1933 (the day that Prohibition was repealed) players can also play agents of the Bureau of Prohibition whose job was to enforce the National Prohibition Act. For more information on the laws and law agencies see the Law and Order section.

**Step 1: Attributes**

+2 to PP, PE and MA. 30 SDC.

**Step 2: Skills**

Gain the following skills at +30%;

Bureaucracy  
 Detect Ambush  
 Detect Concealment  
 Interrogation  
 Investigative  
 Law  
 Pick Locks  
 Prowl  
 WP Revolver

Choose 3 other skills and 10 secondary skills but any additional Physical skills gain +20%.

**Step 3: Abilities**

The G-Man gains 3 of the following abilities at first level and an additional 1 subminor power every three levels of experience;

**Clues**

The G-Man can always find small yet relevant clues within half the normal required time.

**Contact**

The G-Man has one underworld contact plus one every 2 levels.

**Truth**

The G-Man can tell when someone is not telling the truth or being evasive.

**Disadvantages**

G-Men are watched at an Extreme level by their federal employers.

**Inventor**

A person who specializes in general inventing.

**Step 1: Attributes**

+2 to IQ, ME, and PP. +1 Initiative, 20 SDC.

**Step 2: Skills**

Gain all the skills associated with the following training at +30%;

PHD in Electrical Engineering

PHD in Mechanical Engineering

Choose 3 other skills and 10 secondary skills but any additional Electrical and Mechanical skills gain +20%.

**Step 3: Abilities**

The Inventor gains the following ability at first level;

**Genius Learning**

This character is a natural scholar and was a genius at University. Thus he completed all the above listed degrees concurrently (that is both were completed within the same 4 years). Any course can be done within ½ the normal time and always gain +20% in any related skill that take.

He also chooses 2 more abilities from the following at first level, and gains 1 more every three levels of experience;

**Build/Modify Conventional Armour**

Repair, modify and construct all forms of body armour. Any known armour can be made at 1/10th the normal cost.

Ancient armours require 12 hours of work per 10 SDC while modern armour requires 24 hours per 10 SDC. Existing armour can also be modified adding up to +50% SDC. Base Skill: 90% +2% per level of experience.

**Build Robots**

Can build, repair, custom modify and design robots. This is an exclusive ability available only to this class. The following penalties apply;

- 7% for micronization of existing equipment
- 10% for non weapon laser technology
- 5% for computer enhancements
- 7% for complex programming
- 5% adding armour and/or turrets
- 5% installing weapons
- 2% increasing vehicle speed
- 2% complex aircraft modifications
- 7% adding VTOL
- 12% installing hover systems
- 12% underwater capability
- 25% space capability
- 25% alien technology
- 10% rush job
- 15% using own experimental design

Base Skill: 60% +2% per level of experience.

### **Construct Structure**

Can build, repair, custom modify and design all types of buildings. Sections of a structure can have their SDC increased up to +50% prior to attaching any armour. The building can also be specially wired with electronic devices, have booby traps and turrets added. The following penalties apply;

- 5% adding armour and/or turrets
- 5% on any electrical wiring
- 5% installing weapons
- 5% installing hi tech item
- 12% underwater structure
- 25% space structure
- 25% alien technology
- 5% using own experimental design
- 10% rush job

Base Skill: 90% +2% per level of experience.

### **Create/Modify Drugs**

The ability to study and modify existing drugs as well as design and create new ones. He is fully familiar with common medical and recreational drugs, drug interactions, dosages, the use/distribution of drugs, their effects on the human body, and other biological

applications. Base Skill: 20% + 5% per level of experience.

### **Make/Modify Equipment**

Can build, repair, custom modify and design all types of electrical equipment. The character is an expert in advanced Electronics (for this era). The following penalties apply;

- 15% for micronization of existing equipment
- 20% for non weapon laser technology
- 50% if cybernetics
- 25% flight capable
- 25% underwater resistant
- 50% alien technology
- 20% rush job

-30% using own experimental design  
Base Skill: 90% +2% per level of experience.

### **Make/Modify Weapons**

Repair, modify and construct all forms of weapons and ammunition with the following penalties;

- Modern;
- 2% for each moving part
- 2% if explosives are involved
- 2% if electronics are involved
- 5% if miniaturization is involved
- 5% if the character is using his own experimental design
- 7% if unfamiliar with the weapon
- 12% if rush job
- 15% if unfamiliar technology

Ancient;

- 5% to increase parry by +1
- 5% to increase damage by +1
- 5% if own design
- 10% if rush job

Base Skill: 90% +2% per level of experience.

### **Make/Modify Vehicle**

Can build, repair, custom modify and design all types of vehicles which he already has a mechanic skill in. The following penalties apply;

- 10% adding armour and/or turrets

- 10% on any electrical wiring
  - 10% installing weapons
  - 5% increasing vehicle speed
  - 10% installing hi tech item
  - 5% complex aircraft modifications
  - 25% underwater capability
  - 50% space capability
  - 50% alien technology
  - 10% using own experimental design on a ground vehicle
  - 15% using own experimental design on a sea vehicle
  - 20% using own experimental design on an aircraft
  - 75% using own experimental design on a spacecraft
  - 20% rush job
- Base Skill: 90% +2% per level of experience.

### **Disadvantages**

Psychological Limitation - Personality Trait - Unable to explain anything in simple terms, will mainly use technical words. Treat as Difficult.

## **Journalist**

The Investigator is a resourceful and individualistic hero. Like the Agent, he is a skilled investigator, but he relies on his own talents rather than his organization. His investigations are often far-reaching and serve his own desire to uncover mysteries or execute a personal vendetta. Investigators are great generalists.

### **Step 1: Attributes**

+2 to IQ and MA.

### **Step 2: Skills**

Gain the following with +30% in all;

BS Writing  
 Bureaucracy  
 Interrogation  
 Investigative  
 1 other Language  
 Politics  
 Prowl  
 Survival, Urban  
 Writing

Choose 3 other skills and 10 secondary skills but any additional Technical skills gain +20%.

### **Step 3: Abilities**

The Journalist gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Blab**

Once per conversation the character can attempt to coerce the person he is talking to into revealing important information.

#### **Comprehend**

The character has no trouble understanding others regardless of their accent, speech or mental illness.

#### **Truth**

The character can tell when someone is not telling the truth or being evasive.

### **Disadvantages**

The character is a very PUBLIC figure. The more stories he sees published, the more recognisable he will become.

## Private Detective

A master of investigation, deduction and of course guns..

### Step 1: Attributes

+2 to IQ and ME. +2 save vs Trauma.

### Step 2: Skills

Gain the following with +30% in all;  
Detect Concealment and Traps

Interrogation

Investigative

Pick Locks

Prowl

Survival, Urban

Tracking

WP Pistol

1 other WP specialty

Choose 3 other skills and 10 secondary skills but any additional Espionage and WP skills gain +20%.

### Step 3: Abilities

The Detective gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Blunder**

The character tends to wander into a crime just as it is happening or shortly thereafter. This is a GM plot tool.

#### **Clues**

The character can always find small yet relevant clues within half the normal required time.

#### **Lie Detector**

The character can tell when someone is not telling the truth or being evasive.

### Disadvantages

The nature of the job has caused the character to make numerous enemies, some worse than others. Choose either 1 Extreme level enemy, 2 Severe level enemies or 4 Difficult enemies. None of the enemies may have any relationship with each other.

## The Robot Man

This character is no Android but rather a human who has had his brain transplanted into a robot body whether to save him or as part of an experiment.

### Step 1: Attributes

Determine IQ, ME and MA as normal.

Do not roll any of the other attributes.

### Step 2: Skills

Choose 12 skills and 10 secondary skills.

### Step 3: Why??

Determine how in God's name you wound up like this.

01-75

You were in a terrible accident or fatally wounded. Only being put in the robot body saved your life.

76-00

Unwilling guinea pig in an experiment.

You were either kidnapped or fed a line about helping your country.

Determine who did this to you.

01-50

Mad scientist acting on his own.

51-80

Scientist/s as part of a secret government agency.

81-00

Scientist/s as part of a secret project by a corporation.

### Step 4: Body

Create a body using a starting budget of \$120,000 + (2D6 x10) thousand from below. See the Robot Construction Section pages 331-347 but reduce costs by 80%.

### Disadvantages

The character is forever trapped in his metallic shell, never to be human again.

## Stage Magician

Magic also called prestidigitation or conjuring is the art of entertaining an audience by performing illusions that baffle and amaze, often by giving the impression that something impossible has been achieved, almost as if the performer had magic or supernatural powers. Yet, this illusion of magic is created entirely by natural means. The practitioners of this mystery art are called Stage Magicians.

### **Step 1: Attributes**

+1 IQ and PS. +3 PP, +5 to Roll.

### **Step 2: Skills**

Gain the following with +30% in all;

Concealment

Detect Concealment and Traps

Disguise

Escape Artist

Imitate Voice

Impersonation

Juggling

Locksmith

Palming

Choose 3 other skills and 10 secondary skills but any additional Espionage skills gain +20%.

### **Step 3: Abilities**

The Stage Magician gains 3 of the following abilities at first level and an additional 1 subminor power every three levels of experience;

#### **Contortionist**

Can actually dislocate the bones of the body. Escape handcuffs, chains, manacles, rope or plastic bonds automatically. This also allows him to fit around difficult or confined spaces.

#### **Hypnotist**

The Magician can hypnotize another person, placing the subject into a relaxed state in which he is very susceptible to suggestions. However, hypnosis is not possible unless the subject is willing and knows he is being hypnotized. The act of

hypnotizing someone takes about 5 minutes. The subject is then very relaxed and willing to do almost anything that isn't very dangerous or against his alignment. Note however, that a hypnotized subject can be very easily fooled; the subject can be convinced that he is doing one thing, when in fact, he is actually doing another. Hypnosis can have the following (or similar effects): the victim can be induced to remember things he has forgotten by reliving a frightening or distant event, the victim can be made calm and unafraid in the face of a specific situation that he has been prepared for, the victim can be cured of a bad habit or addiction (but not magical afflictions or curses), the victim can be prepared to impersonate someone by thoroughly adopting the individual's personality.

Hypnotism cannot be used to increase the victim's attributes, give him powers or abilities that he does not naturally possess, let him do things that are beyond his capabilities, or give him information that he couldn't possibly know.

#### **Tailor**

The character is a professional in the use of a needle and thread to mend, cut and sew complex patterns, and do extensive alterations. Base Skill: 45% +5% per level of experience.

#### **Disadvantages**

Famous. The character has an Extreme level public identity.



**Torpedo**

If a person's job involves professional murder for pay, that person is a hitman.

**Step 1: Attributes**

+2 to PP and PE. 30 SDC.

**Step 2: Skills**

Gain the following skills at +30%;

Clay Shot

Detect Ambush

Fast Draw

Fast Reload

HTH Assassin

Prowl

Sniper

Target

WP Revolver

Choose 3 other skills and 10 secondary skills but any additional WPs gain +20% or +1.

**Step 3: Abilities**

The Hitman gains the following abilities at first level and an additional 1 subminor power every three levels of experience;

**Contact**

The Hitman has one underworld contact plus one every 2 levels.

**Deceptive**

The character has the unusual trait of looking weaker than he really is, with opponents not taking him seriously. As a result he gains +4 Initiative.

**Iron Will**

The character has an iron sense of self assurance and is always cool, calm, and collected. He just can't be spooked or intimidated. +4 vs Trauma and Insanity.

**Disadvantages**

Hitmen are Wanted at a Severe level by federal authorities.

**Section 15: Fantasy****Era Classes**

Although this is a Heroes Unlimited pdf I am including everything that was on my original site. So here you go.

**Animus Ingenium**

Dreammaster

Maiden of Pain

Oracle

Queen of Fables

**Dream Master**

The Dreammaster can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares. These dream worlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. Each dream world is unique to the specific dreamer and retains no existence except during the act of dreaming. Dream worlds are not the same as the Dream Dimension, although it is possible they exist within the greater Dream Dimension. It is possible that dream worlds touch each other and may even overlap in the case of telepathic dreamers. If so, it is possible that the dream traveller can enter one dream world and exit one of someone else's.

Dreammasters have the unique ability to look into and manipulate people's dreams whether for good or ill. They can physically hamper a person by playing on their fears in their nightmares. They can be of any race.

**Step 1: Skills**

Gain the following skills all at +20%;

Archaeology

History

Language - Latin

Lip Read

Lore – Demons and Monsters

Lore – Geomancy

Lore – Magic

Lore – Religion

Lore – Undead

Meditation

Psychology

Sign Language

Sociology

Writing Also choose 8 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Dreammasters' can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities and for casting Common and Dreamspoke magic;

#### **Astral Travel**

Mana: 20

Can send his astral form through walls to see what's ahead to a maximum distance of ME x3ft/90cms. Remain intangible and invisible while in this plane but can see and hear others.

Can instantly appear at a known location or fly to an unknown 1 at 2.997925 x108mtrs per sec, must then phase into solid world to interact.

#### **Dreamwalk**

Mana: 5

The dream traveller must be within line of sight of the dreamer in order for the power to function. The dream traveller has no direct control over the conditions within the dream world. He can interact with things within that world by performing "physical" actions much as he would in the real world. If the hero has other Powers, these exist in equivalent forms. The dream traveller can suffer real damage as a result of events that affect him within the dream world. He might even die. The equivalent of the damage appears in the

hero's real body. Normally the hero's real body retains its solidity during Dreamwalking.

#### **Empathy**

Mana: 15

Sense emotions of any one life form that concentrate on. Can be used as a lie detector.

#### **See Aura**

Mana: 15

Same as Minor Power.

#### **Sense Magic**

Mana: 5

Within 10 metres +5 metres per level radius.

#### **Sixth Sense**

Mana: 10

This ability warns the hero about impending danger. The advance warning time is 1 minute +1 minute per level. Will know direction and threat level.

#### **Summon Nightmare**

Mana: 10

Similar to Dreamwalk but can induce a nightmare so severe that victim must save vs. psi or go into a coma.

#### **Truesight**

Mana: 15

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Step 3: Bonuses**

+4 Initiative, +1 vs. HF and any form of possession (+1 every second level), +1 ME.

Level	Abilities gained
1	Start with 6 spells from Dreamspeak magic and can attempt to learn one new spell every level. + 10 Mana, +2 save vs. Spell.
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## **Maiden of Pain**

These are women who have either been wronged or have always been disturbed and in time turned to chaos. They are totally sadistic and achieve sexual fulfillment through the pain and suffering of others. They can be of any race

### **Step 1: Skills**

Gain the following skills all at +20%;

Biology  
 Interrogation Techniques  
 Language - Latin  
 Lip Read  
 Lore – Demons and Monsters  
 Lore – Magic  
 Lore – Religion  
 Meditation  
 Psychology  
 Sign Language  
 Sociology  
 Writing

Also choose 10 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

### **Step 2: Abilities**

Maidens' can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities or for casting Common or Dreamspeak magic

#### **Bio-manipulation**

Mana: 5  
 Identical to the Major Power

#### **Empathic**

Mana: 10  
 Identical to the Major Power

#### **Insanity**

Mana: 30  
 Through eye contact with a victim can force them to witness the moment of death of all those whom they have harmed through their victims eyes and develop a random insanity lasting 1 day per level +1 additional day per level for each melee that maintain continuous contact

For every minute of eye contact the victim has 10% cumulative chance of going into coma. The victim can save vs. insanity at -1 per level

**See Aura**

Mana: 20

Same as Minor Power

**Terror**

Mana: 25

The victim is suddenly surrounded by whatever his greatest fear is (eg spiders) and goes into panic, fleeing for ME x1 round. Any who save and remain to fight suffer -1 and -10% per 2 ME on all their rolls for ME x1 round

**Truesight**

Mana: 15

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful

**Step 3: Bonuses**

+4 Initiative, +1 vs HF and any form of possession (+1 every second level), +1 ME

Level Abilities gained

1	Start with 6 spells from Dreamspeak magic and can attempt to learn one new spell every level. + 10 Mana, +2 save vs. Spell
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession

Level Abilities gained

10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## Oracle

Whoever wished to consult the Oracle was obliged to pay a tax, the "telono", which gave him the right to approach the great altar of Apollo to offer sacrifices (boars, goats or bulls). Having purified herself in the water of the Kastalian Fountain, Pythia bent over the Navel of the Earth (the Sacred Stone), ate a laurel leaf and, inhaling the vapours emitted from the chasm, entered a state of ecstasy, uttering incoherent words. These were then composed into verses by the Priest, while the interpreter endeavoured to render some meaning out of the prophecy.

Characters are gifted or cursed with the ability to see into the future and will often be sent visions by the god of their religion of upcoming catastrophes orchestrated by Chaos and its followers. Oracles must all come from Delphi in Achaea.

### **Stage 1: Skills**

Gain the following skills all at +20%;

Astronomy

Holistic Medicine

Language - Latin and Hellenic

Lip Read

Lore – Demons and Monsters

Lore – Geomancy

Lore – Magic

Lore – Religion

Lore – Undead

Maths

Meteorology

Meditation

Writing

Also choose 8 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Stage 2: Abilities**

Oracles can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities and for

casting Common and Dreamspeak magic.

### **Absolute Sense Of Direction**

Mana: 5

Know which way is polar north.

### **Absolute Sense Of Time**

Mana: 5

Know the exact time according to own time zone.

### **Divination**

Mana: 20

Precognitive flashes which can be used to determine correct procedures for overcoming a problem or survival (eg. escape trap, defuse bomb, etc).

### **Empathy**

Mana: 15

Sense emotions of any one life form that concentrate on. Can be used as a lie detector.

### **Insight**

Mana: 25

Detect weakness in opponent or structure and detect concealed person or objects.

### **Locate**

Mana: 30

Can Psionically locate a chosen target. This differs from normal Tracking in that no physical or sensory contact, however tenuous, is required.

Consequently, the Power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances. The only factors that can hinder the Power are those that diminish any Psionic activity. Track a specific person or life form anywhere within the same dimension.

### **Manipulate Probability**

Mana: 30

Any one roll can be immediately rerolled. This can be either your own roll or someone else within sight.

**Precognition**

Mana: 15

Same as Minor Power.

**Retrocognition**

Mana: 15

Same as Minor Power.

**Sixth Sense**

Mana: N/a

This ability warns the hero about impending danger. The advance warning time is 1 minute +1 minute per level.

Will know direction and threat level.

**True Sight**

Mana: 10

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

**Stage 3: Bonuses**

+4 Initiative, +1 vs. HF and any form of possession (+1 every second level), +1 ME.

Level Abilities gained

14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

Level Abilities gained

1	Start with 6 spells from Dreamspeak magic and can attempt to learn one new spell every level. + 10 Mana, +2 save vs. Spell.
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell

**Queen of Fables**

Queens of Fables have the unusual ability to see not the future but the past, often working alongside Sheriffs or other servants of order when trying to solve a crime or with generals for tracking enemy forces

**Step 1: Skills**

Gain the following skills all at +20%;

Archaeology

History

Language - Latin

Lip Read

Lore – Demons and Monsters

Lore – Geomancy

Lore – Magic

Lore – Religion

Lore – Undead

Meditation

Politics

Psychology

Research

Sign Language

Sociology

Writing

Also choose 6 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

**Step 2: Abilities**

Maidens' can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities or for casting Common or Dreamspeak magic

**Clairaudience**

Mana: 20

Same as Minor Power

**Clairvoyance**

Mana: 15

Same as Minor Power

**Language**

Mana: 25

Same as Minor Power

**Retrocognition**

Mana: 5

Same as Minor Power

**See Aura**

Mana: 10

Same as Minor Power

**Telepathy**

Mana: 30

Same as Major Power

**Step 3: Bonuses**

+4 Initiative, +1 vs HF and any form of possession (+1 every second level), +1 ME

**Level Abilities gained**

1	Start with 6 spells from Dreamspeak magic and can attempt to learn one new spell every level. + 10 Mana, +2 save vs. Spell
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## **Clericus Disciplinis**

Dragon Priest  
 Druid  
 Elementalist  
 Exorcist  
 Geomancer  
 Inquisitor  
 Mistress of Serpents  
 Monk  
 Occultist  
 Plague Monk  
 Priest  
 Queen of the Damned  
 Queen of the Night  
 Shaman  
 Stormwarden  
 Witchdoctor

### **Dragon Priest**

Dragons were believed by the Greeks to be great sources of knowledge and wisdom and were considered sacred creatures with oracular abilities by both Greeks and Romans. Small non venomous snakes were commonly kept in Roman households, where they no doubt kept the mouse and rat population in check and they were called dracunculi, or little dragons. Treated as pets, they slept in various nooks and crannies and were fed at the table like dogs or cats. Serpents were to be found at shrines, where they transmitted their great wisdom through the mouths of priestesses. Python was the name of one such serpent-dragon, which guarded the shrine at Delphi until Apollo killed him. Dragons soon disappeared from Greek and Roman homes and oracles, and were no longer available for transmitting their wisdom to those who wanted to learn from them. The total decay of the Greek and Roman civilizations followed inexorably. For many centuries thereafter, as the Dark Ages descended on Europe, dragons were greatly feared.

Evil Dragon Priests serve the Dragon King, the most ferocious of Red Dragons and his 3 Dragon sons. They heal, protect and give instructions to fellow worshippers which usually include the sabotage, pillage and destruction of rival temples and enemies.

Good Dragon Priests follow the doctrines of the High Dragon, the most virtuous of Gold Dragons and his fellow Council of Dragons.

Priests may be from Rome, Achaea, Epirus, Thrace or Macedonia.

#### **Step 1: Skills**

Gain all of the following skills at +20%;

Holistic Medicine

HTH Expert

Language - Latin

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Meditation

Physician

WP of choice

Writing

Also choose 10 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

#### **Step 2: Abilities**

Priests can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities and for casting Common and Transmutanica Magic;

#### **Dragon Aid**

Mana: 20

A Priest may ask a dragon from their sect to help them accomplish a specific task and if they feel like helping or feel that your goal is worthy, they might. The best route is to try to earn their favour and stay on their good side. And remember, just because they don't help you one time, doesn't mean they won't



the next. They are subject to their own whims. Explain your goals very clearly and honestly. You can't deceive them, and it would be dangerous to try. Can try to summon 1 dragon at a time. It will then remain for as long as it feels like (GM's decision).

### **Dragon Aura**

Mana: 10

The character can invoke a dragon's aura and HF causing all enemies within line of sight of him to panic and be routed, fleeing for ME x1 round. Any who save and remain to fight suffer -1 and -10% per 2 ME on all their rolls for ME x1 round.

### **Dragon Blood**

Mana: 30

This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost.

### **Dragon Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Evade Dragons**

Mana: N/a

No dragon from the Priest's sect will ever attack the Priest unless first attacked.

### **Immune**

Mana: N/a

To 1 Dragon Breath type. This may only be chosen from among those you serve.

### **Step 3: Bonuses**

+4 vs HF (+1 every second level), +2 vs any form of possession (+1 every second level), +1 ME.

<u>Level</u>	<u>Abilities gained</u>
1	Start with 6 spells from Transmutanica magic and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, +2 save vs Toxins
3	+1 save vs. Spell
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs any Fire and Electrical magic
9	+1 save vs. Possession
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs Toxin
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs Fire and Electrical magic
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs Toxins
20	+ 10 Mana

## Druid

Druids could be classified as neutral alignment, if you take into account that Druids are on both sides of morality. The Celtic stories are filled with accounts of Druids on both sides, undoing each others spells, and battling in fantastic magical combats that would make any role-player envious. Druids were just as passionate about one ethos as anybody else.

Despite their seemingly barbaric practices, Druids were the keepers of knowledge, advisors to rulers, and the judges of their time. They utilized the Brehon Law, a Law which is admittedly biased towards the more powerful individuals of society, but a law nonetheless which they had absolute jurisdiction over. Druids were highly respected. Respected so much, in fact, that the Romans did their best to wipe their power base out.

Contrary to popular belief, the Romans didn't go after the Druids due to their moralistic disgust of human sacrifice. This would indeed be the ultimate hypocrisy, as the Romans ritually sacrificed people as well. More likely, it was because Druids as a group were a threat to Roman rule: where the Romans were materialistic, the Druids were spiritual; the Druids treated their women as part of political and religious life, the Romans saw them as child bearers; the Druids believed in a collective ownership, the Romans in a hierarchy. Druidic beliefs were simply too dangerous to be allowed to exist. They were only partially successful, and it wasn't until the Church came about that a clash of ethos really happened.

### Step 1: Skills

Gain all of the following skills at +20%;  
Agriculture  
Climb

Detect Ambush  
Dowsing  
Fishing  
Gardening  
HTH Brawling  
Holistic Medicine  
Land Navigation  
Language - Latin, Caledonian and Faerie  
Lore - Geomancy  
Lore - Magic  
Lore - Religion  
Meditation  
Survival  
Tracking  
Vet

1 WP of choice

Also choose 2 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### Step 2: Abilities

Druids can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities and for casting Common and Faerie or Runic magic.

#### **Alter Physical Structure Animal**

Mana: 30

Identical to the Major Power.

#### **Animal Abilities**

Mana: N/a

Pick one type from the Minor Power at first level, then consult table below.

#### **Animal Empathy**

Mana: 10

Druids can establish telepathic communication with any normal or giant animal within line of sight if he does nothing else in the round. The animal must have a minimum IQ of 1. This has the following benefits:

He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless

it is attacked. Further he can recruit an animal he has befriended as an ally.

### **Chameleon**

Mana: 20

Using this ability he can blend into and render himself nearly invisible in any surroundings. This ability to hide works equally well in fields of tall grass, clumps of bushes, rocky hills, or any other wilderness area with dark or shaded terrain. When hiding, the Druid can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite, waiting for an opportune moment to steal their treasure or supplies. Lasts ME x1 round.

### **Decipher**

Mana: 5

The ability to understand Spells, Symbols and Artifacts.

### **Detect Noise**

Mana: N/a

+1 Initiative and +2 vs. surprise when the Druid is in the wild.

### **Familiar**

Mana: 15

The Druid forms a mental bond with any animal he recruits as an ally. There is no distance limit, but this ability does not cross planar boundaries. This bond has the following effects:

He can communicate directly with any animal to which he has a bond. This gives him the ability to directly explain tricks or tasks he wishes the animal to attempt, or to communicate needs and desires. Conversely, the animal can also communicate its needs and desires to him. He can see through the eyes of the animal by concentrating on the mental link. He can see through the eyes of one creature in a round (himself included). However the link is 2 way and the Druid feels pain when the animal is wounded,

suffering a -2 penalty to all rolls in the next round. If he is mentally linked with an animal when it is killed, he suffers a -2 penalty to all rolls for the next 24 hours.

### **Stealth**

Mana: 5

Moving silently enables the Druid to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection. Lasts ME x1 round.

### **Survival**

Mana: N/a

A druid may select a particular type of terrain as his specialty area of survival. Due to his extensive experience and training in this terrain, the druid gains +1 or +10% (whichever is relevant) to any rolls made while within that environment. Every fourth level he may choose another one with terrain types including; Jungle, Desert, Tundra, Mountain or Forest.

### **Step 3: Bonuses**

+1 vs. HF (+1 every second level), +1 vs. any form of possession (+1 every third level), +1 to ME.

<u>Level</u>	<u>Abilities gained</u>
1	Start with 6 spells from either Faerie or Runic magic or a combination of both and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, +2 save vs. Toxins

Level	Abilities gained
3	+1 save vs. Spell
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs. any Fire and Electrical magic
9	+1 save vs. Possession
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs. Toxin
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs. Fire and Electrical magic
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs. Toxins
20	+ 10 Mana

## Elementalist

There are many, many different types of nature spirits in existence. One very distinct class of nature spirit is the one we call the Elementals. For starters, elementals don't really have a definite form or appearance. If they choose to show themselves to you, they may choose a form that you will associate readily with the element they represent. A fire elemental may appear as a spark, a face in a candle flame or bonfire, or simply a warm spot that you suddenly walk through. A water elemental may be a cold spot. An air elemental could be a sudden breeze or tiny whirlwind in the dust. A smell, taste, or an unexplained pebble in your shoe could be evidence of the earth elementals at play. They are raw forces of nature. A large part of the weather itself. Mother Nature's little helpers if you will. They are part of earthquakes, forest fires, hurricanes, tornadoes....not all of their activity is destructive certainly, although it may seem that way to humans at times. The elementals have their own agenda - they are not subject to our whims and desires. Just as they cannot control the weather. The elementals have extraordinary power and cannot be tamed or controlled unless you happen to be an Elementalist. Elementarlists can be from any country.

### **Step 1: Skills**

Gain the following skills all at +20%;

- Detect Ambush
- Dowsing
- Holistic Medicine
- Land Navigation
- Language - Latin
- Lore – Geomancy
- Lore – Magic
- Meditation
- Survival
- Tracking

Also choose 12 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Elementalists can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities and for casting Common and Elemental magic;

#### **Assistance**

Mana: 25

An Elementalist may ask an elemental to help them accomplish a specific task (politely, mind you) and if they feel like helping or feel that your goal is worthy, they might. The best route is to try to earn their favour and stay on their good side. And remember, just because they don't help you one time, doesn't mean they won't the next. They have a very strong sense of justice, propriety, and right and wrong. Explain your goals very clearly and honestly. You can't deceive them, and it would be dangerous to try. Can try to summon 1 elemental at a time. It will then remain for as long as it feels like (GM's decision).

#### **Friend**

Mana: N/a

Elementals regardless of their type will never attack an Elementalist unless first attacked by him.

#### **Immune**

Mana: 20

Have permanent immunity to magic from own elemental starting sign. Other signs require invoking the ability which last for ME x1 round.

#### **Sense Elemental Sign**

Mana: N/a

Within 100mtr radius +10mtrs per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense fire.

#### **True Sight**

Mana: 15

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Step 3: Bonuses**

See below

<u>Level</u>	<u>Abilities gained</u>
1	Start with 6 spells from one Elemental type and can attempt to learn one new spell every level. After 3rd level gain another Elemental type and can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired). +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, +2 save vs. Toxins
3	+1 save vs. Spell, choose 2nd Elemental Sign Magic
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana, choose 3rd Elemental Sign Magic
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs. any Fire and Electrical magic
9	+1 save vs. Possession, choose final Elemental Sign Magic
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs. Toxin
12	+ 10 Mana, +1 save vs. Spell, choose final Elemental Sign Magic

<u>Level</u>	<u>Abilities gained</u>
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs. Fire and Electrical magic
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs. Toxins
20	+ 10 Mana

## **Exorcist**

Exorcism is the act of driving out, or warding off demons, or evil spirits, from persons, places, or things, which are believed to be possessed or infested by them, or are liable to become victims or instruments of their malice.

As a result of all this the Exorcist has honed his abilities towards the destruction of the undead and all unnatural creatures and spirits.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Holistic Medicine

HTH Brawling

Interrogation Techniques

Investigative

Language - Latin

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Meditation

WP of choice

Writing

Also choose 9 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Exorcists can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities or for casting Common and Divine Magic;

#### **Holy Aura**

Mana: 15

The hero can cause others to see his true aura causing all enemies within line of sight of him to suffer -1 and -10% per 2 ME on all their rolls for ME x1 round.

#### **Holy Immunity**

Mana: 25

To any form of Chaos magic, Undead special attacks and all types of Possession for ME x1 round.

**Holy Inspiration**

Mana: 10

Allies are immune to panic or being routed by undead forces so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech for ME x1 round.

**Holy Judgment**

Mana: 20

Banish Spirits unless it Spell saves (affects 1 per 5 mana or PPE used).  
 Destroy Undead unless it Spell saves (affects 1 per 5 mana or PPE used).  
 Exorcise a possessed lifeforms unless the demon Spell saves but the possessed victim gains +2 to fight off the entity (+1 for every 5 mana or PPE used).

**True Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

**Step 3: Bonuses**

+4 vs. HF (+1 every second level), +2 vs. any form of possession (+1 every second level), +1 ME.

Level Abilities gained

- |   |  |
|---|--|
| 1 | Granted 6 spells from Divine magic by their patron God and can attempt to learn one new spell every level. + 10 Mana, +2 save vs. Spell. |
| 2 | Spell Strength 12, +2 save vs. HF  |
| 3 | +1 save vs. Possession   |
| 4 | + 10 Mana, +1 save vs. Spell   |
| 5 | Spell Strength 13  |
| 6 | +1 save vs. Possession, +1 save vs. HF   |
| 7 | + 10 Mana, +1 save vs. Spell   |

Level Abilities gained

- |    |  |
|----|--|
| 8  | Spell Strength 14                            |
| 9  | +1 save vs. Possession                       |
| 10 | + 10 Mana, +1 save vs. Spell, +1 save vs. HF |
| 11 | Spell Strength 15                            |
| 12 | +1 save vs. Possession                       |
| 13 | + 10 Mana, +1 save vs. Spell                 |
| 14 | Spell Strength 16, +1 vs. HF                 |
| 15 | +1 save vs. Possession                       |
| 16 | + 10 Mana, +1 save vs. Spell                 |
| 17 | +1 save vs. HF, Spell Strength 17            |
| 18 | +1 save vs. Possession                       |
| 19 | + 10 Mana, +1 save vs. Spell                 |
| 20 | Spell Strength 18                            |

## Geomancer

Geomancers aren't formally trained or organized. Instead they receive a calling from Gaea which immediately awakens their abilities. Usually they arise out of tribal practices or where the natural environment is hostile alongside the likes of Shamans or Urban Mages. Geomancers are able to identify the subtle energies which directly affect our health and the environment which sustains us. It involves identifying those energies that are disruptive to life and balancing them. Geomancers are known mostly for their ability to call upon the spirits of the land to talk to them, aid them and destroy their foes. Geomancers are also competent fighters on their own being hardened by the elements, and are also known to be some of the most versatile and able travellers in existence. Geomancers, almost by default, worship animistic spirits of weather and terrain. They can sense and call upon the latent souls of rivers, fields, mountains, swamps, even the spirits of cities are at their beckon. Some Geomancers hold a greater reverence for a single spirit of the planet (often called Gaea, Gaia, or Terra), and consider themselves the priests of this spirit of life. There is always at least one Geomancer in the world to act as Gaea's mouthpiece. Geomancers are one with the earth and its spirits being truly at home in the mountains and their tunnels. They can be from any country.

### **Step 1: Skills**

Gain the following skills all at +20%;

Biology  
Botany  
Detect Ambush  
Dowsing  
Holistic Medicine  
Land Navigation  
Language - Latin

Lore – Demons and Monsters

Lore – Geomancy

Lore – Magic

Lore – Undead

Meditation

Survival

Tracking

Also choose 8 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Geomancers can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities and for casting Common, Earth and Fire Elemental magic;

#### **Animate Objects**

Mana: 10

Can cause any inorganic physical object that touch to come alive and obey simple commands involving speech (will answer questions) and movement if possible. Control 1 object per level of up to ME x10kgs +10 per level.

#### **Create Dust Storm**

Mana: 20

Line of sight with a 9metre radius (width and height) +3 metres per level. Any victims caught in it are -6 in combat and -30% on skills.

#### **Encase in Earth**

Mana: 30

Anything within line of sight range can be entrapped in solid earth, sand or stone. Up to 100kgs +10kgs per level can be used.

#### **Extinguish Fire**

Mana: 5

Line of sight, 27 metre radius +2 metres per level.

#### **Flame Blast**

15

Must have an existing flame source within line of sight. Cause fire to lash out up to 9 metres +4.5 metres per level doing 3D6 +D6 per level.



**Flame Wall**

Mana: 30

Must have an existing flame source within line of sight, can fuel it increasing its size by (1.8 metres per level thick) x (7.2 metres per level tall) x (6 metres per level radius). Does D6 +D6 per level for every 30cms victim walks through.

**Hurl Earth**

Mana: 25

27 metres +3 per level, 25kgs +5 per level at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed.

**Manipulate Gem Mana**

Mana: 30

This is the exclusive ability of being able to draw the mystical power hidden in every gem. See separate table below for details.

**Phase**

Mana: 10

Walk through any earth up to 3ft per level at a time.

**Quicksand**

Mana: 30

Line of sight range with a (2 metre radius +1 per level) x (6 metre depth +2 per level). Victims sink at a rate of 60cms per round and are -5 on all combat rolls.

**Rend Earth**

Mana: 30

Line of sight range with up to (4.5 metres wide +2 per level) x (6 metres deep +3 per level) x (12 metres length +5 per level).

**Sense Mineral Types**

Mana: N/a

Within 100 metre radius +10 metres per level. Earth can detect mineral types, Water can detect liquid types and Fire can sense fire.

**Smoke**

Mana: 10

Must have an existing flame source within line of sight. Create a 9 metre +1 metre per level radius cloud in which victims are blind and have trouble breathing with -9 per -50% penalties.

**Spontaneous Combustion**

Mana: 20

Any 1 object per round in line of sight which is combustible except human hair) can be ignited doing D6 per level.

**Tower of Earth**

Mana: 25

Line of sight range with (4metres per level height) x (2 metres per level radius), SDC 120 per 2 square metres.

**Wall of Earth**

Mana: 25

Line of sight range with (5.4 metres length +2 per level) x (3.6 metres height +1.5 per level) x (90cms thick +10cms per level), SDC 200 +10 per level.

**Step 3: Bonuses**

+1 vs. HF (+1 every second level), +1 vs. any form of possession (+1 every third level), +1 to ME.

**Gem Powers**

All of the gems below may only be invoked by a Geomancer's touch (although others may then use it) and must be worn or held to bestow its powers. The gem will be effective for Geomancer's ME x 1 hour, +1 hour per level.

**Agate**

A blue stone which can be used to assist with meditation or temporarily bestow luck.

**Amazonite**

A green rock which can restore hope to the Geomancer's allies even when events seem their bleakest.

**Amethyst**

This gem is transparent purple. It can be used to heal the mind and soul.

**Aquamarine**

Light blue in colour this gem inspires courage even in those under outside influence.

**Beryl**

Beryl is transparent and light green and acts as a Psi augments. Any mind abilities have twice their normal power level.

**Bloodstone**

This grey gem will heal any physical wound when placed over it.

**Carnelian**

Orange in colour this gem removes any poison or toxin.

**Calcite**

Clear, blue or lime in colour this gem soothes anyone exceptionally stressed or angry.

**Citrine**

Citrine is a transparent yellow form of quartz. It can be used to heal any insanity.

**Diamond**

Diamonds are transparent and extremely hard. It can be used to prevent nightmares, balances a troubled mind, and brings confidence and insight.

**Emerald**

Emeralds are a rich green colour. They can restore any lost memory.

**Garnet**

Garnet is a transparent red gem. It creates a defensive aura around oneself exactly like the forcefield power.

**Hematite**

Silver in colour this gem temporarily increases MA by +10 giving the recipient great charisma.

**Jade**

Jade is opaque or translucent green. It brings tranquility to the mind and spirit and gives insight.

**Malachite**

Malachite is opaque green with black lines and is the most powerful of all

gems. It heals all wounds, removes pain and inflammation. It is so powerful it can even remove cancer.

**Moonstone**

Moon stone is translucent white. It soothes stress, anxiety, and enhances all the senses (exactly like the Heightened Senses powers).

**Obsidian**

Obsidian is black volcanic glass. It can be used for astral travel.

**Onyx, Black**

An onyx amulet protects its wearer from danger and misfortune, stimulates the mind, brings courage and strength, increases spiritual wisdom, and dispels negativity.

**Opal**

Opals are black or pale blue, with iridescent green and golden mottling. It grants clairvoyant powers, balances the psyche, sharpens the memory and attracts good fortune.

**Pearl**

White in colour this gem protects against fire and evil. It aids with purifying the heart and mind, and strengthening faith.

**Quartz**

Clear, smoky or rose this gem enhances the body and mind. It grants both Divination and Extra PS, PP and PE.

**Ruby**

Rubies are deep red in colour. They bring peace of mind, remove impotence, and prevent nightmares.

**Sapphire**

Sapphires are a transparent rich blue colour. Another powerful gem it brings happiness and contentment and protects the wearer against misfortune, fraud, the wrath of enemies, violence, the evil eye, sorcery, psychic attack, and accidental death.

**Topaz**

Topaz is transparent brown. It protects against injury or attack. It can also be

used to communicate with other realms in the universe.

**Tourmaline**

Green and brown. It calms all in the vicinity to the point of lulling them to sleep.

**Turquoise**

Turquoise is an opaque blue-green, sometimes veined with black. No undead whether physical or ethereal may approach the wearer.

Level Abilities gained

15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs. Toxins
20	+ 10 Mana

Level Abilities gained

1	Start with 6 spells from either Earth or Fire Elemental magic and can attempt to learn one new spell every level. After 3rd level gain the second Elemental magic type and can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired). +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, +2 save vs. Toxins
3	+1 save vs. Spell, choose 2nd Elemental Sign Magic
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs. any Fire and Electrical magic
9	+1 save vs. Possession
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs. Toxin
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs. Fire and Electrical magic

## **Inquisitor**

Inquisitors are people who, for reasons of their own, have devoted their lives to hunting down and destroying Chaos and its minions wherever it may be found. They are generally regarded with fear and awe for their word can send a man to his death. They may be either Roman or Britannian but can be found almost anywhere.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Holistic Medicine  
 HTH Expert  
 Interrogation Techniques  
 Investigative  
 Language - Latin  
 Lore – Demons and Monsters  
 Lore - Geomancy  
 Lore - Magic  
 Lore – Religion  
 Lore – Undead  
 Meditation  
 WP of choice  
 Writing

Also choose 9 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Inquisitors can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities and for casting Common and Divine Magic;

#### **Aura of Immunity**

Mana: 25

To any form of Undead special attacks and all types of Possession for ME x1 round.

#### **Aura of Inspiration**

Mana: 20

Allies are immune to panic or being routed by undead forces so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech for ME x1 round.

## **Aura of Truth**

Mana: 5

The hero can cause others to be revealed as they truly are regardless of any form of concealment, disguise or illusion. This lasts for ME x1 round.

### **Light of Judgment**

Mana: 10

Affect anything that can see in the following way;

Banish Spirit unless it spell saves (affects 1 per 5 mana or PPE used).  
 Destroy Undead unless it spell saves (affects 1 per 5 mana or PPE used).

### **True Sight**

Mana: N/a

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, and unlike others can tell the exact nature of the magic.

### **Step 3: Bonuses**

+4 vs HF (+1 every second level), +2 vs any form of possession (+1 every second level), +1 ME.

### **Level Abilities gained**

1	Granted 6 spells from Divine magic by their patron God and can attempt to learn one new spell every level. +10 Mana, +2 save vs. Spell.
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF

<u>Level</u>	<u>Abilities gained</u>
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## **Mistress of Serpents**

A Mistress drinks the blood of her snakes to drive her into a frenzy and in so doing cause her snake followers to attack enemies with a berserker rage. Her weapons are always poisoned with the venom of her snakes

### **Step 1: Skills**

Gain all of the following skills at +20%;

Animal Husbandry

Holistic Medicine

HTH Assassin

Language - Choose 1

Lore – Demons and Monsters

Lore - Magic

Lore – Religion

Meditation

Prowl

WP of choice

Also choose 12 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

### **Step 2: Abilities**

Mistresses can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities or for casting Common or Faerie Magic;

#### **Assistance**

Mana: 10

A Mistress may ask a serpent to help her accomplish a specific task.

Can try to summon 1 serpent per ME at a time. They will remain for as long as they feel like (GM's decision)

#### **Friend**

Mana: N/a

Snakes will never attack a Mistress unless first attacked by her

#### **Immune**

Mana: N/a

To all poisons and venoms

#### **Sense Serpent**

Mana: N/a

Within 100mtr radius +10mtrs per level.

Can sense direction and distance.

**Serpent Aura**

Mana: 20

The Mistress can invoke a serpent's aura and HF causing all enemies within line of sight of her to panic and be routed, fleeing for ME x1 round. Any who save and remain to fight suffer -1 and -10% per 2 ME on all their rolls for ME x1 round

**Step 3: Bonuses**

Vision x2 normal range, +3 to strike with bow, add +5 to strike with thrown objects

Swim at 100% normally but use PP roll instead of percentage for extremes. Hold Breath for x4 normal duration. Reach depth of PE x50mtrs. +6 PS when underwater. SPD underwater = PS x5kph, if taken with extra speed can swim at incredible speeds

Level Abilities gained

15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs Toxins
20	+ 10 Mana

Level Abilities gained

1	Start with 6 spells from either Faerie magic and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+ 10 Mana, +2 save vs Toxins
3	+1 save vs. Spell
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs Toxins
9	+1 save vs. Possession
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs Toxins
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs Toxins

## Monk

Monasticism did not begin by being passed from one to another but arose like spontaneous eruptions, or like a spring gushing forth in different places from a source underground. This sudden emergence of monasticism in several distant geographical points: Egypt, Palestine, Syria, Asia Minor, Gaul, suggests an underground spring, a secret preparation by higher beings.

As the acknowledged founders of the martial arts, Monks have experienced a turbulent history. They have engaged in battles to protect the Chinese Emperors against warlords and foreign invaders and to defend their Temple against attack. Their involvement in these military campaigns further developed their martial arts.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Acrobatics

Archery and Sharpshoot

Blindfighting

Climb

Fasting

Gymnastics

HTH Martial Arts

Holistic Medicine

Language - Latin and Koguryo

Lore - Magic

Lore - Religion

Meditation

Prowl

Run

Survival

1 WP of choice

Weapon Mastery

Also choose 3 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Monks can tap into the world's natural mana at a rate of (IQ + ME) x3 for use

with the following abilities and for casting Common and Divine magic;

### **Blade Grasp**

Mana: N/a

Can grab blades using both hands without being cut and then pull it from the attacker, requires 2 separate PP rolls.

### **Divine Guidance**

Mana: 5

Precognitive flashes which can be used to determine correct procedures for overcoming a problem or survival (eg. escape trap, defuse bomb, etc).

### **Emono**

Mana: 20

Catch any thrown at rate of 1 per 3 PP or arrows/bolts at 1 per 4 PP within 1 combat melee.

### **Focus Strength**

Mana: 10

You may sacrifice all your attacks for a focused attack to do triple damage.

### **Kawasu 1**

Mana: 10

Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 PP within 1 combat melee.

### **Kawasu 2**

Mana: 15

Can use a melee weapon which are skilled in to deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

### **Tatsumaki**

Mana: 30

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

### **Step 3: Bonuses**

+2 Initiative, +1 vs HF and any form of possession (+1 every second level), +1 attack, +1 to Parry and Dodge.

Level Abilities gained

1	Granted 6 spells from Divine magic by their patron God and can attempt to learn one new spell every level. + 10 Mana, +2 save vs. Spell.
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

**Occultist**

Occultists prefer the company of spirits of the undead to the living and are used by other servants of chaos for gaining information. They can be of any race

**Step 1: Skills**

Gain all of the following skills at +20%;

HTH Assassin

Intelligence

Language - Choose 1

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Meditation

WP of choice

Writing

Also choose 11 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

**Step 2: Abilities**

Occultists can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities or for casting Common or Chaos Magic;

**Friend**

Mana: N/a

Spirits will never attack an Occultist unless first attacked by her

**Immune**

Mana: N/a

To all special attacks by spirits

**Sacrifice**

Mana: 30

Can use this ritual to add the HPs of any that kill to own for 1 day per 5 ME

**Sense Spirit**

Mana: N/a

Within 100mtr radius +10mtrs per level.

Can sense direction and distance

**Spirit Aura**

Mana: 20

The Occultist can invoke a spirit's aura and HF causing all enemies within line of sight to panic and be routed, fleeing



for ME x1 round. Any who save and remain to fight suffer -1 and -10% per 2 ME on all their rolls for ME x1 round

### **Spiritual Assistance**

Mana: 10

An Occultist may ask a spirit to help accomplish a specific task.

Can try to summon 1 spirit per 5 ME at a time. They will remain for as long as they feel like (GM's decision)

### **Unholy Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful

### **Step 3: Bonuses**

+4 vs HF (+1 every second level), +2 vs any form of possession (+1 every second level), +1 ME

### Level Abilities gained

1	Granted 6 spells from Chaos magic by the Priest's patron God and can attempt to learn one new spell every level, +10 Mana, +2 save vs. Spell
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF

### Level Abilities gained

15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## Plague Monk

These are the most unholy of chaos priests feared by even other servants of Chaos for their mere touch can mean a very painful death. Once exclusively the domain of the now extinct Skaven, now Chaos will bestow this ...ability on any race that desires it

### Step 1: Skills

Gain all of the following skills at +20%;

HTH Assassin

Interrogation Techniques

Language - Choose 1

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Meditation

WP of choice

Writing

Also choose 11 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

### Step 2: Abilities

Plague Monks can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities or for casting Common or Chaos Magic;

#### **Unholy Aura**

Mana: 15

The hero can cause others to see his true aura causing all enemies within line of sight of him to suffer -1 and -10% per 2 ME on all their rolls for ME x1 round

#### **Unholy Immunity**

Mana: 25

To any form of Undead special attacks, poisons and all types of Possession for ME x1 round

#### **Unholy Inspiration**

Mana: 10

Soldiers under you are so afraid of you that they are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any

previously routed by threatening them.

Lasts for ME x1 round

#### **Unholy Judgment**

Mana: 20

Line of sight range. This appears to be a bolt of black lightning until it strikes the victim at which point it will cause him to relive all his sins and be traumatised. He must then save vs. Insanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character

#### **Unholy Light**

Mana: 25

Banish Spirits unless they Spell saves (affects 1 per 5 mana or PPE used)  
 Destroy Undead unless they Spell saves (affects 1 per 5 mana or PPE used)  
 Exorcise a possessed lifeform unless the Demon Spell saves but the possessed victim gains +2 to fight off the entity (+1 for every 5 mana or PPE used)

#### **Unholy Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful

#### **Unholy Touch**

Mana: N/a

Any that come within 3ft/90cms per level of the Monk must save vs disease or catch the plague. It can only be cured by a healing spell cast at a level equal to the Monk's

### Step 3: Bonuses

+4 vs HF (+1 every second level), +2 vs any form of possession (+1 every second level), +1 ME

<u>Level</u>	<u>Abilities gained</u>
1	Granted full access to Chaos magic by the Priest's patron God, +10 Mana, +2 save vs. Spell
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## **Priest**

Priests are authorized by their churches to conduct services and to minister to the spiritual needs of the faithful. In order to carry out their duties, Priests are granted access to the deity by the medium of prayer, as well as a number of magical powers. These powers come from devotion to a god rather than knowledge and force of will. Priests may be of any race and may choose from among the gods listed in the Pantheons section.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Holistic Medicine

HTH Expert

Language - Latin

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Meditation

Physician

WP of choice

Writing

Also choose 10 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Priests can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities and for casting Common and Divine Magic;

#### **Holy Immunity**

Mana: 25

To any form of Chaos magic, Undead special attacks and all types of Possession for ME x1 round.

#### **Holy Inspiration**

Mana: 10

Allies are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech. Lasts for ME x1 round.

**Holy Judgment**

Mana: 20

Line of sight range. This appears to be a bolt of white lightning until it strikes the victim at which point it will cause him to relive all his sins and be traumatised. He must then save vs. Insanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

**Holy Light**

Mana: 25

Banish Spirits unless they Spell saves (affects 1 per 5 mana used).

Destroy Undead unless they Spell saves (affects 1 per 5 mana used).

Exorcise a possessed lifeform unless the Demon Spell saves but the possessed victim gains +2 to fight off the entity (+1 for every 5 mana used).

**Holy Preservation**

Mana: 30

This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost.

**Holy Touch**

Mana: 15

Heal 1 HP or SDC x1 ME each attempt of any lifeform that touch (yes this includes animals and plants).

**True Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

**Step 3: Bonuses**

+4 vs HF (+1 every second level), +2 vs any form of possession (+1 every second level), +1 ME.

**Level Abilities gained**

1	Granted full access to Divine magic by the Priest's patron God, +10 Mana, +2 save vs. Spell.
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## Queen of the Damned

Mistress of the undead, maiden of spirits, daughter of chaos, queen of the vampires. Vampires are predators whose natural prey, humanity is more usually the hunter than the hunted. The first vampires appeared at the same time as the Chaos Gods were imprisoned or destroyed. One of these imprisoned gods kept watch to try and escape. This evil god created the vampires for some unspeakable reason

### **Step 1: Skills**

Gain all of the following skills at +20%;

HTH Assassin

Interrogation Techniques

Language - Choose 1

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Meditation

WP of choice

Also choose 12 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

### **Step 2: Abilities**

The Damned can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities or for casting Common or Chaos Magic;

#### **Alter Form Insect**

Mana: 20

Transform into any insect while retaining own memories, powers and attributes

#### **Control Undead**

Mana: 10

As per the Major Power. Can maintain this control for ME x1 round at a time

#### **Create Vampires**

Mana: 30

Up to 1 per night by draining their blood through normal feeding but not enough

to cause death. Victims rise from the dead after D10 days

#### **Heightened Senses**

Mana: N/a

As per Sight, Hearing and Smell abilities from the Animal Abilities Canine and Feline Minor Powers

#### **Immortal**

Mana: N/a

As per the Major Power

#### **Immunity**

Mana: N/a

Immune to Paralysis, Sleep and Charm based attacks. Because they are undead vampires are invisible to infravision

#### **Sire Link**

Mana: 5

Vampires in the process of their feeding create a psychic link between victim and vampire. This link lasts if the victim is transformed into a new vampire. This communication may be either one way, with the vampire able to communicate with the victim from a distance, or two way, the vampire able to receive impressions from the victim. Can maintain this link for ME x1 round at a time

#### **Truesight**

Mana: N/a

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, and unlike others can tell the exact nature of the magic

### **Step 3: Bonuses**

+2D6 on all physical attributes, +100 SDC, +3D6 HP, HF 10, +4 vs HF (+1 every second level), +2 vs any form of possession (+1 every second level), +1 ME

Vampires of this earth do cast reflections, can cross running water, can

enter without invitation and are not held at bay by garlic

**Step 4: Disadvantages**

The average vampire requires no more than a quart of blood every other day, and certainly not less than a cupful every week, unless they are in a state of self-imposed suspended animation. This blood contains the necessary materials for the vampire to physically survive. Some vampires are also able to consume other fluids, such as fruit juices, bouillon, etc. These other fluids have little, if any nutritional value to the vampire, and may be consumed more out of social politeness than hunger. While vampires can survive by feeding from dead creatures, or from animals, this diet leads to mental dullness because they lack the proper psychic energy. The blood will keep them alive but it will not give them the life energy they require to survive. Stored blood is as bad, or worse than, animal's blood, and the possibility for anti-coagulant poisoning also exists. If the vampire is not fed, there is an increasing chance of the creature going berserk until it is able to glut itself in a mindless feeding frenzy, as the beast within emerges.

It is possible for vampires to become effected by chemicals, such as alcohol or cocaine, that exists in their victim's blood. This tends to indicate the possibility that poisoned or diseased blood might have some long term effects, such as madness, on the vampire.

The change to vampiric form may, but not necessarily, cause insanity, or other personality change. For some magical vampires, such a personality change might be part of the magical effect, but, in general, these personality changes have less to do with what happens during the transformation, than with how

the person being transformed reacts to the changes.

Generally, the vampire becomes absolutely inactive during the hours when the sun is above the horizon, locked away from all light. This inactivity is forced on the vampire by its own body trying to protect itself from the sun. With age the vampire is increasingly able to resist this to the point of needing no rest at all. However sleep is needed for a person to dream and dreaming is required to avoid insanity...

Vampires usually appear nearly exactly as they did during life before they died. The most obvious difference in their appearance is the perpetually pale, faintly luminescent complexion that is due to lack of blood in the circulatory system. Most vampires are simply more pale in aspect than are normal people, although some vampires also have bleached hair and luminously pale eyes, and a few bloodlines have perpetually pure alabaster skins. Feeding brings about bloody eyes, blood stained tears, and fetid, tainted breath of blood. If the creature has fed, its complexion appears slightly flushed. If it is cut or stabbed, the creature bleeds. Over the next few days after feeding, the body begins to lose its fresh appearance, and the face turns gaunt and gray. Regardless, most vampires can easily pass for normal humans, or whatever species the creature was originally.

A vampire will usually appear between twenty and forty years in age. If they were elderly before they changed, they will rejuvenate somewhat, while children will remain children physically, in perpetuity.

Wooden objects always do x2 damage, a wooden object through the heart will

paralyse the vampire but to kill it properly it must then be decapitated, the body and head torched separately Sunlight does 6D6 damage per round of exposure, solar attacks do double their normal damage

Water does damage proportional to the attacker's belief in its holy effects. A non religious person who believes in its effects will do D4 per 10mls, a religious person will do D6, and a devout religious believer will do D8. The damage is doubled if the water has been pre blessed and the attacker believes in the effects of the blessing

A holy symbol used by one who believes in it will keep any vampires from approaching within holder's ME x1mtr

#### Level Abilities gained

1	Granted 6 spells from Chaos magic, +10 Mana, +2 save vs. Spell
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## **Queen of the Night**

Also sometimes known as nocturnal Rangers the Queens protect the environment and its animals from the dangers of the dark. They shun daylight for the most part not out of any pain but a preference for operating in the night world. They can be of any race

### **Step 1: Skills**

Gain all of the following skills at +20%;

Animal Husbandry

Blindfighting

Detect Ambush

HTH Expert

Land Navigation

Language - Faerie

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Meditation

WP of choice

Also choose 9 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

### **Step 2: Abilities**

Queens of the Night can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities or for casting Common, Dreamspeak or Faerie Magic;

### **Control Animals**

Mana: 15

Can communicate with any nocturnal animal within line of sight or 130mtrs +10mtrs per level. They will obey simple telepathic commands. Can also summon any within a 1km radius +100mtrs per level, summon D6 +D6 per level nocturnal animals of choice

### **Create Darkness**

Mana: 20

13mtr radius +5per level anywhere in line of sight

**Nightvision**

Mana: N/a

Equal to normal vision

**Shadow Form**

Mana: 30

Can merge with any size shadow becoming invisible and intangible but cant walk thru substances and strong light(300 watts) will render power useless. The character has the amazing ability to transform into a living shadow. In this form the character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected.

In the 2-D form the character is +20% to Prowl (+50% in dark shadowy areas), but is unable to physically attack (both by the Dark Bolt and by punches and kicks). Area-effect abilities can still be used. His speed in the 2-D form is limited to half his SPD. attribute or a speed of 14 (whichever is less). The character can take himself and up to 100lbs of matter into the 2-D realm.

**Sound Absorption**

Mana: 10

Can remove all sound from within a 30mtr range +3mtrs per level 10mtr radius +1mtrs per level. This gives a 100% prowl ability

**Truesight**

Mana: N/a

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, and unlike others can tell the exact nature of the magic

**Step 3: Bonuses**

+4 vs HF (+1 every second level), +2 vs any form of possession (+1 every second level), +1 ME

Level Abilities gained

1	Start with 6 spells from either Dreamspeak or Faerie Magic and can attempt to learn one new spell every level. After 3rd level can also take the other magic type and can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired).+2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12
2	+ 10 Mana, +2 save vs Toxins
3	+1 save vs. Spell, choose 2nd Magic type
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs any Fire and Electrical magic
9	+1 save vs. Possession
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs Toxin
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs Fire and Electrical magic
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs oxins
20	+ 10 Mana



## Shaman

Shamanism in its classical form is found in Siberia, and several forms have been observed in Central Asian, North American, and Oceanic societies. The recognition and call of the individual are essential to that person's elevation to religious status. During initiation, the individual frequently undergoes prolonged fasts, seclusion, and other ordeals leading to dreams and visions. The shaman becomes a medium, a mouthpiece of the spirits who became the shaman's familiars at initiation. A shaman's main religious tasks are healing and divination. Both are achieved either by spirit possession or by the departure of the shaman's soul to heaven or to the underworld.

### Step 1: Skills

Gain the following skills all at +20%;

Animal Husbandry  
 Botany  
 Dowsing  
 Holistic Medicine  
 Horsemanship  
 Land Navigation  
 Language - Latin  
 Lore – Demons and Monsters  
 Lore – Geomancy  
 Lore – Magic  
 Lore – Undead  
 Meditation  
 Meteorology  
 Preserve Food  
 Survival  
 Tracking  
 Vet  
 Writing

Also choose 4 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### Step 2: Abilities

Shaman can tap into the world's natural mana at a rate of (IQ + ME) x4 for use

with the following abilities and casting  
 Common and Faerie magic listed below.

### **Astral Projection**

Mana: 20

Identical to the Minor Power.

### **Decipher**

Mana: 5

Must summon your Totem and borrow his ability to understand Spells, Symbols and Artifacts.

### **Learn New Magic**

Mana: 10

Bestowed by your Totem requiring meditation of 1 hour per 5 Mana of spell, or 1 hour per level if using PPE.

### **Sense Magic**

5 Mana:

Within 10mtrs +5mtrs per level radius.

### **Totem**

Mana: N/a

Choose 1 animal totem as your spirit guide and mentor.

### Step 3: Bonuses

See below

### Level Abilities gained

1	Start with 6 spells from Faerie magic and can attempt to learn one new spell every level. After 3rd level gain Elemental magic, can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired). +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, +2 save vs. Toxins
3	+1 save vs. Spell, choose 1st Elemental Sign Magic
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana, choose 2nd Elemental Sign Magic

<u>Level</u>	<u>Abilities gained</u>
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs. any Fire and Electrical magic
9	+1 save vs. Possession, choose 3rd Elemental Sign Magic
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs. Toxin
12	+ 10 Mana, +1 save vs. Spell, choose final Elemental Sign Magic
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs. Fire and Electrical magic
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs. Toxins
20	+ 10 Mana

## **Stormwarden**

Just as Geomancers serve the earth so too are Stormwardens one with the elements of water and air protecting Gaea's rivers and oceans.

### **Step 1: Skills**

Gain the following skills all at +20%;

Holistic Medicine

Language - Latin

Lore – Demons and Monsters

Lore – Geomancy

Lore – Magic

Lore – Undead

Meditation

Meteorology

Navigation

Oceanography

Also choose 12 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Stormwardens can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities and for casting Common, Air and Water Elemental magic;

#### **Air Bubble**

Mana: 20

Surround self or any in line of sight with pocket of air of up to 1.8 metre radius +30cms per level and SPD 10 +1 per level. Air supply lasts 12 minutes +1 per level.

#### **Breathe Water**

Mana: 5

Any true water which has oxygen in it.

#### **Calm Water**

Mana: 10

36 metre radius +3 metres per level within line of sight while concentrate.

#### **Control Wind**

Mana: 30

Change wind direction, stop wind and create wind rush effects within 96 metre radius +10 metres per level. A wind rush

can have a speed of up to ME x6kph able to knock people and objects over. Ride wind at 24kph +2kph per level, self and extra 90kgs + 5kgs per level.

Create whirlwind of 6metre radius +2 metres per level anywhere in line of sight with rotational speed of 120kph +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions.

### **Create Waves**

Mana: 25

73 metre radius +5 metres per level. The size of the wave can be up to ME x1 metre doing D6 damage per metre size.

### **Manipulate Weather**

Mana: 10

152 metre radius +10 metres per level for 15 minutes +2 minutes per level. Can cause the sky to become overcast, create loud thunderclaps, increase and decrease the level of precipitation, and dispel or create a fog.

Call lightning bolt anywhere in line of sight if overcast doing D6 per ME, +2 Strike with bolt.

### **Wall of Water**

Mana: 30

Line of sight, 1.8 metres thick +30cms per level x 9 metres tall +2 metres per level until concentration broken. Lasts ME x1 minute +1 minute per level.

Most weapons will have their range halved by the water if not swept away together.

### **Water Slam**

Mana: 20

42.7 metre height +4 metres per level, D6 per 10 metres height.

### **Water Spout**

Mana: 15

Line of sight, 27 metre height +3 metres per level until concentration broken.

### **Water Walk**

Mana: 5

Self or any within line of sight until concentration broken.

### **Whirlpool**

Mana: 15

Line of sight, 9 metre radius +2 metres per level until concentration broken.

### **Step 3: Bonuses**

+1 vs HF (+1 every second level), +1 vs any form of possession (+1 every third level), +1 to ME.

### Level Abilities gained

1	Start with 6 spells from either Air or Water Elemental magic and can attempt to learn one new spell every level. After 3rd level gain the second Elemental magic type and can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired). +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, +2 save vs Toxins
3	+1 save vs. Spell, choose 2nd Elemental Sign Magic
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs any Fire and Electrical magic
9	+1 save vs. Possession
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell
11	+1 save vs. HF, +1 save vs Toxin
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs Fire and Electrical magic
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17

<u>Level</u>	<u>Abilities gained</u>
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs Toxins
20	+ 10 Mana

## **Witchdoctor**

Although regarded with extreme scepticism by many, the uncanny healing power of the witch doctors (M'ganga) of Africa are widely treated with respect by those who see their work firsthand. One example was of a witchdoctor along the banks of the Congo River who was treating a man with a very deep cut in the forearm. He secured a number of large black ants over the wound. As each ant bit into the flesh, the cut was drawn together. The body of each ant was removed and the wound closed as neatly as though done by a surgeon's needle. Witchdoctors have a very highly developed and uncanny sense of direction, far superior to an European or African. A Bushman may turn, circle and zigzag for hours when hunting, but when returning to camp he will head exactly in the right direction. Hypnotism has also been practiced by African witch doctors for many centuries. The kind of hypnotist we're familiar with claims that he/she cannot make a person behave, while hypnotized, in a manner in which he would not normally behave. But in Africa, hypnotism is regarded as a strong and evil force. It is virtually unheard of in the Roman empire but well known within the Araby nations. Witchdoctors are the spiritual leaders of a tribe or clan, fighting disease and bad spirits, and interpreting the will of the invisible world.

### **Step 1: Skills**

Gain the following skills all at +20%;

- Animal Husbandry
- Botany
- Detect Ambush
- Dowsing
- Holistic Medicine
- Land Navigation
- Language - Latin and home tribal dialect

Lore – Demons and Monsters

Lore – Geomancy

Lore – Magic

Lore – Undead

Meditation

Meteorology

Preserve Food

Survival

Tracking

Vet

WP Target

Also choose 3 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Witchdoctors can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities and for casting Common, Faerie and Tantric magic;

#### **Evil Eye**

Mana: 20

Line of sight range. Victims relive all their sins and are traumatised. They must then save vs. Insanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

#### **Immune**

Mana: 25

To any form of Chaos magic, Undead special attacks and all types of Possession for ME x1 round.

#### **Preservation**

Mana: 30

This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost.

#### **Rout**

Mana: 10

The character can invoke his enemies' greatest fear causing them to panic and

be routed, fleeing for ME x1 round. Any who save and remain to fight suffer -1 and -10% per 2 ME on all their rolls for ME x1 round.

#### **Truesight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Step 3: Bonuses**

+1 vs. HF (+1 every second level), +1 vs. any form of possession (+1 every third level), +1 to ME.

#### **Level Abilities gained**

1	Start with 6 spells from either Faerie or Tantric magic and can attempt to learn one new spell every level. After have chosen a new school at 11th level can learn one new spell from either one school or the other each level but not both (can learn one from each at alternating levels if desired). +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, +2 save vs. Toxins
3	+1 save vs. Spell
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana, learn a new school of magic; choose 4 spells
7	Spell Strength 14, +1 save vs. Spell
8	+ 10 Mana, +2 save vs. any Fire and Electrical magic
9	+1 save vs. Possession
10	+ 10 Mana, Spell Strength 15, +1 save vs. Spell

<u>Level</u>	<u>Abilities gained</u>
11	+1 save vs. HF, +1 save vs. Toxin
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana, +1 save vs. Fire and Electrical magic
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18, +1 save vs. Toxins
20	+ 10 Mana

## **Mysticis Disciplinis**

Alchemist  
 Arcanist  
 Biomancer  
 Dabbler  
 Mad Ones  
 Mirror Master  
 Mystic  
 Necromancer  
 Sorcerer  
 Urban Mage  
 Wicca

### **Alchemist**

The magical elements have fascinated intelligent creatures since before recorded history. Wizards and sorcerers strive to harness the mental command over nature, to control reality with a word and a gesture. Alchemists take a more practical approach; by working with and refining base materials, they can concentrate the magical elements within base substances. By mixing and applying these elements, they can work magic. They do this without actually channelling the power through themselves, through a process akin to science. Alchemists are spellcasters, but do not actually use spells in the ordinary sense. Rather, they prepare concoctions (just as a regular spellcaster prepares spells) and uses these alchemical substances to create magical effects. Alchemists work their magic through powders, explosions and sleight-of-hand. But these effects are still magical; they can be detected, dispelled and manipulated just like other magical effects.

Alchemists use natural substances and refine magical elements out of them. Mostly, this is normal materials like spring water, ash, a spring breeze or fermented dung. Through processes like dissolving, distillation, fermentation and

heating, these substances are refined into magical materials. This is a part of the everyday spell preparation of the alchemist. But all alchemists dream of one day working with gold and precious metals, and alchemical spell research involved exotic experiments with expensive materials. The dream of many alchemists is the permanent transmutation of base metals into gold. An alchemist masters all forms of elemental magic, and the magic of change and substance. They can create, transform and manipulate the elements and their manifestations in physical objects and creatures. They can boost or stymie the abilities of other creatures. They are masters of potions, and very talented in the creation of all sorts of magical items. They can create life, and heal almost as well as clerics. They are masters at locating and analyzing magic and objects, but otherwise poor at divination.

Alchemy is a learned science, and most alchemists are trained at guilds and universities. A few grow up under the tutelage of a mentor. Some were placed into such institutions by ambitious guardians, but many alchemists are unable to get such privileged students, and pick up some intelligent stray they encounter to be their handyman and later their apprentice. Almost all alchemists are members of guilds, that tightly regulate the craft, teach spells, set the price of magic items and services and regulate the number of practicing alchemists in each area. A common reason for young alchemists to adventure is that there is no opening for them to set up shop in their home town. They can be of any race but are more commonly from the Araby countries.

### **Step 1: Skills**

Gain the following skills all at +20%;

Biology  
Blacksmith  
Botany  
Chemistry, Alchemical  
Engineer, Industrial  
Engineer, Mining  
Fortification  
Holistic Medicine  
Language - Latin  
Lore – Demons and Monsters  
Lore – Geomancy  
Lore – Magic  
Lore – Religion  
Lore – Undead  
Meditation  
Research  
Writing

Also choose 5 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Alchemists can tap into the world's natural mana at a rate of (IQ + ME) x4 for use with the following abilities or for casting Common and Transmutanic magic. Spells from all other schools may also be learnt but only for potions or embedding, never casting.

### **Alchemical Concoctions**

Mana: Varies with the mana cost being the same as that of the spell

Alchemists learn how to brew potions much like other mages learn new spells.

Alchemists have Recipe Books, that behave in all ways like a wizard's spellbook with the following exception, only Alchemists can prepare spells from Recipe Books. Alchemists can learn spells from other Alchemist's Recipe Books, as well as from scrolls (after 2nd level) and wizards spellbooks.

To learn a potion from a Recipe book the Alchemist needs to make an alchemy check and then write that draught in their

recipe book. To learn a spell from a scroll or from a wizard's spellbook the Alchemist first needs to roll a successful spellcraft check as if they were a wizard learning that spell then, they need to roll a successful alchemy check to be able to properly turn that spell into a potion. Note, that wizards can also learn spells from an alchemist's recipe book but first with an alchemy check and then a successful spellcraft check to convert it into a spell.

First the character must research the potion's formula just like conducting spell research. It takes two weeks per potion mana to research the formula, at a cost of 500 denarii per potion mana point. The alchemist must roll learn spells to find out if he learned the spell before he can be considered successful in his research. Once a character has successfully researched a potion's formula, he can produce one dose by investing 3D6 x 100 denarii in materials and spending one uninterrupted week in his laboratory. Again, he must pass the learn spells check to see if he followed the directions correctly, with a +1% bonus per character level. While the alchemist doesn't have to adventure to acquire rare or unusual materials for potions, he may still have to take time to make arrangements for special requirements, such as the delivery of unusual chemicals or glassware.

#### **Break Curse**

Mana: 20

This allows the character to nullify a curse on an item (but not a person). He makes a Break Curse test against a difficulty number determined by the GM according to the power of the curse.

#### **Build/Modify Armour**

Mana: N/a

Repair, modify and construct all forms of normal body armour. Any known

armour can be made at 1/10th the normal cost. This requires 12 hours of work per 10 SDC. Existing armour can also be modified adding up to +50% SDC.

#### **Construct Structure**

Mana: N/a

Can build, repair, custom modify and design all types of buildings. Sections of a structure can have their SDC increased up to +50% prior to attaching any armour. The building can also be specially wired with booby traps and other devices.

#### **Decipher**

Mana: 5

The ability to understand Spells, Symbols and Artifacts.

#### **Enchant Item**

Mana: 10+

The Alchemist may enchant an existing item with magical powers. Time required is one hour multiplied by (the amount of enchantments + the amount of mana). Spells may also be embedded into devices in the same way. To enchant an item the Alchemist needs a fully equipped alchemical laboratory. Mana cost is 10 + the cost of each spell or enchantment.

Each of the following counts as a single enchantment;

- +1 parry
- +1 strike
- +1 damage
- +10 SDC

#### **Familiar Link**

Mana: 40

May summon and permanently psionically link with a small animal of the character's choice. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The 2 are always in constant telepathic contact.



**Learn New Magic**

Mana: N/a

(IQ + ME) +20%, +5% per level.

**Make/Modify Weapons**

Mana: N/a

Repair, modify and construct all forms of standard weapons and ammunition. Can add up to +1 damage, +1 to strike and +1 to parry to each weapon without it needing to be enchanted.

**Step 3: Bonuses**

See below.

**Step 4: Alchemist's Lab**

As scientific characters, alchemists will always maintain a large and well-equipped laboratory to pursue their experiments. The laboratory must be well-stocked with all kinds of materials, including samples of every metal or alloy imaginable, equipment such as burners, beakers and bottles, and natural curiosities like magnets, incendiaries, and other such things. An alchemist is assumed to begin play with an appropriate laboratory in his home town or base of operations, but building and outfitting a new laboratory costs at least 1000 denarii per character level, and existing laboratories require at least 50 denarii of materials a level per month to be functional. An alchemist without access to his laboratory loses the bonus alchemy spell he could normally memorize at each spell level, and can't conduct research, make potions, or add new spells to his spellbook.

The alchemist's whole work is based on the four classical elements of air, earth, fire, and water. In other words, the alchemist considers gold (for example) to be a combination of earth and fire.

Alchemists are the most scientifically-minded wizards, and they experiment constantly in search of knowledge. In order to be an alchemist, a wizard must have an excellent education in the

sciences (minimum IQ of 15) and a steady hand for experimentation (PP of 14).

**Laboratory step 1**

A step one laboratory consists of basic alchemic tools as few chemicals, pipettes, flasks and a stove. Cost of a step one laboratory is 1000 denarii.

There is also a variant which is called the wandering laboratory: Cost is the same and it is small enough to be transported easily (weight is 10 lbs). Keep in mind that there are fragile pieces included.

**Laboratory step 2**

A step two laboratory consists of all kind of alchemic tools and material including a hot fire place. Cost of a step two laboratory is 5000 denarii and it takes a 3rd level Alchemist one month to build it.

**Laboratory step 3**

A step three laboratory consists of a step two laboratory plus a forgery plus enchanted tools to make it easier to feel and work with patterns. A step three laboratory is an enchanted place. Cost of a step three laboratory is 10,000 denarii and time required is at least six months under the supervision of an Alchemist of at least level 6.

**Forgery**

A forgery is no laboratory but required for some item creation. It contains a forgery plus working tools plus raw materials such as iron in small quantities. Cost of a forgery is 1000 denarii and it takes at least one month to build it. Material cost is determined by the item produced, GM decision.

**Fine Forgery**

A fine forgery is almost the same as an ordinary forgery except it contains magical tools and special equipment. Cost is 5000 denarii and it takes three months to complete it. A fine forgery

lowers the difficulty number of all items by one.

Examples of normal potions

**Acid** Through careful distillation, alchemists can brew potent acid. A flask-full of acid can command anywhere from 50-100 denarii, while a vial might sell for 10-40 denarii.

**Incendiaries** These dangerous concoctions range from flammable oils and pitches to nasty stuff like naphtha or Greek fire. A flask of an incendiary substance usually costs 10-30 denarii.

**Pyrotechnics** Unlike the previous two substances, pyrotechnic mixtures are often powders. They can be used to create clouds of smoke of a variety of colours, or bright flashes of light when added to an existing fire. A vial of pyrotechnic mixture costs 5-20 denarii, while a flask costs anywhere from 10-30 denarii.

<u>Level</u>	<u>Abilities gained</u>
12	+ 10 Mana, +1 save vs. Spell
13	Spell Strength 16, +1 vs. Possession and HF
14	+ 10 Mana
15	+1 save vs. Spell
16	+ 10 Mana, Spell Strength 17
17	+1 save vs. Possession, +1 save vs. HF
18	+ 10 Mana, +1 save vs. Spell
19	Spell Strength 18
20	+ 10 Mana

Level Abilities gained

1	Start with 6 spells and can attempt to learn one new spell every level. +2 save vs. Spell, +1 save vs. Possession, +2 save vs. HF, Spell Strength 12.
2	+ 10 Mana, Summon Familiar
3	+1 save vs. Spell, can also learn one new spell from any other school for alchemical use (but can never cast it)
4	+ 10 Mana, Spell Strength 13
5	+1 save vs. Possession, +1 save vs. HF
6	+ 10 Mana, +1 save vs. Spell
7	Spell strength 14
8	+ 10 Mana
9	+1 save vs. Spell, +1 save vs. Possession, +1 save vs. HF
10	+ 10 Mana, Spell Strength 15
11	Learn a new school of magic; choose 4 spells

## Dabbler

A master of investigation and deduction with just a little magical ability. This character was once an apprentice mage who for whatever reason never completed his training. Reasons could include being kicked out, leaving of his own accord or the master wizard being killed. At some later point the character developed an interest in detective work and decided to pursue this career using his magical talents. They can be of any race.

### **Step 1: Skills**

Gain the following skills all at +20%;

Biology

Botany

Chemistry, Alchemical

Detect Concealment and Traps

Forgery

Holistic Medicine

Interrogation Techniques

Investigative

Language - Latin

Law

Lip Read

Lore – Demons and Monsters

Lore – Geomancy

Lore – Magic

Lore – Religion

Lore – Undead

Meditation

Research

Sign Language

Writing

Also choose 2 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Dabblers can tap into the world's natural mana at a rate of  $(IQ + ME) \times 3$  for use with the following abilities and for casting Common and either Combatica, Dreamspeak, Runic, Tranmutanica or Urbana magic. The Dabbler doesn't need

to specialise, he can take spells from any of the schools listed here.

### **Absolute Sense Of Direction**

Mana: 5

Know exactly where are within an ME x10 metre radius. The character perceives a mental map in front of him which perfectly details his current location as a map and his position on it. The map of course only covers the radius limit.

### **Decipher**

Mana: 30

The ability to understand Spells, Symbols and Artifacts.

### **Familiar Link**

Mana: 20

May summon and permanently psionically link with a small animal of the character's choice. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The 2 are always in constant telepathic contact.

### **Insight**

Mana: N/a

This ability can be used in several ways; 1)While observing someone speak can sense if he is being truthful or not, and what the specific lie is.

2)Can detect weaknesses in any opponent or structure.

3)Can see any concealed person or object (such as a secret door).

4)Detect a vital clue.

### **Learn New Magic**

Mana: 40

$(IQ + ME)\%$ . +5% per level. That's what happens when you don't complete your training.

### **Sense Magic**

Mana: N/a

Within 20 metres +5 metres per level radius. This is so honed that it acts like a sixth sense when someone is about to cast a spell against him.

### **True Sight**

Mana: 10

Again another ability that has been so heightened that the character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and its exact nature.

### **Step 3: Bonuses**

See below

#### Level Abilities Gained

1	Start with 6 spells from any of the schools from the above list and can attempt to learn one new spell every level (the new spell can be from any school). +1 save vs. Magic, +1 save vs. Possession, +2 save vs. HF.
2	Spell Strength 12
3	+10 Mana, +1 to save vs. HF
4	+1 save vs. Magic
5	+ 1 save vs. Possession, +1 to save vs. HF
6	+ 10 Mana
7	+1 to save vs. HF
8	+1 save vs. Magic
9	+ 10 Mana, +1 to save vs. HF
10	+1 save vs. Possession
11	+1 to save vs. HF
12	+ 10 Mana, +1 save vs. Magic
13	+1 to save vs. HF
14	+1 save vs. Possession
15	+ 10 Mana, +1 to save vs. HF
16	+1 save vs. Magic
17	+1 to save vs. HF
18	+ 10 Mana
19	+1 to save vs. HF
20	+ 10 Mana, +1 save vs. Magic, +1 save vs. Possession

## **Nefarius Ordo**

Bard  
Magebane  
Merchant  
Ninja  
Pirate  
Thief

### **Bard**

The word Bard is used in English and other Indo-European languages chiefly to denote a Celtic poet (and musician). Musicians and poets comparable to the Celtic Bard have also been found in other cultures. Bards have greatly influenced the musical and general histories of their peoples, among the Celts they were mainly responsible for the development of secular music. The Bard was a repository of histories, stories, legends, songs and poetry of his people. Wherever the bard travelled, he was honoured and given certain diplomatic impunity. Before the invention of the printing press, books and scribes were very costly, and recently news travelled very slowly and inaccurately. The bard, due to his education in oral tradition, could be relied upon to know the latest news from his court, whether crops had failed to the south, or which roads were safe to travel. For some villages and towns, the bard was the only reliable source of information.

### **Step 1: Skills**

Gain the following skills all at +20%;

Gambling  
Gaming  
HTH Brawling  
Imitate Voice  
Language - Latin and country of origin  
Lip Read  
Musical Instrument  
Meditation  
Sing

Writing

WP of choice

Also choose 10 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Bards can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities and for casting Bardic and Common magic (gain an additional +D6 Mana per level);

**Heightened Hearing**

Mana: 25

100mtr radius +1mtr per additional mana. At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels & at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry, normal penalties for fighting in the dark or against invisible are halved. Can estimate the exact distance, location, speed and recognize sound types. Lasts for ME x1 round.

**Immune**

Mana: 10

To sound based attacks for ME x1 round.

**Immune**

Mana: 15

To any forms of charm or persuasion (including magical) for ME x1 round.

**Learn Magic**

Mana: N/a

Start with 6 spells from Bardic magic and can attempt to learn one new spell every level.

**Scream**

Mana: 30

The character can release a concentrated sonic blast against opponents equivalent to 120 decibels +1 per each additional mana. 3D6 damage +D6 per each additional 10 mana over a 150mtr range.

**True Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

**Step 3: Bonuses**

+1 vs. Surprise, +1 Initiative, +1 MA.

## **Magebane**

Magebanes are dreaded by all spellcasters due to their ability to defeat magic by sheer force of will. They are the only class which can never manipulate mana nor use magic. They can be of any race.

### **Step 1: Skills**

Gain the following skills all at +20%;

Detect Ambush

Detect Concealment

HTH Brawling

Language - Latin

WP of choice

Also choose 17 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Magebanes cannot tap into the world's mana or PPE, nor can it be used against them. Their sole special ability is that they are totally immune to ALL magic whether it be malicious or beneficial. Another side effect is that Magebanes gain an ability similar to Truesight allowing them to see the true image of any person or object which has been magically concealed, disguised or made invisible. They can also see magical auras, but not the exact nature of the magic aside from whether it is harmful or helpful. Finally the Magebane is totally immune to any forms of supernatural possession or other control.

### **Step 3: Bonuses**

+4 Initiative, +1 vs HF (+1 every second level), +1 ME.

## **Merchant**

Merchants make a living by trading in goods both to the public and as wholesalers. They are often powerful and respected members of local government and the Merchants' guild is a powerful organization in its own right. They can be of any race.

### **Step 1: Skills**

Gain the following skills all at +20%;

Agriculture, Architecture, Carpentry, Engineer Industrial, Engineer Mining or Masonry

Concealment

Detect Concealment

Economics

Forgery

Gambling

Gaming

HTH Brawling

Intelligence

Language - Latin and 2 other

Law

Lip Read

Maths

Palming

Politics

Writing

WP of choice

Also choose 3 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Merchants can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

### **Haggler**

Mana: 10

Reduce price by 10% when buying and increase price by 10% when selling for every 10 mana spent.

### **Trade**

Mana: 20

Can only be used outside of combat. By rolling under MA may trade any item of own for any item of victim's.

### **Wealthy**

Mana: N/a

Whenever run out of money can visit a bank and withdraw starting quota of money up to once per day per level.

### **Step 3: Bonuses**

+1 vs. Surprise, +1 Initiative, +1 MA.

## **Ninja**

The Ninja arts originated in ancient China, then travelled to Japan during the Tang Dynasty. The Japanese developed the Ninja arts to the utmost, creating deadly assassins, who can enter any place undetected and strike when least expected.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Acrobatics

Blindfighting

Climb

Detect Ambush

Detect Concealment

Disguise

Escape Artist

Gymnastics

HTH Assassin

Impersonation

Intelligence

Language - Latin and Koguryo

Lip Read

Pick Locks

Prowl

Tracking

WP of choice

Also choose 4 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Ninja can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities and for casting Common magic;

#### **Blade Grasp**

Mana: N/a

Can grab blades using both hands without being cut and then pull it from the attacker, requires 2 separate PP rolls.

#### **Emono**

Mana: 20

Catch any thrown missiles at a rate of 1 per 3 PP or arrows/bolts at 1 per 4 PP within 1 combat melee.

**Focus Strength**

Mana: 10

You may sacrifice all your attacks for a focused attack to do triple damage.

**Kawasu 1**

Mana: 10

Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 PP within 1 combat melee.

**Kawasu 2**

Mana: 15

Can use a melee weapon which are skilled in to deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

**Kyudo**

Mana: 25

Using a bow, he may shoot a number of times equal to his number of attacks in a single shot (eg. if you have 6 attacks you can fire 6 arrows per attack round).

**Me Ni Mienai**

Mana: 30

The Ninja is actually visible but is surrounded by a psychic field that makes others see an empty spot where he is. The Hallucination can incorporate the Ninja's surroundings and affect real time viewers at a great distance. In other words, the Ninja can disguise the area around himself and this disguise will fool anyone looking at the area, even if they are miles away. Hallucination also prevents detection by other senses.

**Tatsumaki**

Mana: 25

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

**Step 3: Bonuses**

+2 Initiative, +1 vs HF (+1 every third level), +1 attack. +1 to Strike, Parry and Dodge. +2 when performing a called shot.

**Pirate**

The piracy threat which came to a head in the decade of the 60's BC was in part due to Rome's complacency about the issue. Rather than stamping out small pockets of pirates early on, they allowed piracy to flourish into a large force of marauders. A poor economy and oppressive social conditions also fed the pirate forces as men who were on the verge of bankruptcy discovered more profit as robbers and pillagers. Rome was unwilling to act conclusively toward the reduction of pirate forces because those forces, along with tax companies, provided slaves for the large luxury markets. The pirates did not attack Rome as an enemy, but treated all targets equally, as opportunities for profit.

**Step 1: Skills**

Pirates gain all of the following skills at +20%;

Boatbuilding  
Climb  
Gambling  
Gaming  
HTH Brawling  
Language - Latin  
Navigation  
Pick Locks  
Pilot Sail boat  
Pilot Ship  
Survival  
Swim  
WP Blade

Also choose 10 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

Raiders gain all of the following skills at +20%;

Gambling  
Gaming  
HTH Brawling  
Horsemanship (specifically camels)  
Land Navigation  
Language - Latin



Pick Locks

Survival

WP Blade

Also choose 13 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Pirates can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

**Evade Missile**

Mana: 10+

The Pirate or Raider can dodge 1 arrow per 10 mana/PPE expended.

**Leap**

Mana: 15+

In combat the Pirate or Raider may leap over intervening monsters one metre per base mana/PPE spent even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to his opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.

**Mounted Archery**

Mana: 5

Raiders only. Can fire a bow from horseback without penalty.

**Ride Wild**

Mana: 20

Raiders only. Gains a +40% bonus to Ride checks. The Raider may not use this ability while wearing heavy armour. Lasts ME x1 minute.

**Whirlwind**

Mana: 30

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

**Step 3: Bonuses**

+2 vs HF or any fear attacks(+1 every second level).

**Thief**

One of the oldest professions in the world Thieves specialise in entering and robbing places and are skilled in dealing with locks, alarms and other security devices. They also are good at stealing valuables from pockets and purses.

Thieves can be of any race.

**Step 1: Skills**

Gain all of the following skills at +20%;

Acrobatics

Blindfighting

Climb

Concealment

Detect Ambush

Detect Concealment and Traps

Disguise

Escape Artist

Gymnastics

HTH Assassin

Intelligence

Land Navigation

Language - Latin

Palming

Pick Locks

Pick Pockets

Prowl

Tracking

WP Blade

Also choose 3 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Thieves can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

**Backstab**

Mana: N/a

If striking someone from behind gain +1 to hit (with +1 every 3rd level) and automatically do double damage. At 4th level do triple damage, at 8th do x4 damage and at 12th do x5 damage.

**Chameleon**

Mana: 5

Using this ability he can blend into and render himself nearly invisible in any surroundings. This ability to hide works equally well in fields of tall grass, clumps of bushes, rocky hills, or any other wilderness area with dark or shaded terrain. When hiding, the ranger can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite, waiting for an opportune moment to steal their treasure or supplies. Lasts ME x1 round.

### **Critical Hit**

Mana: 15

For next ME x1 round every blow landed will do double damage.

### **Evasive**

Mana: N/a

The less armour the Thief wears the higher his combat bonuses. With leather armour he gains +1 to strike, parry and dodge. Gain a further +1 for each grade that the armour is lighter than this.

### **Stealth**

Mana: 10

Moving with a minimum of sound, its almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection. Lasts ME x1 round.

### **Strafe**

Mana: 25

Every foe in short or point blank range can be hit if using a ranged weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

### **Sweep**

Mana: 30

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

### **Whirlwind**

Mana: 20

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

### **Step 3: Bonuses**

+1 Initiative and +2 vs. surprise, +1 to strike, parry and dodge.

## **Proeliator Ordo**

Amazon  
 Barbarian  
 Blade Dancer  
 Champion of Chaos  
 Champion of Order  
 Dragon Lord  
 Dragon Slayer  
 Duellist  
 Fallen  
 Gladiator  
 Knight  
 Manslayer  
 Ranger  
 Samurai  
 Sheriff  
 Soldier  
 Tao Shih  
 Trollslayer  
 Undead Slayer  
 Valkyrie

### **Amazon**

Amazons worship Artemis the virgin goddess of the hunt, and Ares the god of war. The name Amazon is believed to descend from the word amazoi which in Greek means "breast less", deriving from the legend that says they removed their young girls right breast, as to facilitate the drawing of the bow, as the bow and arrows were their main weapon. They also used the sword, double sided axe and carried a distinctive crescent shaped shield. Most of their fighting was done from horseback. Some say the breast was removed by cutting, others that it was burnt off while the child was young, and one legend says they removed the breast themselves. As to how they multiplied, some say the Amazons took men prisoner in battle, after choosing the most handsome they then used them for their sexual pleasure, and would either kill them or use them as slaves once their usefulness had been expended. Whatever

their origin, they now live in civilizations or communities where women occupy the positions and roles traditionally held by men and, in the campaign, that means especially the role of warriors and adventurers.

Amazons may come from Archaea, Epirus, Macedonia or Thrace. Their fighting prowess is highly valued within the Roman empire.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Acrobatics  
 Archery and Sharpshoot  
 Blindfighting  
 Climb  
 Detect Ambush  
 Gymnastics  
 Horsemanship  
 HTH Expert  
 Land Navigation  
 Language - Latin and Hellenic  
 Prowl  
 Run  
 Survival  
 WP Blade  
 WP Target  
 Weapon Mastery

Also choose 4 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Amazons can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic.

#### **Dance of Death**

Mana: 5+

For ME x1 round the Amazon gains 1 additional attack per 5 mana. expended.

#### **Death Defiant**

Mana: 30

Staving off death for longer than normal your warrior has learned to moderate her life-forces to lengthen the time spent on deaths door. She can continue fighting

even with negative hit points until the mana. of this ability is expended, at which point she is permanently dead. It is more of a last resort heroic death.

#### **Evade Missile**

Mana: 5+

The Amazon can dodge 1 arrow per 5 mana expended.

#### **Leap of Death**

Mana: 5+

In combat the warrior may leap over intervening monsters one metre per base mana spent even if she would otherwise be pinned. She may then attack a monster that she is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. She may continue to attack for as long as she has attacks until she misses her first monster.

#### **Mounted Archery**

Mana: N/a

The Amazon warrior can fire a bow from horseback without penalty.

#### **Multiple Shot**

Mana: 5+

The Amazon can fire 1 additional arrow per shot per 5 mana expended.

#### **Ride wild**

Mana: 15

The Amazon warrior gains a +40% bonus to Ride checks. The Amazon warrior may not use this ability while wearing heavy armour. Lasts ME x1 minute.

#### **Run like the Wind**

Mana: 20

For ME x1 minute SPD and endurance related to that running are tripled.

#### **Strafe**

Mana: 25

Every foe in short or point blank range can be hit if using a ranged weapon.

Lasts ME x1 round. -1 strike for every second foe cumulative.

#### **Trance**

Mana: 10

The Amazon may enter a trancelike state and regain double the normal amount of lost SDC and HP, doing nothing else for that turn.

#### **Step 3: Bonuses**

+1 vs. HF or any fear attacks(+1 every second level), +1 to Strike with Bow weapons, +1 PB.

## **Barbarian**

Reviled by the Greeks, and both respected and feared by the Romans, these people would time and again engage in battles against those civilizations. Those of Teutony proved to be indomitable, and even the ones conquered by Rome did not remain under Roman rule for long. Their fierce, warlike nature and coarse behaviours earned them the name "barbarians", meaning both "illiterates" and "wanderers". Other than their rather ferocious battle tactics, the barbarians of Iron-Age Northern Europe were fairly civilized. Unlike the Huns and Allans, barbarian races hailing from the orient, the European barbarians were pretty much content to keep to themselves and to their own. Raiding forays were made only in direst circumstances when climatic conditions or other natural disasters forced them to look for resources elsewhere. It was, in fact, common practice during the latter parts of the Roman Empire, for Rome to actively recruit young barbarian males for duty in the Roman army, especially patrolling the outer borders. These were regularly recruited from the Gothic barbarians. The practice of hiring barbarian warriors for service in the Roman legions became known as the barbarization of the Roman Empire, which many historians believe helped lead to the decline of the empire. Barbarians were keen on games of chance, wrestling, arm wrestling, climbing, archery, and axe throwing. They also enjoyed preparing ale, mead, and wine for the coming year. Some were very skilled in intricate, detailed jewellery making work. They are experts at leather crafting, woodworking, and metallurgy.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Blindfighting  
Climb  
Detect Ambush  
Gaming  
Horsemanship  
HTH Wrestling  
Land Navigation  
Language - Latin and own language  
Run  
Survival  
WP Blade  
Weapon Mastery Axe

Also choose 9 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Barbarians can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic.

#### **Berserker**

Mana: 15

Can enter a berserker rage and for the duration;

Become immune to Sleep, Charm, Fear, Hold and Confusion attacks.

+4 vs. all other spells

Immune to knockout

+2 attacks, PS and strike

+4 SPD but IQ and dodge halved

Lasts 1 round per PE or until all dead at which point collapse and need to rest for double that time.

#### **Death Defiant**

Mana: 30

Staving off death for longer than normal your warrior can continue fighting even with negative hit points until the mana of this ability is expended, at which point he is permanently dead. It is more of a last resort heroic death.

#### **Poison Resistance**

Mana: 25

Entering into a deep trance the warrior can fight off any poison but may remain inactive for some days after.

**Run like the Wind**

Mana: 20

For ME x1 minute SPD and endurance related to that running are tripled.

**Sweep**

Mana: 5

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

**Whirlwind**

Mana: 10

Number of attacks are tripled for 1 combat round with 1 melee weapon once per day per level.

**Step 3: Bonuses**

+1 vs. HF or any fear attacks (+1 every second level), +1 PS and PE.

**Blade Dancer**

The Blade Dancers are the elite warriors of the Elven race representing the embodiment of all the greatest virtues of their people, setting the example both in diplomacy and war for other elves to follow. They specially trained to become one with their sword. They are deadly, fast, and trained to fight without encumbrance.

**Step 1: Skills**

Gain all of the following skills at +20%;

Acrobatics

Archery

Detect Ambush

Detect Concealment

Gymnastics

Horsemanship

HTH Expert

Language - Espruar and Faerie

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Politics

Prowl

Sharpshoot

WP of choice

Weapon Mastery

Also choose 4 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Blade Dancers can tap into the world's natural mana at a rate of (IQ + ME) x2 for use with the following abilities and for casting Common magic;

**Blade Grasp**

Mana: 10

Can grab blades using both hands without being cut and then pull it from the attacker, requires 2 separate PP rolls.

**Leap of Death**

Mana: 5+

In combat the warrior may leap over intervening monsters one metre per base mana spent even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.

### **Missile Catch**

Mana: 15

Catch any thrown objects at a rate of 1 per 3 PP or arrows/bolts at 1 per 4 PP within 1 combat melee.

### **Missile Parry 1**

Mana: 20

Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 PP within 1 combat melee.

### **Missile Parry 2**

Mana: 25

Can use a melee weapon which are skilled in to deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

### **Strafe**

Mana: 10

Every foe in short or point blank range can be hit if using a ranged weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

### **Sweep**

Mana: 10

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

### **Whirlwind**

Mana: 10

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

### **Step 3: Bonuses**

+1 vs. HF (+1 every second level), +1 vs. any form of possession (+1 every third level), +1 to Strike with bow weapons. Additionally gain the following when fighting Goblins, Hobgoblins and Orcs; +2 Strike, Parry, Dodge and Roll. +2 attacks per melee and initiative. This increases by +1 to all bonuses listed every 3 levels.

## Champion of Chaos

It begins with a preoccupation with worldly goods. Then the individual becomes increasingly amoral with such actions as failing to aid a dying person, panicking and retreating from a battle and refusing or ignoring a just edict. From there other traits develop such as habitual cowardice, committing acts of blasphemy and betraying a patron or friend. Ultimately the person begins to see little difference between stealing and killing, and even begins to enjoy it. At this point they are noticed by Chaos and may be approached by an envoy. Any who then commit atrocities in a Chaos gods' name will be bestowed special abilities in recognition of it. The greater the anarchy and evil they spread the greater their rewards. They can of any race

### **Step 1: Skills**

Gain all of the following skills at +20%;  
HTH Assassin

Interrogation Techniques

Language - Choose 1

Lore – Demons and Monsters

Lore – Religion

Lore – Undead

Tracking

WP of choice

Weapon Mastery

Also choose 13 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

### **Step 2: Abilities**

The Fallen can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities or for casting Common or Chaos magic;

#### **Berserker**

Mana: 5

Can enter a berserker rage and for the duration;

Become immune to Sleep, Charm, Fear, Hold and Confusion attacks

+4 vs all other spells

Immune to knockout

+2 attacks, PS and strike

+4 SPD but IQ and dodge halved

Lasts 1 round per PE or until all dead at which point collapse and need to rest for double that time

#### **Lifetap**

Mana: 25

Can absorb HP of those that slay at a rate of 1 for every 2 and retain it permanently.

#### **Sweep**

Mana: 15

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round' -1 strike for every second foe cumulative.

#### **Unholy Aura**

Mana: N/a

The Champion's true aura is permanently exposed causing all non evil within line of sight of him to suffer -1 and -10% per 2 ME on all their rolls. Anyone not truly evil but who attacks the Champion will likewise be affected upon beginning his attack. Good opponents experience the Champion's aura as an unpleasant physical sensation, such as mild nausea, a prickling of the skin, a tightening of the throat, or a sudden chill. Because the sensation is so pronounced, opponents can almost always identify a Champion as the source, even if disguised. The Champion doesn't feel anything unusual when an opponent is affected by the aura.

#### **Unholy Immunity**

Mana: N/a

To any form of Undead special attacks, poisons and all types of Possession

#### **Unholy Inspiration**

Mana: N/a

Soldiers under you are so afraid of you that they are immune to panic or being routed so long as you continue fighting



alongside them. You can also rally any previously routed by threatening them

### **Unholy Preservation**

Mana: 30

This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost

### **Unholy Sight**

Mana: 10

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful

### **Unholy Touch**

Mana: 20

Any that the Champion touches must save vs disease or catch the plague. It can only be cured by a healing spell cast at a level equal to the Champion's

### **Whirlwind**

Mana: 15

Number of attacks are tripled for 1 combat round with 1 melee weapon once per day per level

### **Step 3: Bonuses**

+2 Initiative, +1 vs. HF (+1 every third level), +1 vs. any form of possession (+1 every second level), +1 attack, +1 to Strike, Parry and Dodge

### Level Abilities gained

- |   |   |
|---|---|
| 1 | Granted 6 spells from Chaos magic by the patron god and can attempt to learn one new spell every level, +10 Mana, +2 save vs. Spell |
| 2 | Spell Strength 12, +2 save vs. HF   |
| 3 | +1 save vs. Possession  |
| 4 | + 10 Mana, +1 save vs. Spell  |

### Level Abilities gained

- |    |  |
|----|--|
| 5  | Spell Strength 13                            |
| 6  | +1 save vs. Possession, +1 save vs. HF       |
| 7  | + 10 Mana, +1 save vs. Spell                 |
| 8  | Spell Strength 14                            |
| 9  | +1 save vs. Possession                       |
| 10 | + 10 Mana, +1 save vs. Spell, +1 save vs. HF |
| 11 | Spell Strength 15                            |
| 12 | +1 save vs. Possession                       |
| 13 | + 10 Mana, +1 save vs. Spell                 |
| 14 | Spell Strength 16, +1 vs. HF                 |
| 15 | +1 save vs. Possession                       |
| 16 | + 10 Mana, +1 save vs. Spell                 |
| 17 | +1 save vs. HF, Spell Strength 17            |
| 18 | +1 save vs. Possession                       |
| 19 | + 10 Mana, +1 save vs. Spell                 |
| 20 | Spell Strength 18                            |

## **Champion of Order**

The supreme hero of the powerless, killer of monsters and nemeses of all forces of Chaos. They maintain an ascetic, ordered life, own few personal possessions, avoid strong drink, disapprove of gaming, dancing, and other entertainment as childish distractions. Whereas a Champion is as susceptible to love as any other he would never consider approaching the person he desires, his passion would likely manifest as guilt and shame.

The typical Champion is grim, self-obsessed, and quick to judge. Followers of evil faiths he believes fervently deserve nothing less than death. They must follow the same code of honour as Knights and must always strive to preserve order, do good and smite chaos and evil wherever it has taken hold. They may be of any race.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Detect Ambush

Holistic Medicine

Horsemanship

HTH Martial Arts

Interrogation Techniques

Language - Latin

Lore – Demons and Monsters

Lore - Magic

Lore – Religion

Lore – Undead

Meditation

Tracking

WP of choice

Weapon Mastery

Also choose 8 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Champions can tap into the world's natural mana at a rate of (IQ + ME) x3 for use with the following abilities and for casting Common and Divine Magic;

## **Aura of Truth**

Mana: 5

The hero can cause others to be revealed as they truly are regardless of any form of concealment, disguise or illusion.

This lasts for ME x1 round.

### **Holy Aura**

Mana: N/a

The Champion's true aura is permanently exposed causing all evil within line of sight of him to suffer -1 and -10% per 2 ME on all their rolls. Anyone not truly evil but attacks the Champion will likewise be affected upon beginning his attack.

Evil opponents experience the Champion's aura as an unpleasant physical sensation, such as mild nausea, a prickling of the skin, a tightening of the throat, or a sudden chill. Because the sensation is so pronounced, evil opponents can almost always identify a Champion as the source, even if disguised. The Champion doesn't feel anything unusual when an evil opponent is affected by the aura.

### **Holy Immunity**

Mana: 15

To any form of Chaotic magic, Undead special attacks and all types of Possession for ME x1 round.

### **Holy Inspiration**

Mana: 10

Allies are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech. Lasts for ME x1 round.

### **Holy Judgment**

Mana: 20

Line of sight range. This appears to be a bolt of white lightning until it strikes the victim at which point it will cause him to relive all his sins and be traumatised. He must then save vs. Insanity or become incoherent for D6 days after which he

will recover but will develop one random insanity and a phobia of the character.

### **Holy Preservation**

Mana: 30

This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost.

### **Holy Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Light of Judgment**

Mana: 25

Affect anything that can see in the following way;

Banish Spirit unless it spell saves (affects 1 per 5 mana or PPE used).

Destroy Undead unless it spell saves (affects 1 per 5 mana or PPE used). A skeleton crumbles to dust. A crimson flame envelopes a ghoul, then disappears. A spectre screams as it is sucked through an invisible portal the size of a pinhole. A vampire melts into a steaming puddle.

### **Sense Evil**

Mana: N/a

Can detect varying degrees of evil within lifeforms. The following is a guideline for how it is felt;

Bully or pickpocket; light throb behind the eyes.

Skeleton, mugger, Orc or Imp; dull pounding behind the eyes.

Ghoul, Vampire or mass murderer; intense pounding hurts eyes.

Red dragon, Lich or Demon; agonizing headache.

### **Step 3: Bonuses**

+2 Initiative, +1 vs. HF (+1 every third level), +1 vs. any form of possession (+1 every second level), +1 attack, +1 to Strike, Parry and Dodge.

### **Level Abilities gained**

1	Gain 6 spells from Divine magic from the Champion's patron God and can attempt to learn one new spell every level, +10 Mana, +2 save vs. Spell.
2	Spell Strength 12, +2 save vs. HF
3	+1 save vs. Possession
4	+ 10 Mana, +1 save vs. Spell
5	Spell Strength 13
6	+1 save vs. Possession, +1 save vs. HF
7	+ 10 Mana, +1 save vs. Spell
8	Spell Strength 14
9	+1 save vs. Possession
10	+ 10 Mana, +1 save vs. Spell, +1 save vs. HF
11	Spell Strength 15
12	+1 save vs. Possession
13	+ 10 Mana, +1 save vs. Spell
14	Spell Strength 16, +1 vs. HF
15	+1 save vs. Possession
16	+ 10 Mana, +1 save vs. Spell
17	+1 save vs. HF, Spell Strength 17
18	+1 save vs. Possession
19	+ 10 Mana, +1 save vs. Spell
20	Spell Strength 18

## Dragon Lord

Dragon Lords are the lieutenants of whichever dragon they serve, administering their orders and leading them on missions of sabotage, pillage and destruction of rival temples and enemies.

Evil Lords serve the Dragon King, the most ferocious of Red Dragons and his 3 Dragon sons.

Good Lords follow the doctrines of the High Dragon, the most virtuous of Gold Dragons and his fellow Council of Dragons.

Dragon Lords can be of any race.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Blindfighting

Cryptography

Detect Ambush

Detect Concealment and Traps

Horsemanship

HTH Assassin

Intelligence

Interrogation Techniques

Investigative

Land Navigation

Language - Latin

Lore – Demons and Monsters

Prowl

Survival

Tracking

WP of choice

Weapon Mastery

Writing

Also choose 4 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Dragon Lords can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

#### **Detect Noise**

Mana: 5

+1 Initiative and +2 vs. surprise.

Automatically detect any ambush.

#### **Dragon Aid**

Mana: 30

A Lord may for special missions ask a dragon from their sect to help them accomplish it. The more favoured you are within the sect the more likely they will agree and the more often. The best route is to try to earn their favour and stay on their good side. And remember, just because they don't help you one time, doesn't mean they won't the next. They are subject to their own whims. Explain your goals very clearly and honestly. You can't deceive them, and it would be dangerous to try. Can try to summon 1 dragon at a time. It will then remain for as long as it feels like (GM's decision).

#### **Dragon Aura**

Mana: 25

The character can invoke a dragon's aura and HF causing all enemies within line of sight of him to panic and be routed, fleeing in panic for ME x1 round. Any who save and remain to fight suffer -1 and -10% per 2 ME on all their rolls for ME x1 round.

#### **Dragon Sight**

Mana: 15

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

#### **Evade Dragons**

Mana: N/a

No dragon from the Priest's sect will ever attack the Priest unless first attacked.

**Stealth**

Mana: 10

The Dragon Lord is able to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection.

Lasts ME x1 round.

**Whirlwind**

Mana: 20

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

**Step 3: Bonuses**

+4 vs. HF (+1 every second level), +2 vs. any form of possession (+1 every second level). +1 attack, strike, parry and dodge.

**Dragon Slayer**

The Dragon Slayers of today are warriors who specialize in hunting and destroying the mighty renegade wyrms (any not of Gold, Silver or Bronze colour) that terrorize the various realms. They can be of any race.

**Step 1: Skills**

Gain all of the following skills at +20%;

Detect Ambush

Horsemanship

HTH Expert

Land Navigation

Language - Latin

Lore – Demons and Monsters

Prowl

Run

Survival

Tracking

WP of choice

Weapon Mastery

Also choose 10 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Dragon Slayers can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

**Critical Strike**

Mana: 10

Against giant monsters only. For next ME x1 round every blow landed will do double damage.

**Detect Noise**

Mana: 5

+1 Initiative and +2 vs. surprise.

Automatically detect any ambush.

**Dragon Enemy**

Mana: N/a

When fighting a dragon +2 Strike, Parry, Dodge and Roll. +2 attacks per melee and initiative. This increases by +1 to all bonuses listed every 3 levels.

**Evasive**

Mana: N/a

Dragons are -4 to hit the Slayer. Further the Slayer is +4 to dodge any dragon attacks including breath weapons.

**Leap of Death**

Mana: 5+

In combat the warrior may leap over intervening monsters one metre per base mana spent even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.

**Stealth**

Mana: 15

The Dragon Slayer is able to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection.

Lasts ME x1 round.

**Strafe**

Mana: 30

Every foe in short or point blank range can be hit if using a ranged weapon.

Lasts ME x1 round. -1 strike for every second foe cumulative.

**Sweep**

Mana: 25

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

**Whirlwind**

Mana: 20

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

**Step 3: Bonuses**

+1 vs. HF (+1 every second level), +1 vs. any form of possession (+1 every third level), +1 to Strike with 1 chosen weapon type.

**Duellist**

Duellists are famous for their fighting prowess, either with hand or missile weapons. They follow a very precise code of behaviour and conducting a duel in the correct manner is almost more important than winning it. They are sometimes hired to act as duelling champions in the place of noblemen. They can be of any race.

**Step 1: Skills**

Gain all of the following skills at +20%;

Archery  
Blindfighting  
Gaming  
HTH Boxing  
Language - Latin  
Law  
Paired Weapons  
Sharpshoot  
WP Blade  
WP Blunt  
WP Chain  
WP Staff  
WP Target  
Weapon Mastery

Also choose 8 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Duellists can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

**Critical Shot**

Mana: 20

You may sacrifice all your attacks for a focused attack to do triple damage.

**Strafe**

Mana: 10

Every foe in short or point blank range can be hit if using a ranged weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

**Sweep**

Mana: 5

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

**Whirlwind**

Mana: 15

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

**Step 3: Bonuses**

+1 vs. HF or any fear attacks(+1 every second level), +1 PP and PE

## The Fallen

Knights or other good champions who have turned to evil are known as the Fallen. They consort with all servants of Chaos and serve even darker deities. Rape and pillage are the norm for them. They can be of any race

### Step 1: Skills

Gain all of the following skills at +20%;

Horsemanship

HTH Assassin

Interrogation Techniques

Language - Choose 1

Lore – Demons and Monsters

Lore – Religion

Lore – Undead

WP of choice

Weapon Mastery

Also choose 13 additional Primary skills and 4 Secondary skills at 1st level. Gain

1 additional skill every second level

### Step 2: Abilities

The Fallen can tap into the world's natural mana at a rate of (IQ + ME) x2 for use with the following abilities or for casting Common magic;

#### **Berserker**

Mana: 10

Can enter a berserker rage and for the duration;

Become immune to Sleep, Charm, Fear, Hold and Confusion attacks

+4 vs all other spells

Immune to knockout

+2 attacks, PS and strike

+4 SPD but IQ and dodge halved

Lasts 1 round per PE or until all dead at which point collapse and need to rest for double that time

#### **Death Defiant**

Mana: 30

Staving off death for longer than normal your warrior can continue fighting even with negative hit points until the mana/PPE of this ability is expended, at

which point he is permanently dead. It is more of a last resort heroic death

#### **Lifetap**

Mana: 25

Can absorb HP of those that slay at a rate of 1 for every 4 and retain it permanently

#### **Sweep**

Mana: 5

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round' -1 strike for every second foe cumulative

#### **Unholy Aura**

Mana: 15

The Fallen can cause others to see his true aura causing all enemies within line of sight of him to suffer -1 and -10% per 2 ME on all their rolls for ME x1 round

#### **Unholy Immunity**

Mana: 25

To any form of Undead special attacks, poisons and all types of Possession for ME x1 round

#### **Unholy Inspiration**

Mana: 10

Soldiers under you are so afraid of you that they are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any previously routed by threatening them. Lasts for ME x1 round

#### **Unholy Judgment**

Mana: 20

Line of sight range. This appears to be a bolt of black lightning until it strikes the victim at which point it will cause him to relive all his sins and be traumatised. He must then save vs. Insanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character

#### **Unholy Preservation**

Mana: 30



This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost

### **Unholy Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful

### **Unholy Touch**

Mana: 20

Any that the Fallen touches must save vs disease or catch the plague. It can only be cured by a healing spell cast at a level equal to the Fallen's

### **Whirlwind**

Mana: 10

Number of attacks are tripled for 1 combat round with 1 melee weapon once per day per level

### **Step 3: Bonuses**

+2 Initiative, +1 vs. HF (+1 every third level), +1 vs. any form of possession (+1 every second level), +1 attack, +1 to Strike, Parry and Dodge

## **Gladiator**

In general, gladiators were condemned criminals, prisoners of war, or slaves bought for the purpose of gladiatorial combat by a lanista, or owner of gladiators. Professional gladiators were free men who volunteered to participate in the games. Though low on the social scale, free men often found popularity and patronage of wealthy Roman citizens by becoming gladiators. Romans citizens legally derogated as infamous sold themselves to lanistae and were known as auctorati. Their social status was neither that of volunteers nor condemned criminals, or slaves.

Condemned criminals, the damnati ad mortem who committed a capital crime, entered the gladiatorial arena weaponless. Those criminals who did not commit a capital crime were trained in private gladiator schools, ludi. At these private and imperial schools, gladiators became specialist in combat techniques that disabled and captured their opponents rather than killed them quickly. Criminals trained in gladiator schools fought with the weapons and armor of their choice and could earn their freedom if they survived three to five years of combat. Though a gladiator was only required to fight two or three times a year, few survived beyond five years.

Women also competed in the gladiatorial arena though not without controversy.

They may be of any race.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Acrobatics

Blindfighting

Detect Ambush

Gymnastics

HTH Assassin

Language - Latin

Paired Weapons

Run

WP Blade

WP Blunt

WP Chain

WP Staff

Weapon Mastery

Also choose 9 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Gladiators can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

#### **Berserker**

Mana: 15

Can enter a berserker rage and for the duration;

Become immune to Sleep, Charm, Fear, Hold and Confusion attacks

+4 vs. all other spells

Immune to knockout

+2 attacks, PS and strike

+4 SPD but IQ and dodge halved

Lasts 1 round per PE or until all dead at which point collapse and need to rest for double that time.

#### **Deflect 1**

Mana: 20

Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 PP within 1 combat melee.

#### **Deflect 2**

Mana: 25

Can use a melee weapon which are skilled in to deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

#### **Leap of Death**

Mana: 5+

In combat the warrior may leap over intervening monsters one metre per base mana/PPE spent even if he would otherwise be pinned. He may then attack a monster that she is adjacent to.

Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.

#### **Sweep**

Mana: 5

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

#### **Whirlwind**

Mana: 10

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

### **Step 3: Bonuses**

+1 vs. HF or any fear attacks(+1 every second level), +1 PP and PE.

## **Knight**

The elite warriors of Britannia, these knights are both respected and feared throughout the known world. They render noble service cheerfully, defend any charge unto death, exercise courage and enterprise in obedience to rule, have respect for all peers and equals, give honour to all above their station, have scorn for those who are ignoble, always gives courtesy to all ladies, and death before dishonour.

Some fighting men ally themselves directly with one of the religious groups by joining a military order within that religion. Knights may enter the service of a deity for a fixed period or life. All orders demand absolute obedience and a high standard of martial prowess, coming under the command of the temple authorities and live within the temple precincts. It is their duty to provide guards for the temple and for important religious dignitaries, and to provide whatever military force might be required by the heads of the religion for the destruction of chaos.

Their code of honour includes;  
To protect the weak and defenseless at all times regardless of personal safety  
Not to use one's powers for unrighteous reasons

To sacrifice all in the name of honour  
A knight who displays cowardice in battle, acts dishonourably or undermines the authority of his superiors is dismissed from the order. He loses all special abilities and may no longer progress in levels as a knight, although he may default to rise as a Soldier. Any squires and retainers he may have gained also leave him. If his acts were in the name of Chaos, he will also be marked for death by his former brethren.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Horsemanship

HTH Expert

Language - Old English and Latin

Lore – Demons and Monsters

Lore – Religion

Lore – Undead

WP Blade

Weapon Mastery

Also choose 13 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Knights can tap into the world's natural mana at a rate of (IQ + ME) x2 for use with the following abilities and for casting Common magic;

#### **Holy Aura**

Mana: 15

The hero can cause others to see his true aura causing all enemies within line of sight of him to suffer -1 and -10% per 2 ME on all their rolls for ME x1 round.

#### **Holy Immunity**

Mana: 25

To any form of Chaos magic, Undead special attacks and all types of Possession for ME x1 round.

#### **Holy Inspiration**

Mana: 10

Allies are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech. Lasts for ME x1 round.

#### **Holy Judgment**

Mana: 20

Line of sight range. This appears to be a bolt of white lightning until it strikes the victim at which point it will cause him to relive all his sins and be traumatised. He must then save vs. Insanity or become incoherent for D6 days after which he will recover but will develop one

random insanity and a phobia of the character.

### **Holy Preservation**

Mana: 30

This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost.

### **Sweep**

Mana: 10

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

### **True Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Step 3: Bonuses**

+2 Initiative, +1 vs. HF (+1 every third level), +1 vs. any form of possession (+1 every second level), +1 attack, +1 to Strike, Parry and Dodge.

## **Manslayer**

Like the Maiden of Pain the Manslayer is a woman who has turned to Chaos but instead uses more mundane and overt means of spreading disorder and death.

They can be of any race

### **Step 1: Skills**

Gain all of the following skills at +20%;

Acrobatics

Blindfighting

Climb

Detect Ambush

Gymnastics

Horsemanship

HTH Assassin

Language - Latin

Prowl

Run

Survival

WP of choice

Weapon Mastery

Also choose 4 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level

### **Step 2: Abilities**

Manslayers can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities or for casting Common magic;

### **Intimidate**

Mana: 30

Can seem larger than life to enemies causing them to suffer -1 on morale and all combat rolls for ME x1 round

### **Strafe**

Mana: 20

Every foe in short or point blank range can be hit once per day per level if using a ranged weapon. -1 thaco for every second foe cumulative

### **Sweep**

Mana: 10

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

**Whirlwind**

Mana: 10

Attacks per melee are tripled for ME x1 round with 1 melee weapon

**Step 3: Bonuses**

+1 Initiative, +1 vs HF (+1 every third level), +1 Strike, Parry and Dodge

**Ranger**

Rangers boast the courage and strength of a warrior, and the stealth and self-reliance of a thief. They combine the druid's affinity for the outdoors with the devotion of a hunter, a tracker, and a survivalist. They are one with nature, sworn to protect the inhabitants of the wilderness and preserve the integrity of the land.

**Step 1: Skills**

Gain the following skills all at +20%;

Animal Husbandry

Archery

Botany

Dowsing

Holistic Medicine

Horsemanship

Land Navigation

Language - Latin and one other

Lore – Geomancy

Lore – Magic

Meditation

Meteorology

Oceanography

Preserve Food

Survival

Tracking

Vet

Also choose 4 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Rangers can tap into the world's natural mana at a rate of (IQ + ME) x2 for use with the following abilities and for casting Common and Faerie magic;

**Animal Empathy**

Mana: 10

Rangers can establish telepathic communication with any normal or giant animal within line of sight if he does nothing else in the round. The animal must have a minimum IQ of 1. This has the following benefits:

He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can recruit an animal he has befriended as an ally.

### **Chameleon**

Mana: 20

Using this ability he can blend into and render himself nearly invisible in any surroundings. This ability to hide works equally well in fields of tall grass, clumps of bushes, rocky hills, or any other wilderness area with dark or shaded terrain. When hiding, the ranger can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite, waiting for an opportune moment to steal their treasure or supplies. Lasts ME x1 round.

### **Detect Noise**

Mana: N/a

+1 Initiative and +2 vs. surprise when the ranger is in his specialty terrain.

### **Enemy**

Mana: N/a

Every ranger has a particular creature for which he harbours a deep loathing. Even an otherwise pacifistic ranger has no reservations about harming this creature. In fact, he may actively seek it out for the express purpose of destroying it, usually due to some need for revenge. Choose 1 enemy type (can be race, animal, monster, etc) and gain the following when fighting it; +2 Strike, Parry, Dodge and Roll. +2 attacks per melee and initiative. This increases by +1 to all bonuses listed every 3 levels. Further another enemy may be chosen at 4th, 8th and 12th levels.

### **Familiar**

Mana: 15

The Ranger forms a mental bond with any animal he recruits as an ally. There is no distance limit, but this ability does not cross planar boundaries. This bond has the following effects:

He can communicate directly with any animal to which he has a bond. This gives him the ability to directly explain tricks or tasks he wishes the animal to attempt, or to communicate needs and desires. Conversely, the animal can also communicate its needs and desires to him. He can see through the eyes of the animal by concentrating on the mental link. He can see through the eyes of one creature in a round (himself included). However the link is 2 way and the Ranger feels pain when the animal is wounded, suffering a -2 penalty to all rolls in the next round. If he is mentally linked with an animal when it is killed, he suffers a -2 penalty to all rolls for the next 24 hours.

### **Stealth**

Mana: 5

Moving with a minimum of sound, its almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection. Lasts ME x1 round.

### **Strafe**

Mana: 25

Every foe in short or point blank range can be hit if using a ranged weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

### **Survival**

Mana: N/a

A ranger may select a particular type of terrain as his specialty area of survival. Due to his extensive experience and training in this terrain, the ranger gains +1 or +10% (whichever is relevant) to any rolls made while within that environment. Every fourth level he may choose another one with terrain types including; Jungle, Desert, Tundra, Mountain or Forest.

### **Whirlwind**

Mana: 30

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

### **Step 3: Bonuses**

+1 vs. HF (+1 every second level), +1 vs. any form of possession (+1 every third level), +1 to Strike with bow weapons.

## **Samurai**

The cream of any Nipponese Warlords army are his Warrior Samurai. To be one usually requires that one be from the genteel classes or have performed a great service for their lord, and they must adhere to a warrior code demanding fearlessness, loyalty, and a rigid set of rules regarding behaviour. These Warrior Samurai are highly trained and skilled fighters whose lives focus around the honourable service to their lord. They are known for their complete and utter dedication to their lord, and should a Warrior Samurai fail their lord, they are known to seek the only means of apologizing to their lord, by committing suicide. A small handful chose to redeem themselves by becoming Kamikaze Suicide Bombers. These Kamikazes carry a gunpowder cask upon their back and charge their foes, detonating it as soon as they reach their enemies.

Warrior Samurai are trained and pride themselves on their martial skills: horsemanship, bowmanship, and their swordsmanship. A well armed and armoured samurai can usually best the poor and unmotivated conscripted soldiers that make up much of Nipponese armies. However Samurai usually avoid these ashaguru and seek out enemy Samurai, desiring an opponent more their equal. Many battles degrade into individual duals between opponent samurai, and at the end of a battle, the surviving and victorious Samurai return to their lord bearing the severed heads of worthy foes taken in battle, and offer them to the Lord as gifts.

The prime duty of a Samurai is to serve and obey his Daimyo in all things. In doing so he gains honour and importance

in the world. A Samurai lives by the code of Bushido;  
 Obey his lord.  
 Be ready to die at any time, to die in his lord's service is the greatest service a Samurai can render.  
 There is no such thing as failure, only death or success.  
 No dishonour can go unavenged, a dishonour to one's lord or family is also a dishonour to the Samurai. Cowardice is dishonourable.  
 Mercy is not due the enemy.  
 All debts, both of vengeance and gratitude are repaid.  
 Some have made the dangerous crossing over the ocean to seek a new way of life within the Roman empire...

### **Step 1: Skills**

Gain all of the following skills at +20%;  
 Horsemanship  
 HTH Martial Art  
 Language - Nipponese and Latin  
 Lore – Demons and Monsters  
 Lore – Religion  
 Lore – Undead  
 Meditation  
 WP Blade  
 WP Bow  
 Weapon Mastery  
 Also choose 11 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Samurai can tap into the world's natural mana at a rate of (IQ + ME) x2 for use with the following abilities and for casting Common and Divine Magic;

#### **Ancestral Guidance**

Mana: 5  
 Gain the Minor Power of Divination.

#### **Blade Grasp**

Mana: N/a  
 Can grab blades using both hands without being cut and then pull it from the attacker, requires 2 separate PP rolls.

#### **Focus Strength**

Mana: 20  
 You may sacrifice all your attacks for a focused attack to do triple damage.

#### **Kawasu 1**

Mana: 10  
 Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 PP within 1 combat melee.

#### **Kawasu 2**

Mana: 15  
 Can use a melee weapon which are skilled in to deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

#### **Kyudo**

Mana: 25  
 Using a bow, he may shoot a number of times equal to his number of attacks in a single shot (eg. if you have 6 attacks you can fire 6 arrows per attack round).

#### **Tatsumaki**

Mana: 30  
 Attacks per melee are tripled for ME x1 round with 1 melee weapon.

### **Step 3: Bonuses**

+2 Initiative, +1 vs. HF (+1 every third level), +1 vs. any form of possession (+1 every second level), +1 attack, +1 to Strike, Parry and Dodge.



**Sheriff**

Sheriffs have served and protected the English-speaking peoples for a thousand years. The Office of Sheriff and the law enforcement, judicial and correctional functions he performs are more than 1000 years old. The Office of Sheriff dates back at least to the reign of Alfred the Great of England, and some scholars even argue that the Office of Sheriff was first created during the Roman occupation of England. Sheriffs are appointed by the rulers of the region as their judiciars to police the area and uphold the law, they often have a number of constables to act as their deputies or a watch guard.

**Step 1: Skills**

Gain all of the following skills at +20%;

Detect Ambush

Horsemanship

HTH Expert

Interrogation Techniques

Investigative

Land Navigation

Language - Latin

Law

Lip Read

Pick Locks

Prowl

Run

Tracking

WP Blade

Writing

Also choose 7 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Sheriffs can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

**Intimidate**

Mana: 5

Can seem larger than life to enemies causing them to suffer -1 on morale and all combat rolls for ME x1 round.

**Patriot**

Mana: N/a

Designate 1 area as your home city or village. You are immune to arrest when there and can have any equipment replaced for free.

**Sweep**

Mana: 10

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

**Whirlwind**

Mana: 20

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

**Step 3: Bonuses**

+1 Initiative, +1 vs. HF (+1 every third level), +1 MA.

**Soldier**

The backbone of the Roman army was the legion of some 5000 men, all Roman citizens uniformly armed and equipped with javelin, sword, shield and dagger. There were some 30 legions distributed in the frontier province of the Empire. All soldiers were professionals who served for 25 years; on retirement each legionary received a plot of land or a cash gratuity. The highly trained legionaries habitually triumphed over the disorganised though often numerically superior barbarian tribes beyond the Empire's frontiers. The vast majority of soldiers are human although every race has its own army.

**Step 1: Skills**

Gain all of the following skills at +20%;

Blindfighting

Detect Ambush

First Aid

HTH Basic

Language - Latin

Prowl

Run

WP Blade

WP Staff

Also choose 13 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Soldiers can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

**Patriot**

Mana: N/a

Designate 1 area as your home city or village. You are immune to arrest when there and can have any equipment replaced for free.

**Strafe**

Mana: 20

Every foe in short or point blank range can be hit once per day per level if using a ranged weapon. -1 strike for every second foe cumulative.

**Sweep**

Mana: 10

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

**Whirlwind**

Mana: 30

Attacks per melee are tripled for ME x1 round with 1 melee weapon.

**Step 3: Bonuses**

+1 Initiative, +1 vs HF (+1 every third level), +1 Strike, Parry and Dodge.

**Tao Shih**

Tattoos are more than mere decoration for this character, they represent his power base...

Originating from the far distant lands of China this character has made the long and dangerous crossing to seek a new way of life within the Roman empire. They live and die by their code of honour; defend the weak, never show fear, have respect and show courtesy to all, and slay all associated with the forces of chaos.

Various methods of meditation and guiding the breath through one's body and storing its benefits were formulated. Holding the breath for twelve heartbeats was known as the "little tour"; four hundred and twenty heartbeats is known as the "grand tour", and, for very advanced adepts only, breath retention for one thousand heartbeats. Having reached this stage one also became an immortal.

**Step 1: Skills**

Gain all of the following skills at +20%;

Blindfighting

HTH Martial Art

Language - Nipponese and Latin

Lore – Demons and Monsters

Lore – Religion

Lore – Undead

Meditation

Reflex Mastery

WP of choice

Weapon Mastery

Also choose 11 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

**Step 2: Abilities**

Tao Shih can tap into the world's natural mana at a rate of (IQ + ME) x2 for use with the following abilities and for casting Common and Tattoo magic;

**Contortionist**

Mana: 5

Can actually dislocate the bones of the body. Escape handcuffs, chains, manacles, rope or plastic bonds automatically.

**Disabling Touch**

Mana: 10

The ability to touch and paralyse different parts of the body for D6 minutes per level. Requires 2 successful paralyzing touches on the same opponent to paralyse the entire body. The character can also dislocate the joints of any opponent, and even break bones.

**Feather Fall**

Mana: 40+

Can fall great distances and land properly into a cross legged stance. Can fall 1 metre per mana expended and take no damage.

**Healing Hands**

Mana: 15

Includes the study of acupuncture which can be used to resuscitate a character by touch alone. This includes knock out, stun, paralysis or any other shock.

**Inner Strength**

Mana: 30+

Focus mana into either PS, PP, PE or SPD at a rate of 2 mana for every attribute point raised. This lasts for 1 round per ME.

**One With The Universe**

Mana: 20+

Instantly sense anybody who enters his circle of 2 metres +30cms per mana, including the invisible (even though he cant see them). +6 initiative, +2 parry, +4 dodge while this is active.

**Rapid Blows**

Mana: 5+

For every 5 mana spent each successful hit counts as one extra blow. eg. 15 mana = 4 blows instead of normal 1, so roll damage 4 times.

**Tattoo Mastery**

Mana: Varies

A variation on the Mystically Bestowed character, this hero draws his powers from magical runes tattooed on his body. Choose 6 Tattoos at 1st level.

### **Step 3: Bonuses**

These tattoos are mystical in nature so they can't be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these. All Tao Shih further gain abilities as detailed in the table below.

<u>Level</u>	<u>Abilities gained</u>
1	+1 save vs. Magic, +2 save vs. Possession, +1 save vs. HF
2	+ 10 Mana, +1 new Tattoo
3	+1 save vs. Possession
4	+ 10 Mana, +1 new Tattoo, +1 save vs. Magic
5	+1 save vs. HF
6	+ 10 mana, +1 new Tattoo
7	+1 save vs. Magic, +1 save vs. Possession
8	+ 10 Mana, +1 new Tattoo, +1 save vs. Magic
9	+1 save vs. Possession, +1 save vs. Magic
10	+ 10 Mana, +1 new Tattoo
11	+1 save vs. HF
12	+ 10 Mana, +1 new Tattoo, +1 save vs. Magic
13	+1 vs. HF, +1 save vs. Possession
14	+ 10 Mana, +1 new Tattoo
15	+1 save vs. Possession, +1 save vs. Magic
16	+ 10 Mana, +1 new Tattoo
17	+1 save vs. HF
18	+ 10 Mana, +1 new Tattoo
19	+1 save vs. Possession, +1 save vs. Magic
20	+ 10 Mana, +1 new Tattoo

## **Undead Slayer**

The Undead Slayer has been bestowed with special abilities for destroying the undead creatures of the world and resisting the evil that these creatures possess. Whether for revenge or some other motive the Slayer has dedicated his life to ridding the world of these beings. They can be of any race.

### **Step 1: Skills**

Gain the following skills all at +20%;

- Blindfighting
- Concealment
- Detect Ambush
- Detect Concealment and Traps
- Holistic Medicine
- Horsemanship
- HTH Assassin
- Land Navigation
- Language - Latin and one other
- Lore - Demons and Monsters
- Lore - Undead
- Paired Weapons
- Prowl
- Run
- Survival
- Tracking
- Weapon Mastery of choice
- Writing - Latin

Choose 3 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Undead Slayers can tap into the world's natural mana at a rate of IQ + ME for use with the following abilities and for casting Common magic;

#### **Critical Strike**

Mana: 10  
Critical hit +1 vs. undead for next ME x1 round. Every blow landed will do double damage.

#### **Evasive**

Mana: N/a

Undead are -4 to hit the Slayer. Further the Slayer is +4 to dodge any Undead attacks including range ones.

### **Immunity**

Mana: N/a

Immune to all forms of undead special attacks including vampire's bite, energy drain, fear, etc.

### **Stealth**

Mana: 15

The Undead Slayer is able to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the Prowl skill raising it to a supernatural level and preventing any non magical detection.

Lasts ME x1 round.

### **Sweep**

Mana: 25

Every foe in short or point blank range can be hit if using a melee weapon. Lasts ME x1 round. -1 strike for every second foe cumulative.

### **Undead Enemy**

Mana: N/a

Choose 1 specific undead enemy; +4 to all combat rolls against this type of undead. This increases by +1 per level.

### **Whirlwind**

Mana: 20

The number of attacks are tripled for ME x1 round with 1 melee weapon.

### **Step 3: Bonuses**

+2 to all combat rolls vs. any undead, +4 vs. HF (+1 every second level), +4 vs. any form of possession (+1 every second level).

### **Step 4: Disadvantages**

All Undead will recognize the Slayer for what he is and treat him as the greatest threat, ignoring other characters present.

## **Valkyrie**

Any maiden who becomes a Valkyrie will remain immortal and invulnerable as long as they obey the gods and remain virginal. It is often said that if you see a Valkyrie before a battle, you will die in that battle.

One of the deadliest servants of Order the Valkyrie is both a warrior and also has certain clerical powers. She is feared by all servants of chaos for death at her hands is eternal.

### **Step 1: Skills**

Gain all of the following skills at +20%;

Acrobatics

Archery and Target

Detect Ambush

Detect Concealment

Gymnastics

Horsemanship

HTH Assassin

Holistic Medicine

Language - Latin and Nordic

Lore – Demons and Monsters

Lore - Geomancy

Lore - Magic

Lore – Religion

Lore – Undead

Prowl

Run

Sharpshoot

WP Blade

Weapon Mastery

Also choose 2 additional Primary skills and 4 Secondary skills at 1st level. Gain 1 additional skill every second level.

### **Step 2: Abilities**

Valkyries can tap into the world's natural mana at a rate of (IQ + ME) x2 for use with the following abilities and for casting Common, Combatic and Divine magic;

### **Aura of Death**

Mana: 10

The hero can cause others to see her true aura causing all enemies within line of sight of her to suffer -1 and -10% per 2 ME on all their rolls.

### **Dance of Death**

Mana: 5+

For ME x1 round the Valkyrie gains 1 additional attack per 5 mana expended.

### **Death Defiant**

Mana: 25

Staving off death for longer than normal your warrior has learned to moderate her life-forces to lengthen the time spent on death's door. She can continue fighting even with negative hit points until the mana of this ability is expended, at which point she is permanently dead. It is more of a last resort heroic death.

### **Death's Door**

Mana: 10

For next ME x1 round every blow landed will do double damage.

### **Immunity**

Mana: 20

Immune to any form of Chaos magic, Undead special attacks and all types of

### **Possession.**

Judgment

Mana: 15

Line of sight range. This appears to be a bolt of white lightning until it strikes the victim at which point it will cause him to relive all his sins and be traumatised. He must then save vs. Insanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

### **Natural Enemy**

Mana: N/a

Gain the following when fighting any undead (including spirits); +2 Strike, Parry, Dodge and Roll. +2 attacks per melee and initiative. This increases by +1 to all bonuses listed every 3 levels.

### **Preservation**

Mana: 30

This is an emergency lifesaver. It can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost.

### **True Sight**

Mana: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

### **Step 3: Bonuses**

+2 vs. HF (+1 every second level), +1 vs. any form of possession (+1 every third level), +1 PE and PB.

## **Section 16: Experience Rules**

What follows are revised experience point tables.

### Altered Classes

<u>Level</u>	<u>Minimum Points</u>
2	1841
3	3681
4	7361
5	14,721
6	22,721
7	32,721
8	47,721
9	58,721
10	73,721
11	108,821
12	158,821
13	208,821
14	258,821
15	308,821
16	358,821
17	418,901
18	478,901
19	538,901
20	588,901

### Danger Classes

<u>Level</u>	<u>Minimum Points</u>
2	1501
3	3001
4	6001
5	12,401
6	19,401
7	29,401
8	39,401
9	54,401
10	69,401
11	99,401
12	139,401
13	179,401
14	229,401
15	279,401
16	329,501
17	389,501

18	449,601
19	509,701
20	579,801

### Hardware, Physical Training, and Special Training Classes

<u>Level</u>	<u>Minimum Points</u>
2	1401
3	2801
4	5601
5	11,201
6	18,201
7	28,201
8	38,401
9	53,401
10	68,401
11	98,401
12	137,401
13	177,401
14	227,401
15	277,401
16	327,501
17	387,501
18	447,601
19	507,701
20	577,801

### Robotics Classes

<u>Level</u>	<u>Minimum Points</u>
2	2101
3	4201
4	8401
5	16,001
6	24,001
7	31,001
8	41,001
9	56,001
10	76,001
11	101,001
12	147,401
13	187,401
14	237,401
15	287,401
16	337,501
17	397,501
18	457,601

19 517,701  
20 587,801

## Mega Heroes and Immortals

Level Minimum Points

2 1821  
3 3641  
4 7281  
5 14,561  
6 22,561  
7 32,561  
8 47,561  
9 67,561  
10 92,561  
11 122,561  
12 157,561  
13 197,561  
14 247,561  
15 297,561  
16 347,661  
17 397,761  
18 447,861  
19 497,961  
20 560,000

## Alien, Mutant, Mutant Animals, and

## Psionics classes

Level Minimum Points

2 1751  
3 3401  
4 6801  
5 13,501  
6 19,601  
7 27,701  
8 37,801  
9 52,901  
10 72,001  
11 97,101  
12 127,201  
13 177,301  
14 227,401  
15 277,401  
16 327,501  
17 387,501  
18 447,601  
19 507,701

20 577,801

## Magic Classes

Level Minimum Points

2 1651  
3 3201  
4 6401  
5 12,601  
6 18,601  
7 26,601  
8 36,601  
9 51,601  
10 71,601  
11 96,601  
12 126,601  
13 176,601  
14 226,601  
15 276,601  
16 326,601  
17 386,601  
18 446,601  
19 506,601  
20 576,601

## Twilight Classes

Level Minimum Points

2 1701  
3 3401  
4 6801  
5 16,001  
6 20,721  
7 30,721  
8 45,721  
9 57,721  
10 71,721  
11 106,821  
12 156,821  
13 206,821  
14 256,821  
15 306,821  
16 356,821  
17 416,901  
18 476,901  
19 536,901  
20 586,901



**Revised rewards Table**

Using the current system would take a player a couple of years just to reach 7th level. It also has no rewards for good roleplaying and this is a roleplaying game. Likewise it doesn't offer points for completing a required task which may be crucial to the storyline. So, anyway here is what I consider a fairer reward system;

Points	The Action
50	Performing a Skill
50	Clever, but futile idea
200	Clever, successful idea
200	Quick thinking idea or action
400	Critical plan that saves the character's life, or a few comrades
+400	For each additional person that critical plan saves
400+	Endangering one's life to help others
2000+	Potential Self Sacrifice to help others
300+	Deductive reasoning or insight
150+	Good Judgment
500+	Playing in Character
200+	Daring or Heroic
100	Defeating a Minor Menace
500	Defeating a Major menace
2500	Defeating an Extreme Menace
500+	Completing module/mission objective
500+	Good roleplaying

**Villain Experience Points Table**

Not everyone wants to play a hero. Sometimes for a change of pace your players may want to be villains. Here is a table for them to use;

Points	The Action
50	Performing a Skill
50	Evil or Selfish but futile plan
200+	Evil or Selfish successful idea
500+	Complicated and brilliant plan
200	Quick thinking idea or action

Points	The Action
400	Critical plan that humiliates a hero or forces him to assist you
+400	For each additional hero that Critical plan involves
400+	Forcing a hero into endangering his own life to help others
2000+	Forcing a hero to sacrifice himself to save others
300+	Deductive reasoning or insight
150+	Good Judgment
500+	Playing in Character
200+	Daring or Malicious
100	Defeating a Minor Hero
500	Defeating a Major Hero
2500	Defeating an Extreme Hero
200+	Defeating or killing the above Hero in a spectacular way
500+	Completing module/mission objective
500+	Good roleplaying

## Section 17: Multi Classing

### **Dual Classes**

Players can take two classes without penalty. He must however choose which class will be the dominant one. The primary class is then used for determining Attributes, HPs, SDC, Mana, PPE, ISP, and any class bonuses. When gaining experience points the primary class is again used for advancing levels. Skills, equipment and wealth on the other hand can be gained through whichever class desired.

For example: A Mutant/Secret Operative could take powers from the Mutant class and skills and equipment from the Secret Operative.

### **Triple Classes**

This is also possible but with penalties. One class is used to determine Attributes, HPs, SDC, Mana, PPE, ISP, and any class bonuses. Another class is used for skills and the level advancement table. While the final class is used for wealth and any equipment. Note that you cannot for instance take HPs and skills from the same class or skills and wealth.

## Section 18: Transforming Steel

By Dan Steiner and myself

### **Step 1: Purchase the body**

A transformable robot requires the purchase of two robot bodies (+10% to both costs). One for the robot form (usually humanoid), and one for the other form (usually vehicular). Use the chart below to select the appropriate body. NOTE: All of these forms may be ridden in or piloted in vehicular form. When you purchase the Piloted Humanoid Body option, you are paying for a redesign in the transformation process which retains the pilot compartment. This only applies to the front seat. Any equipment, passengers, etc. which is in the back seats must be vacated, or it is crushed

<u>Disguised Form</u>	<u>Humanoid Height</u>
Motorcycle	6-8' (must be an exoskeleton)
Compact Auto	12'
Sports Car	14'
Racing Car	13'
Mid-Sized Sedan	13-15'
Full-Size Sedan	15-20'
Mini-Van/Utility	16-18'
Jeep	15-17'
Full-Size Van	16-20'
Truck	19'-30'
Construction	18-24'
Tank	18-24'
Train	20'-30'
Small Aircraft	20'-24'
Stunt Fighter Plane	21'-25'
Fighter Plane	22'-26'
Commercial Jet	27'-40'
Space Vehicles	35'+
Jetski	6' (must be an exoskeleton)
Small boat	7-15'
Large ship	20'+

<u>Disguised Form</u>	<u>Humanoid Height</u>
Insect or animal	2-8'
Dinosaur	6-12'
Weapon	1'-10'
Cassette/CD Player	1'-3'
Scientific Equipment	1-2'

The vehicular form may be purchased from a standard vehicle or Hardware: Super Vehicles vehicle, but at an added cost of \$50,000. An additional form may be selected, but there are limitations. First, the 10% additional cost per body type is raised by 5% for every additional form and the new form's body type must be purchased. Second, the new form must be comparable in size to the other transformed form, so a robot who turns into a jet could not also become a compact car. Third, the Piloted Humanoid Body Cost is doubled for every additional form.

## **Step 2: Determine Transformation Style**

Motorcycles, jetskis and other vehicles of similar size can only transform into humanoid robots or suits of power armour. It is important to note that a motorcycle with an AI still cannot pilot itself without a rider (the balance is wrong) Most piloted automobiles use the following format: The front of the car forms the legs, the driver's seat area becomes the "head", the rear of the car forms the back of the torso. Arms fold out from under the chassis during transformation. Any missile launchers or other heavy weapons are shoulder or back mounted in robot form, and concealed in the trunk area in vehicular form. Most non-piloted automobiles use a similar format, except the middle of the car (including the driver's seat) folds over to become the front of the torso,

and a head emerges. The head is in the trunk area in the vehicular form. Semi trucks (must use super vehicle template) use the following configuration: the front of the cab forms the main torso, arms and head, and the rear of the cab forms the legs. The trailer may form an armoured exosuit for the robot for an additional \$700,000 Jet aircraft use the following configuration: the rear of the jet forms the legs, with one thruster being located in each foot. The arms fold out from the middle of the jet, just under the wings. The cockpit either folds over and faces downward to become the front torso (with a gyroscopically reoriented pilot's seat that moves to a new, upright position) or moves into the head position and remains upright. The wings either fold over to the back and face straight backward, move to the back and face outward, or move to the back into a swivable configuration (this method is used if the jet has wing-mounted missiles or guns) If heavy weapon systems are installed on the robot, then the player may select one or two of them (one is recommended) to transform into a handheld weapon to be used in robot form.

## **Step 3: Determine Speed**

Running speed is purchased for the robot form, and does not affect the vehicular form Automobiles do not purchase an engine, each wheel has its own motor (this is included in the 10% transformation cost). Initial speed is 70 KPH. Maximum speed is 300 KPH. Vehicular speed is purchased normally and does not affect the robot form unless the vehicular form is jet airplane. In that case, the robot form can fly at 1/5 the speed of the jet. A hybrid form in which the robot is primarily in jet form with

only legs and arms extended may be purchased for \$1,500,000.

In this form, the robot can fly at 1/2 the jet form's speed, but can only use the arms at 3/4 of the robot form's PS.

A Note concerning SDC and AR. The same SDC is applied to each form. In either form, this SDC applies to the main body. The maximum SDC available is the average between the maximum SDC of each form. AR must be bought separately for each form.

Main Body: 100% of SDC.

Arms: 30%

Hands: 15%

Head: 15%

Legs: 50%

Feet: 25%

### **Appendix 1: Miniature Body**

Note: The high cost of these comparatively weaker robots is due to the degree of miniaturization involved. They are fairly useless for combat, but make excellent spies. Also, the humanoid body types may be replaced with animal bodies for a savings of 40% of the body type cost.

#### **Miniature Transformable Humanoid**

(can also be used as a remote probe)

- Size: 1' to 3'
  - SDC: Base: 50. Max: 200
  - AR: Base: 5. Max: 11
  - Base PS: 7
  - Base SPD: 8
  - Light Frame Cost: \$600,000
  - Reinforced Frame Cost: +\$700,000
  - Transformation Cost: \$75,000 plus cost of item to be transformed into
  - Only micronized weapons may be installed
  - Hover System costs an additional \$800,000
- Power can be Super Solar (but only stores 1/4 the backup reserve) or Micro

Fusion. If the robot is a remote probe, then a rechargeable power system which is charged by the master robot can be added for \$75,000. The rechargeable cell recharges one minute's worth of power for each two minutes the robots are connected.

- PS is limited to 18 unless reinforced frame is selected. With reinforced frame there are no limits but obviously greater strength would require an appropriate increase in power systems to generate it
- Transformation options include but are not limited to boom box, personal computer, television (uses LCD display, add \$10,000 to cost), light vehicle weapon system or handheld rifle.

#### **Micro Transformable Humanoid**

(Can only be used as a remote probe for a larger robot)

- Size: 6" to 11"
- SDC: Base: 40. Max: 100
- AR: Base: 4. Max: 8
- Base PS: 4
- Base SPD: 6
- Light Frame Cost: \$1,000,000
- Reinforced Frame Cost: +\$700,000
- Transformation Cost: \$250,000 plus cost of item to be transformed into
- Only micronized weapons may be installed
- Hover systems cost an additional \$3,500,000
- The robot has a rechargeable power cell. For every two minutes the robot is connected to the master robot and charging, one minute's worth of power is stored.
- PS is limited to 13 unless reinforced frame is selected. With reinforced frame there are no limits but obviously greater strength would require an appropriate increase in power systems to generate it
- Transformation options include but are not limited to small handheld

communicator, cassette tapes or videocassettes, portable disk drives, microscopes, telescopes or handguns.

## **Appendix 2: Gestalt Mode**

These robots are all able to combine to form one larger robot

### **Step 1: Create the component robots**

Create five or six robots using the standard rules for robots or transformable robots. If five robots are created, then the one which will become the torso must be larger than the others (ie: a giant humanoid and four basic humanoids).

- If six robots are created, then they are all the same basic size, and two of them combine to form the torso. All robots which form the gestalt must use reinforced frames.

### **Step 2: Assign the robots as components of the gestalt form**

This step involves purchasing the extra components for each robot. Needless to say, this costs extra.

- The robots which become legs are fairly cheap. A mere \$100,000 procedure will convert a robot into a gestalt leg.

- This procedure installs the connector to the lower torso, the foot (50% of robot SDC) which is only seen in gestalt mode, and a special shin guard type armour which is also only available to the gestalt mode. This armour has 50% of the robot's SDC (ie: a robot with 500 SDC would have a 250 SDC armour plate) and only protects the lower leg.

- Arm robots are a little more expensive. A \$150,000 procedure installs the connector to the upper torso, the hand (25% of robot SDC) which is only used by the gestalt, and a forearm armour plate which has 25% of the robot's SDC.

- To configure a robot to become the lower torso, a \$300,000 procedure installs the connectors to both legs, a

connector to the upper torso, and an armour plate which protects the lower torso. This armour has 75% of the robot's SDC.

- To configure a robot to become the upper torso, a \$450,000 procedure installs the connectors to the arms and the lower torso, and an armour plate which protects the upper torso. This armour has 90% of the robot's SDC. For an additional \$50,000, a head can be installed as well. The head may have giant robot eye weapons and has 25% of the robot's SDC. If one large robot forms the torso, then it must be configured with the upper and lower torso options.

- NOTE: The gestalt robot armour is not available to the robots in their individual forms because it is too bulky and ungainly.

### **Step 3: Purchasing SDC and AR for each component**

To purchase SDC and AR for each component, purchase the points as normal (but at 1/4 price), but only apply them to the gestalt form (you are buying improvements to the armour plate).

Limbs and half torsos can only receive SDC and AR equal to the limit of their individual forms, but full torsos can receive armour up to 200% of their maximum SDC and 2 points above their maximum AR.

### **Step 4: Purchasing PS and SPD** -

The PS and SPD attributes are purchased for each component. These attributes have nothing to do with individual robot's attributes. All limb modules begin with a PS of 20, and legs begin with a SPD of 22. Additional PS for each limb costs \$4,000 per point. Additional SPD for each limb costs \$200 per point.

- Flight is a possibility for the gestalt form, but it's expensive. A full hover system must be purchased for each leg

and for the lower torso, and a \$500,000 procedure is required for each module to adapt the hover system to propel the gestalt robot. The maximum flight speed is equal to 50% of the lowest speed and the maximum altitude is 50% of the lowest maximum altitude. Also, each of these robots must have a nuclear power system. SPD is limited to 500 MPH. PS is limited to 200.

#### **Step 5: Sensors and Weapons Systems**

The gestalt form has access to all sensors, but each version of a sensor is only counted once when determining bonuses. The gestalt form also has access to the weapons built into the torso. The gestalt form does not normally have access to the weapon systems built into the limbs (they are covered by armour), but any weapons may be configured to function in gestalt mode with a \$20,000 conversion process.

#### **Step 6: Assigning control of the gestalt robot**

If the robots are to be piloted by humans then the gestalt form should be controlled by the pilot of the upper torso. If the robots are to be controlled by AI then it is up to the players and/or GM whether the gestalt form is to be controlled by the upper torso or by a combination of all of the robots. If these robots are to be player characters, then I would suggest making the robot controlled by the main module. Another option is to have an AI which is only used by the gestalt form. If the AI combine to form the gestalt form's mind, then the Split Personality rules found in the Insanity section may apply (GM's call). In this case, the gestalt AI is the main personality and each component has a 20% or 17% chance of emerging. Fortunately the computer system is able

to handle this problem and the gestalt AI will regain control in D4 melees.

#### **Notes on Gestalt Robots:**

Gestalt robot transformation is much easier if the upper body parts (torso and arms) have flight capabilities. Otherwise, the robot will have to form lying down, and then get up (which takes 4D4 melees). Gestalt robots may be forced to disengage by powerful attacks. An attack to the torso which inflicts 10% or more of that module's total SDC has a 60% chance of causing a disengagement. Humanoid robots may transform into guns for the gestalt robot. Use standard transformable robot rules and purchase a basic humanoid body. Humanoid robots may also form the head of the gestalt robot. In this situation, the robot which becomes the head takes control of the gestalt form.

## **Section 19: Range**

### **Modifiers**

Listed here are what bonuses and penalties apply when making a ranged attack.

#### **Blind or total darkness**

-10 to strike, parry, dodge, disarm, pull punch, and similar combat moves.

#### **Called Shot**

12 or better to hit.

#### **Invisible Target**

-6 to strike, parry, or dodge him.

Opponents with Extraordinary Hearing or other sensory enhancements are only -3 to strike, parry, and dodge against an invisible assailant. Opponents with heat or infrared sensors or vision suffer no penalties and see the character to counter and strike back. No WP with the weapon being used -6 to hit.

#### **Partial Blindness**

-5 on initiative, -3 to parry and dodge (loses automatic dodge if they had it), and all other combat rolls are reduced by half.

Ricochet Shot 15 or higher to hit.

#### **Point Blank Range**

3 mtrs or closer. Automatically hit if the target is immobile or otherwise prone. If not the shot needs 5 or better to hit.

#### **Short Range**

10-25% of maximum range. 5 or better to hit.

#### **Medium Range**

26-50% of maximum range. 8 or better to hit.

#### **Long Range**

51-100% of maximum range. 12 or better to hit.

#### **Extended Range**

Firing beyond a weapon's effective range is possible but incurs a -1 penalty to the shot for every 5mtrs beyond its maximum range.

#### **Shooting Up**

Weapons firing up have only one half their normal range, because the bullets are fighting gravity. All shots made from the ground are at -4 to hit penalty.

#### **Shooting Down**

Anyone firing down is at a natural advantage with weapons having double range.

#### **Shooting Wild**

Not aiming, shooting a rifle one handed, can't see target and when spraying a general area. -6 to hit.

#### **Normal fog**

-4 to hit anything beyond 10 metres.

#### **Dense fog**

-8 to hit anything beyond 3 metres.

#### **Misc**

Small Target -2 to hit.

Tiny Target -5 to hit.

Large Target +2 to hit.

Giant Target +5 to hit.

Target Dodging -2 to hit.

Target running -1 to hit per 16kph.

Target behind partial cover -3 to hit.

Target behind dense cover -6 to hit.

Black Powder +1 to hit with Arquebus, Matchlock or Wheel lock guns. +2 to hit with Flintlocks. +3 to hit with any guns equipped with Percussion Caps.

## **Section 20: Species**

Centaur  
 Dark Elf  
 Dryad  
 Duergar  
 Dwarf  
 Elf  
 Felinar  
 Gnome  
 Goblin  
 Half Dragon  
 Half Elf  
 Halfling  
 Harpy  
 Hobgoblin  
 Human  
 Kender  
 Kobold  
 Leprechaun  
 Lizard Man  
 Mantis  
 Mimic  
 Minotaur  
 Nymph  
 Orc  
 Pegataur  
 Pixie  
 Satyr

### **Centaur**

From the torso up, their bodies are those of particularly brawny Elves; from the waist down they are Unicorn. Their lower bodies come in all the colors standard to horses - roan, black, white, grey, palomino, etc. The skin of their upper bodies is usually tan and their hair color matches the color of their lower body hair. Females are smaller than males. Male Centaurs have a mane of hair that begins on their head and continues down their spine. Centaurs can and do sit, by folding their legs underneath them.

Centaurs always work in groups and always have a Leader. A Tribe may have

several hundred Centaurs. A Flank Herd is usually made of four or five males. War Parties have up to thirty. Gathering Herds of females have their own Hierarchy, with the eldest wife of the highest ranking Herd member in charge. Centaurs have a high regard for honour, and a centaur's word is inviolate. They are independent in nature and have perfectly developed powers of observation. They are the humans' most important allies and most commonly found in Archaea, Epirus, Macedonia and Thrace

Height: 6'6 - 7'6 feet

Weight: 1300lbs

Abilities: Nightvision up to 30mtrs

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 3D6, PP: 3D6, PE: 3D6, PB: 3D6, SPD: N/a, instead 8D10 kph

Feeding habits: Omnivore

SDC: 40

Lifespan: 400 years

Culture: Diversified mix of kind and evil people

Government: Council

Population: Incredibly populated



## Dark Elf

Dark Elves were once part of the Elven races until they were corrupted by tampering with chaos magic. Now they live in mainly subterranean or other dark areas. Despite all this some of them do have a sense of honour and duty. Driven beneath the surface long ago by the light loving elves, these sinister beings have made a home for themselves in the underground caverns. They have become the masters and mistresses of dark grottoes, and any intelligent creature shuns them. In their quest for more power over life, they inevitably began dealing with the forces that would one day corrupt them. Their elven brethren, dismayed at the initial change in their formerly peaceful kinsmen, sought to reason with them. The Dark elves seeing this effort as aggression, responded by slaying emissaries and invading elven cities. Convinced of their evil the other elves banded together to drive them from the land. No one not of Dark elf heritage knows exactly how far their underground holdings extend. It is well known that they have a certain grasp on interdimensional magic, for they use it to travel long distances. They hate the light, and they have extensively researched ways to travel while avoiding the sun, which is anathema to them.

Their society is matriarchal. Males are entrusted with the relatively unimportant jobs of swordplay and some sorcery. Females, on the other hand, command the important positions and wield their tremendous power mercilessly. Using the threat of intense punishment, they keep their race cowed and submissive. Since females have greater power than males and are physically stronger and more intelligent as well, Dark elves have a difficult time believing that males can

hold power in other societies. Thus, they do not believe that any threat mustered by males could seriously threaten them.

Height: 6 foot

Weight: 150 lbs

Abilities: Nightvision up to 90mtrs

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 3D6,  
PP: 4D6, PE: 3D6 -3, PB: 3D6 +3,  
SPD: 3D6

Feeding habits: Omnivore

SDC: 30

Lifespan: 3000 years

Culture: Intolerant and aggressive, held in check by strong social customs

Government: Matriarch Dictatorship

Population: Incredibly populated

**Dryad**

Dryads and hamadryads are two types of wood nymphs in Greek mythology.

These female nature spirits were thought to inhabit trees and forests, and they were especially fond of oak trees.

Dryads were often depicted in myth and art accompanied - or being pursued by - their male counterparts, the satyrs.

Physically, most Dryads could be mistaken for Elves. They are larger than Elves, both broader and taller, and decidedly more proportioned - Dryads are VERY female. Beyond that, little can be said. There are as many varieties of Dryads as there are species of Trees (and even Mushrooms), but certain types of Dryads are especially representative of the Race, and are certainly the most common.

Height: 5' - 6' feet

Weight: 50lbs

Abilities: Nightvision up to 90mtrs,  
Truesight (same as the Minor Power)

Reproduction: Pollination

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 2D6,  
PP: 3D6, PE: 3D6, PB: 5D6, SPD: 3D6

Feeding habits: Herbivore

SDC: 20

Lifespan: Unmeasured but possibly immortal

Culture: Truly kind race with little violence or hatefulness

Government: None

Population: Incredibly populated

**Duergar**

Duergar live deep underground, sometimes below the deep Dwarves. They rarely venture above ground finding it painful except during heavily overcast days or at night. The light does not cause them damage, but it does affect their ability to see clearly. They are clan based but their crafts are inferior to those of other Dwarves. Lacking any racial pride they make virtues of cowardice, filth, witlessness and dirty tricks. They live in abandoned strongholds, human villages, or in old mines and caves, in sewers, refuse dumps, or the slums of larger towns and cities. Duergar will lie, steal, bully, and cheat each other and every other race they encounter.

Height: 4 foot

Weight: 90-120 lbs

Abilities: Nightvision up to 90mtrs

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 2D6,  
PP: 4D6, PE: 4D6, PB: 2D6, SPD: 4D6

Feeding habits: Omnivore

SDC: 30

Lifespan: 150 years

Culture: Truly malicious race with no redeeming qualities at all

Government: None

Population: Incredibly populated

**Dwarf**

Imbued with unchanging attitudes and steadfastness Dwarves do not waver even in the face of great adversity. Well suited to their lives underground they can see in the dark and detect underground dangers and pitfalls. Dwarf craftsmen have created the finest cities and buildings in the world. They have no fear of poisons and noxious substances and shake off its effects as easily as they slay the goblins who lurk in the dark. Dwarves are also great warriors, well disciplined and organized into armies that strike fear into evil monsters everywhere.

Height: 4 foot

Weight: 150-200 lbs

Abilities: Nightvision up to 90mtrs

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 4D6, PP: 3D6, PE: 4D6, PB: 2D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 50

Lifespan: 350 years

Culture: Diversified mix of kind and evil people

Government: Dwarves are traditionally ruled by a king or chief, but these are only two of the possible forms of government available. Major strongholds are always ruled by a feudal king.

Population: Incredibly populated

**Elf**

None are truly certain from whence the first elves arose but they along with the Dwarfs were here long before the Human colony ships arrived several millenia ago. Elves have adapted to life in nearly every environment possible. The mountains, the forests, the plains, the waters, and the underground all know the taste of elves. The snowy wastes have felt the light touch of elven boots, as have the hot sands of deserts.

Height: 6 foot

Weight: 150 lbs

Abilities: Nightvision up to 30mtrs

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 3D6, PP: 4D6, PE: 3D6 -3, PB: 3D6 +3, SPD: 3D6

Feeding habits: Omnivore

SDC: 30

Lifespan: 3000 years

Culture: Diversified mix of kind and evil people

Government: Council

Population: Incredibly populated

## **Felinar**

This proud and noble race have a past of mysterious as their origins. Covered in soft, fine hair, from a distance they appear to be human, but once they are within view it is clear they look more like cats with the glittering eyes and pointed ears. Their coloring is as diverse as their wild cousins, and their retractable claws are as deadly as a lions. Felines make great monks because of their additional bare hand damage, they have permanent infravision and the racial skill of stealth. Because of the amount of hair on their body, feline take additional damage from Fire Spells. The Felinar can be considered the next step in feline evolution. As the wild cat are more advanced in strength, instinct, and cunning than the house cat, so are the Felinar far more advanced in intelligence and cunning than their wilder feline cousins. Felinar carry many features over from their feline ancestry. They have the faces and ears of cats with all the fur and eye colors of cats, both domesticated and wild, depending on the individual Felinar 's ancestry. Felinar retain the calm grace and beauty of cats, as well as the balance and dexterity.

### **Felinar Races:**

#### **Caliconars**

Caliconars are descendants of the beautiful calico housecats, bearing their faces and features. Caliconars stand between 5 and 6 feet on average. Caliconars have predominately red or orange fur, with the opposite color as thin stripes. Caliconars have no musculature to speak of. The Caliconars pride themselves on their beauty and looks. The Caliconars are lazy, vain, and selfish as a rule, priding themselves excessively on outer beauty while ignoring the spiteful and cruel way they

treat those they consider lesser than they are. They treat those of wildcat descent with scorn and contempt

#### **Cheetarinar**

The Cheetarinar are the descendants of the fleetest of cats: the cheetah. Most Cheetarinar have tawny or orange fur with black spots. Cheetarinar have never been exceedingly strong or durable, but what they lack in brawn and endurance they make up for with raw speed and diligence. Most Cheetarinar can run at speeds exceeding eighty miles per hour for up to forty-five minutes at a time before they must rest. This burst of speed is accompanied by a 'low' period of at least three hours. Cheetarinar can run at a very high Speed(in a more or less straight line). The Cheetarinar as a people enjoy contests in which they can use their speed and agility, but when not racing each other for fun, Cheetarinar show an amazing diligence to the task at hand, whatever that is. That is why Cheetarinar labourers are highly prized even to the present day. The Cheetari are perfectionists, they don't leave a job until it meets their exact specifications. The Cheetarinar and Lionar also work well together, and often serve as go betweens in talks with the Lionar and the Tigrinar.

#### **Jagaranar**

The Jagaranar are the descendants of the feared stalker: the jaguar. They have the faces and features of jaguars, usually with jet-black fur and midnight-black eyes. Jagaranar possess a lean, slender, muscular build, and are quite good at utilizing both speed and strength. The Jagaranar have retained the ancient stalking and stealth skills of the ancient jaguar and their forebearers. Jagaranar are the scouts and spies of the Felinar,

but the Jagaranar are not well trusted and tend to keep to themselves.

### **Leopardinar**

The Leopardinar are the descendants of the mighty leopards of ancient times, and they aren't afraid to let anyone know it either. Leopardinar have the faces and ears of leopards, usually with black fur. The rare white Leopardinar is very highly prized and is considered exceedingly beautiful. The Leopardinar, serve as the infantry armies, the front-line soldiers who are the front line and base from which the mighty Lionar and the mounted Pantherinar launch their attacks and reform if their formations break in the charge. The Leopardinar generally keep apart from other Felinar, usually only associating with the Lionar, the Tigrinar, the Pantherinar, and the occasional Cheetarinar. Given the choice they have little to no contact with other Felinar sub-species. The Leopardinar are warriors and they often respect their foes if they are worthy. As a general rule they will not retreat or surrender to a foe they have no respect for, even if it means their doom, they fight with a grim, bitter determination

### **Lionar**

The most regal of Felinar, Lionar are evolved from Lions, the largest and most dangerous of cats. The Lionar stand between 5 and 7 feet tall. Lionar have the faces, ears, and manes of lions, usually a golden or tawny color, with browns and reds being rare. The Lionar, male and female, are very muscular and strong. Lionar retain the most powerful hunting and fighting skills of the Felinar as a race, and usually will not hesitate to use these skills on a moment's notice. The Lionar are the most aggressive of the Felinar species, oftentimes hostile if

not downright rude, with little or no apology for their behavior or actions. The Lionar now serve as protectors of the Felinar species, by virtue of both their might and their willingness to use that might. Quite naturally, the Lionar as the biggest and strongest consider that they themselves should be rulers of the Felinar people, but so far they have been unable to convince the other Felinar races of this and while there are always a few hot heads willing to take part in a coup, so far they have failed to even gain the support of a majority of their own kind.

### **Mixed breeds**

The mixed breeds are the lowest rung on the social ladder, being the peasants and unskilled laborers. They have no political power and legally they are tied to the land, although they cannot be sold outright (at least not in theory), they have few legal rights.

### **Pantherinar**

The Pantherinar are the descendants of the great panthers, having the faces and characteristics of panthers. Their fur is usually black, but shades of brown are also common. The Pantherinar have musculature, but are renowned for their minds. The Pantherinar are the elite troops of the Felinar military, the shock troops who hit an enemy's line hard and fast, making the way for the infantry. The Pantherinar ride astride great panthers in battle, being a type of light cavalry. The Pantherinar never lost their pride or fierce nobility. They refused to be shunted aside under the new regime, and now serve in their ancient positions as elite knights and warriors. They work from within the system to try to change what they see as dangerous trends. The Pantherinar see compromise as a

betrayal, which is why they vigorously oppose the new regime. The Pantherinar are very popular and refuse to back down, so they stand as the loudest critics of contemporary Felinar culture today. The Pantherinar are highly militarized, but little else is known of their culture and beliefs.

### **Persinar**

The Persinar are the descendants of beautiful domesticated cats known as Persians, and bear their facial features. Persinar have creamy tan fur with narrow faces and usually green eyes. They are quite tall and thin, being between 5'5" and 6'5", and are very slender. The Persinar are scholars and diplomatic assistants to the Tigrinar. The Persinar feel betrayed and that they have been and are being treated unfairly, and so this mild-mannered, scholarly people consider themselves the outsiders of Kat society.

### **Saberinar**

Descended from Saber-tooth tigers, Saberinar are the largest and most dangerous. Less intelligent than the others, Saberinar are the brute labor and the toughs. In many cultures, they end up working as bodyguards and enforcers, content to follow orders and fight whomever or whatever for little or no reason.

### **Tigrinar**

Tigrinar are the descendants of the tigers, the nobility of the jungle cats. Tigrinar stands as tall as other Felinar, usually having orange-colored fur with black stripes, though there are the rare white Tigrinar, who are prized by their people. Tigrinar possess less strength than the Lionar; nevertheless, there is a close history between the two

subspecies, which binds them all the same. Tigrinar are the closest the Felinar have to nobility. The Tigrinar carry out many, if not most, of the day-to-day administration of the Felinar peoples, freeing their Lionar brothers to deal with other issues. Tigrinar possess an innate ability to organize and get the job done both efficiently and quickly. Tigrinar are natural born diplomats, but they have not forgotten their roots, and they enjoy friendly contests of strength and skill against worthy competitors of any species.

Height: 5-7' feet

Weight: 50-250lbs

Abilities: Nightvision up to 60mtrs, have 2 sets of claws doing D4 and D4 damage

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 3D6, PP: 4D6, PE: 3D6, PB: 3D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 50

Lifespan: 100 years

Culture: Truly kind race with little violence or hatefulness

Government: Monarchy

Population: Incredibly populated

## Gnome

Gnomes do share some traits with their Dwarf cousins. They are exceptional miners, comfortable underground, and resistant to magic. Gnomes are quite comfortable out of doors, well at home in a forest. Gnomes are also cheerful and social creatures, of good tempered and tolerant disposition. They regard rudeness as a major fault a characteristic which in itself is enough to mark them as very different from most Dwarves. Gnomes relish the company of others and will eagerly compete in the telling of tales. Their calendar is marked by many festivals, each of which is an occasion of great feasting, drinking, singing, and dancing. Although gnomes are friendly, they are also reticent, it is possible to know a gnome for many years without learning much about him. When a gnome does become friends with a member of another race, that person is adopted by the gnome's whole family as someone they like and trust. Gnomes have much to fear from the larger creatures of the world, but they have not allowed this caution to become a compelling paranoia.

Height: 4 feet

Weight: 60-70 lbs

Abilities: Nightvision up to 90mtrs

Reproduction: Sexual

IQ: 4D6, ME: 3D6, MA: 2D6, PS: 3D6,  
PP: 3D6, PE: 4D6, PB: 2D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 20

Lifespan: 300 years

Culture: Truly kind race with little violence or hatefulness

Government: Council

Population: Incredibly populated

**Goblin**

Goblins are ugly humanoids half the height of a man, with large hands and feet. Their heads are as hard as stone, so it is impossible to hurt one by crushing it, but their hands and feet are very soft. The goblins blame the harpies for blighting the sight of the female goblins so they were only attracted to the weak and ugly males. Goblins claim they used to be the handsomest, smartest, and bravest of all the half-human races.

Because because of the harpy curse, in the long run only the goblin wimps were able to find wives, so there is nothing left in the goblin caves but beautiful females and ugly males.

They are often cowards in combat avoiding direct confrontations whenever possible preferring the safety of ambushes. They use simple strategies and tactics. Tribes have an exact pecking order and every Goblin knows his place in it. Goblins can be found almost anywhere.

Height: 4' - 5' feet

Weight: 50lbs

Abilities: Nightvision up to 18 metres

Reproduction: Sexual

IQ: 3D6, ME: 2D6, MA: 2D6, PS: 2D6,  
PP: 3D6, PE: 4D6, PB: 3D6, SPD: 5D6

Feeding habits: Carnivore

SDC: 20

Lifespan: 150 years

Culture: Fearful of others, harsh but still some redeeming features

Government: Tribal

Population: Incredibly populated



## Half Dragon

Half Dragons are the result of polymorphed dragons breeding with human, demihuman or humanoid females. Dragons that can polymorph into a race form can breed with whatever race they have become. Half Dragons are rare and are best used sparingly. Though they are viable and capable of breeding among themselves and races there aren't hordes of Half Dragons running around.

Half Bronzes are friendly, open, curious and gregarious. They can cast Lightning Bolts at a cost of 5 mana and doing D4 per additional mana over 2.5 metres per level. Bronze are immune to all electrical attacks.

Half Golds are friendly, honest, noble, trustworthy and honourable. Gold can cast Fireballs at a cost of 5 mana and doing D6 per additional mana over 2 metres per level. They are immune to all fire and heat attacks.

Silver dragons love humanity and elvenkind and their propensity to walk among them in their guises has led to several half-silvers. Due to their friendly relations with their dragon parent, Half Silvers tend to be the friendliest, most well adjusted, and least bitter Half Dragons. They are often considered the most beautiful Half Dragons. Silver can cast Cone of Cold at a cost of 5 mana and doing D4 per additional mana over 2.5 metres per level. They are immune to all cold attacks.

Half Reds are defined by their arrogance, cruelty, selfishness and generally malignant nature. Half Reds are the only evil form of Half Dragons due to other dragons devouring any

humanoids they encounter (absolutely no chance of mating). The Reds' desire for human and demihuman maidens is well documented, and most of the time they simply end up eating them. However, sometimes half-reds will allow adventurers to rescue a maiden they have captive making sure to send a present back with the mother... They like the chaos and evil their bastard children can bring upon the world, and bear their Half Reds no ill will. They possess the ability to breathe an impressive cone of flame at a cost of 5 mana and doing D6 per additional mana over 3 metres per level. They are immune to all fire and heat attacks.

Half Dragon infants take the physical form of their human or demihuman parent. Few physical features identify a newborn babe as a Half Dragon, though there are telltale signs that a careful observer could not miss. The Half Dragon newborn usually has eyes or hair that are the colour of the dragon parent's scales such as gold, silver, or bronze. As they reach adulthood Half Dragons grow tall and lean no matter what human or demihuman blood mixes with their draconic heritage. The dragon heritage then begins to develop, overwhelming lesser genes. During adolescence, dragonlike powers manifest themselves. These abilities become stronger and more pronounced with time and use until a Half Dragon grows to full power. Physical changes accompany the appearance of these abilities, eventually metamorphosing the youth into a beautiful and unique being.

Height: 5-7 feet

Weight: 70-200 lbs

Abilities: Nightvision up to 90 metres,  
Truesight (same as the Minor Power)

Reproduction: Sexual

IQ: 3D6, ME: 4D6, MA: 2D6, PS: 3D6,  
PP: 3D6, PE: 3D6, PB: 3D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 50

Lifespan: 450 years

Culture: Diversified mix of kind and evil  
people

Government: None

Population: Lightly populated

### **Half Elf**

Half Elves are not readily accepted in Elf communities. Wood Elves and humans on the other hand find Espruar fascinating. Originally dubbed Half Elves, they have instead named themselves the Espruar after the Elven language. For unknown reasons Elven genes typically cannot cross with anything other than human genes. Most Espruar are of Wood Elf descent. The reasons for this are simple; High Elves will not knowingly approach humans in such friendly circumstances and Dark Elves would slaughter the fool who trusted them. There are always exceptions to these generalizations, of course. Some Elves will always break the mold of their kind by doing something unpredictable. A few High Elves consent to speak freely with humans, and it is possible one could consort with a human out of love. Not all Dark Elves are ruthless, evil killers.

Since they are human and Elven both in demeanour, Espruar are generally easily recognizable as such. They are taller and heavier than the average Elf, though their hair and eyes often reflect those of their human parent. However, they also take on some of the features of the Elven parent. High Espruar while extremely rare, exist only in human society. As long as they keep their ears covered and perhaps do something to disguise their angular features, they can usually remain unnoticed.

The children of Dark Elves are the most unusual in appearance with their skin being a dusky grey, their hair bleached white. Their ancestry is perfectly obvious to all, and they typically find no solace or sanctuary in either Elf or human communities. Even worse, Dark

Elves will often seek out the individual in order to expunge the blot on their race's honour. Many Espruar are also the unhappy byproduct of war crimes.

Height: 5-6 foot

Weight: 150-200 lbs

Abilities: Nightvision up to 15 metres

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 3D6 -3, PS: 3D6, PP: 3D6 +3, PE: 3D6 -3, PB: 3D6 +3, SPD: 3D6

Feeding habits: Omnivore

SDC: 35

Lifespan: 1500 years

Culture: Diversified mix of kind and evil people

Government: None

Population: Incredibly populated

Available classes: Any

Hobgoblin

Hobgoblins are stocky humanoids, quicker than Orcs but not as aggressive. They love to slaughter with perpetual war being a way of life and a religion unto itself for them.

Height: 6.5' feet

Weight: 150lbs

Abilities: Nightvision up to 18mtrs

Reproduction: Sexual

IQ: 3D6, ME: 2D6, MA: 2D6, PS: 3D6, PP: 4D6, PE: 4D6, PB: 3D6, SPD: 3D6

Feeding habits: Carnivore

SDC: 40

Lifespan: 100 years

Culture: Intolerant and aggressive, held in check by strong social customs

Government: Military tribunal

Population: Incredibly populated

**Halfling**

The Halfling race cherishes a pastoral existence full of comfort. As a people they are remarkably lacking in ambition, content to dwell in a snug, well furnished burrow, enjoying a pipe of rich tobacco and a filling, multi course meal at dinner. Yet, for a wide variety of reasons a few members of this quiet race do choose to embark on the path of danger, adventure, and possible wealth. Also Halflings all have a strong sense of duty, and a just cause in the name of a friend will often pry a reluctant Halfling from his or her burrow when nothing else would. They average about 3'3" in height and are adept at negotiating all types of forested terrain, including dense swamps, thorny thickets, mangroves and so on.

Height: 3-4 feet

Weight: 50-70 lbs

Abilities: Nightvision up to 30 metres

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 2D6, PP: 4D6, PE: 4D6, PB: 3D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 20

Lifespan: 170 years

Culture: Truly kind race with little violence or hatefulness

Government: None

Population: Incredibly populated

**Harpy**

Harpies have the heads and breasts of women and the bodies, wings and short ugly legs of vultures. They come from the love spring cross of a human and a vulture, though history does not record which sex was which species. They can fly, and their talons are sharp but chipped and stained from lack of personal care. Most harpies are ugly and dirty, but the youngest females are beautiful and clean. It is only after decades of bitter and abusive spinsterhood that they begin to neglect themselves. Male harpies are rare and when no male harpies are hatched, the females propagate by mating alternate generations with men and with vultures. The few male harpies are considered to be princes.

Height: 5' feet

Weight: 70lbs

Abilities: Nightvision up to 9mtrs, any who have their skin bitten and fail to save vs spell will be paralysed for 20 +D10 rounds. Can Charm any who hear their song even during combat unless save vs spell after which will remain immune to that Harpy's song. Charm will only last while the Harpy continues to sing

Reproduction: Egg

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 2D6, PP: 4D6, PE: 4D6, PB: 3D6, SPD: 3D6

Feeding habits: Carnivore

SDC: 40

Lifespan: 100 years

Culture: Fearful of others, harsh but still some redeeming features

Government: None

Population: Densely populated

### **Hobgoblin**

Hobgoblins are stocky humanoids, quicker than Orcs but not as aggressive. They love to slaughter with perpetual war being a way of life and a religion unto itself for them.

Height: 6.5' feet

Weight: 150lbs

Abilities: Nightvision up to 18mtrs

Reproduction: Sexual

IQ: 3D6, ME: 2D6, MA: 2D6, PS: 3D6, PP: 4D6, PE: 4D6, PB: 3D6, SPD: 3D6

Feeding habits: Carnivore

SDC: 40

Lifespan: 100 years

Culture: Intolerant and aggressive, held in check by strong social customs

Government: Military tribunal

Population: Incredibly populated

**Human**

Humans are versatile and adventurous with the greatest learning capacity of all the races and the most susceptible to corruption and evil. They have spread over every continent now and have the largest numbers of any race.

Height: 5' - 7' feet

Weight: Varies

Abilities: Nil

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, PB: 3D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 40

Lifespan: 100 years

Culture: Diversified mix of kind and evil people

Government: Varies

Population: Incredibly populated

**Kender**

Kenders are most commonly confused with very young elves, mostly because of their size, and also because of their finely chiseled features. Kender are somewhat taller than an average Halfling averaging 3'7". They are much more slender than true halflings, and they tend to show their age more a fifty year old Kender will look like a forty year old human, whereas a Halfling will probably retain his or her youthful looks even into old age. They tend to wear their hair very long, with a characteristic topknot and long, trailing tail. Kender are the most curious of all halfling-kin, the most willing to depart from their hearth and home to embark on a life of adventure. Most Kender are infused with wanderlust about the time they reach adulthood (in their early twenties) and are likely to spend several decades in an exploration of the world around them, only to feel an equally compelling urge to return home and settle down as they begin to age (mid-fifties to early sixties). Kender are absolutely and utterly fearless even to the point of immunity to magically induced fear and as a result are willing to travel literally anywhere and try almost anything. Kender are insatiably curious and utterly fearless with a knack for getting into trouble. They have intense facial expressions and anything that can hold their attention for more than a few seconds will find its way into his pouch with or without the owner's permission. Once a friend is made they are loyal to the death. They are incredibly friendly but also nosy.

The life expectancy of a Kender is similar to Halfling's but it must be noted that, due to their curiosity and fearlessness, Kender are far more likely

than any other halfling subrace to meet with a sudden and violent demise. They are not suicidal, but they do get carried away.

Kender are totally immune to the effects of both magical and nonmagical fear, whether caused by monsters like the mummy or lich or by spells such as scare and symbol of fear. Further, like a Magebane they are completely immune to ALL magic. Kender are adept at the art of taunting an enemy until that foe loses all ability for rational thought or restraint and is goaded into an uncontrolled attack.

Height: 3- 4 feet

Weight: 50-70 lbs

Abilities: Nightvision up to 60mtrs

Reproduction: Sexual

IQ: 3D6, ME: 4D6, MA: 2D6, PS: 2D6, PP: 4D6, PE: 3D6, PB: 3D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 20

Lifespan: 170 years

Culture: Truly kind race with little violence or hatefulness

Government: None

Population: Incredibly populated

### **Kobold**

Kobolds are Germanic earth gnomes that inhabit caves and mines. Kobolds only grow to 3 feet and are masters of trickery preferring to fight only when they have overwhelming numbers. Most are sadistic and cowardly, captured victims are for food or slavery. They will only fight larger humanoids if they have overwhelming numbers on their side using swarming attacks.

Height: 3' feet

Weight: 50lbs

Abilities: Nightvision up to 9mtrs

Reproduction: Sexual

IQ: 3D6, ME: 2D6, MA: 2D6, PS: 4D6, PP: 3D6, PE: 4D6, PB: 3D6, SPD: 3D6

Feeding habits: Carnivore

SDC: 40

Lifespan: 100 years

Culture: Fearful of others, harsh but still some redeeming features

Government: Tribal

Population: Densely populated

## Leprechaun

Leprechauns look like a small old men or women, often dressed like a shoemaker with a cocked hat and a leather apron. They are in fact very small sprites who sometimes live in farmhouses or wine cellars. They are known to aid humans and perform small labours for them. Sometimes they ask humans for supplies and furniture, for which in return they give objects which bring luck and fortune. Leprechauns are called fairy cobblers, for they make shoes for elves (but always one shoe, never a pair). They are seen quite often by humans and are described as merry little fellows gaily dressed in old-fashioned clothes; green, with a red cap, leather apron, and buckled shoes.

According to popular belief, a leprechaun possesses a treasure (usually a pot of gold) which a human may obtain if he succeeds in capturing one, which is extremely difficult. Even after capture, a person may not take his eyes off of him for an instant, for then he will vanish. Leprechauns are mainly found in Hibernia

Derived from the Gaelic luacharma'n, "pygmy"; or leith brogan "maker of one shoe".

Height: 2' - 3' feet

Weight: 50lbs

Abilities: Nightvision up to 30mtrs,  
Truesight (same as the Minor Power)

Reproduction: Sexual

IQ: 4D6, ME: 4D6, MA: 2D6, PS: 2D6,  
PP: 3D6, PE: 3D6, PB: 3D6, SPD: 3D6

Feeding habits: Herbivore

SDC: 20

Lifespan: Unknown, never measured

Culture: Truly kind race with little violence or hatefulness

Government: None

Population: Incredibly populated

Available classes include the Arcanist, Bard, Dreammaster, Druid, Elemental, Exorcist, Geomancer, Mirror Master, Mystic, Priest, Prophetess, Queen of Fables, Shaman, Sorcerer, Stormwarden, Thief and Witchdoctor



**Lizard Man**

Lizard Men are a race of reptilian humanoids that have recently begun to be found more often in human occupied lands. Lizard men tend to revere dragons as godlike in nature, and prefer to associate with them when possible.

Lizard men are a little stronger than the typical human and are extremely hardy. They lack sophistication however, and thus are slightly slower than most humans (in wit as well as reflex.) Lizard men tend to make excellent warriors and though they are not as accepted as some races, they are respected because of their durability. Lizard men have retained the ability to swim, though they are not an aquatic race for the most part. They can attack with their tail, and their skin protects them like a strong leather.

Height: 6' - 8' feet

Weight: 250lbs

Abilities: Nightvision up to 9 metres,  
Heightened Smell of 27 metres

Reproduction: Egg

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 4D6,  
PP: 3D6, PE: 4D6, PB: 2D6, SPD: 3D6

Feeding habits: Carnivore

SDC: 50

Lifespan: 75 years

Culture: Diversified mix leaning more to  
evil and selfishness

Government: Tribal

Population: Incredibly populated

**Mantis**

Mantis' are vicious in combat, hate the cold and are loyal to friends for life. Mantis' are skilled and wise hunters; skilled enough to bring prey down, wise enough to move on before depleting the area of all prey. They are highly intelligent and have a strong sense of honour.

The individual Mantis resembles a huge preying mantis growing to 10 feet high, have 6 limbs and a tough exoskeleton. Its hind legs are the most powerful, used for walking, running and leaping. The 4 forward limbs each have a hand with 3 fingers and an opposable thumb. The head has 2 large eyes, 2 antennae and a small but powerful jaw. Can make 1 bite and 4 claw attacks per round. Spit venomous saliva. Leap 20ft up x 50ft across.

Height: 8-10' feet

Weight: 150lbs

Abilities: Nightvision up to 30 metres

Reproduction: Egg

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 4D6,  
PP: 4D6, PE: 3D6, PB: 2D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 60

Lifespan: 200 years

Culture: Truly kind race with little  
violence or hatefulness

Government: Council

Population: Incredibly populated

**Mimic**

It is not known what race the mimics originally were, not even by them. They are feared by many for their ability to disguise themselves yet they are no different in culture to any other race.

Can shapechange to imitate any humanoid race but cant increase size any larger than one additional foot.

Height: Varies

Weight: Varies

Abilities: Nil

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, PB: 3D6, SPD: 3D6

Feeding habits: Omnivore

SDC: 40

Lifespan: 400 years

Culture: Diversified mix of kind and evil people

Government: None

Population: Unknown as all keep their true forms hidden

**Minotaur**

Minotaurs are half human, half bull. The Cretan King Minos, the husband of the Minotaur's mother Europa, kept Minotaurs prisoner in a labyrinth on Knossos. To keep the Minotaur satisfied and harmless on Knossos, King Minos demanded seven young women and seven young men delivered from Athens, (who were to give these sacrifices as compensation for old war debt) and the youngsters are sent to Knossos for the Minotaurs to feed on till the following year. Eventually a hero from Athens, Theseus finished off this gory tradition and Minos. In the following chaos the Minotaurs escaped into the countryside and multiplied to their current numbers.

Most Minotaurs are either cursed Humans or the offspring of Minotaurs and Humans. They believe in strength and fighting to the death. They are ruthless, harsh and stubborn but also thoughtful and sometimes sophisticated.

2D6 if use horns in charge with +1 to hit

Height: 7' - 9' feet

Weight: 300lbs

Abilities: Nightvision up to 9 metres, Heightened Smell of 27 metres

Reproduction: Sexual

IQ: 2D6, ME: 2D6, MA: 2D6, PS: 5D6, PP: 3D6, PE: 5D6, PB: 2D6, SPD: 3D6

Feeding habits: Carnivore

SDC: 60

Lifespan: 60 years

Culture: Diversified mix leaning more to evil and selfishness

Government: None

Population: Lightly populated

### **Nymph**

Nymphs were an important part of Greek mythology and religion. They were revered as the spirits of specific natural features - mountains, rivers, and even groves were usually associated with a type of nymph. The name nymph comes from the Greek word that means young woman, and so naturally these beings were considered to be female. Indeed they were represented as lovely and eternally youthful creatures.

Leimoniads are nymphs of the meadow.

Naiads are nymphs associated with water.

Nereids are sea nymphs.

Oreads are nymphs of the mountains.

Nymphs are graceful, charming, quick, witty and hate ugliness and evil. They will protect and heal all wounded animals and flora.

Height: 5' - 6' feet

Weight: 50lbs

Abilities: Nightvision up to 60mtrs, Truesight (same as the Minor Power), 10% chance per point that own PB is greater than victims' (max 98%) of seducing them. 1 victim per level will be paralysed with lust.

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 2D6, PP: 3D6, PE: 3D6, PB: 5D6, SPD: 3D6

Feeding habits: Herbivore

SDC: 20

Lifespan: 400 years

Culture: Truly kind race with little violence or hatefulness

Government: None

Population: Incredibly populated

### **Orc**

The most powerful of the Goblinoid races Orcs are always fighting, if there are no enemies they will fight each other. They believe all other races to be inferior and value territory above all else. Orcs look like pig faced green or grey humanoids

Height: 5' - 6' feet

Weight: 150lbs

Abilities: Nightvision up to 9mtrs

Reproduction: Sexual

IQ: 3D6, ME: 2D6, MA: 2D6, PS: 4D6, PP: 3D6, PE: 4D6, PB: 3D6, SPD: 3D6

Feeding habits: Carnivore

SDC: 40

Lifespan: 100 years

Culture: Intolerant and aggressive, held in check by strong social customs

Government: Military tribunal

Population: Incredibly populated

**Pegataur**

Seldom encountered, Pegatuars are winged centaurs with Elvish upper bodies. They are a cross between Centaurs and Pegasi. Like their sires they have a respect for all nature and hate anything evil. Although Pegatuars are generally aloof and ignoble especially toward non flyers, they are approachable. If treated with respect and paid extremely well they can be hired by anyone as troops for garrisons or armies, or to perform special services. They have many dealings with the winged folk and contacts with some elves and Centaurs.

Like the winged folk, Pegataurs are very secretive and will not impart any knowledge of their homes or sanctuaries. Many of these homes will be located in high mountain valleys, hidden either by natural terrain or magic or even both.

Automatically gain 3 attacks; D6 and D6 from hooves and weapon damage.

Height: 6'6 - 7'6 feet

Weight: 1300lbs

Abilities: Nightvision up to 30 metres, flight at 64kph +8kph per level

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 2D6, PS: 3D6, PP: 3D6, PE: 3D6, PB: 3D6, SPD: N/a, instead 8D10 kph

Feeding habits: Omnivore

SDC: 40

Lifespan: 400 years

Culture: Diversified mix of kind and evil people

Government: Council

Population: Incredibly populated

**Pixie**

Pixies dwell in woodlands taking delight in playing pranks on travellers but have high regard for anyone with a sense of humour. They are the most intelligent of the Faerie species and show great loyalty to friends and family.

They can fly at 32kph +6kph per level

Height: 2.5' feet

Weight: 15 lbs

Abilities: Nightvision up to 9 metres,  
Invisibility identical to the Major Power

Reproduction: Sexual

IQ: 4D6, ME: 3D6, MA: 2D6, PS: 2D6,  
PP: 4D6, PE: 3D6, PB: 3D6, SPD: 3D6

Feeding habits: Herbivore

SDC: 20

Lifespan: 400 years

Culture: Truly kind race with little violence or hatefulness

Government: Council

Population: Incredibly populated

**Satyr**

Satyrs (also known as Fauns) have a humanoid torso, the hindquarters of hooved herbivores, have horns of some kind and are universally male. Satyrs mate primarily with Dryads, but Elves are not beyond them. The offspring of a Dryad/Satyr cross can be either race depending on its gender. Satyr/Elf crosses always produce Satyrs. Satyrs are not fond of cities or large groups of people. They tend to live nomadically or in isolated villages, always in small groups. Most Satyrs spend their days and nights in sport. They love to frolic and play their pipes and never miss an opportunity to chase after attractive females.

2D4 from horns

Height: 5' feet

Weight: 70lbs

Abilities: Nightvision up to 12mtrs,  
Heightened Smell of 27mtrs

Reproduction: Sexual

IQ: 3D6, ME: 3D6, MA: 4D6, PS: 2D6,  
PP: 3D6, PE: 3D6, PB: 3D6, SPD: 3D6

Feeding habits: Herbivore

SDC: 30

Lifespan: 200 years

Culture: More tolerant than standard but still with some violence

Government: None

Population: Heavily populated

## Section 21: Revised Agency Creation Rules

These are revised rules incorporating material from Ninjas and Superspies, Villains Unlimited and Boxed Nightmares.

Depending on what size agency you select determines how many points you get to spend on creating your organisation. Some combinations such as Vehicles, Equipment and Robotics could allow the players to have almost anything from the HU Hardware section.

Private Agency	75 points
Crime Busting Agency	150 points
Super Agency	300 points
Mega Agency	600 points

### A. Outfits

This determines what clothing is issued by the organisation to its members;

#### **None**

Cost: 0

Get your own. No replacements either.

#### **Utility**

Cost: 2

Standard uniform for all its employees. Replacements free.

#### **Open**

Cost: 5

A wide range of civilian clothes, disguises and foreign uniforms.

#### **Specialty**

Cost: 10

Standard armour, protective clothes, pilot suits, scuba gear, etc.

#### **Gimmick**

Cost: 20

As per Specialty plus up to \$10,000 per outfit for clothing gimmicks.

#### **Unlimited**

Cost: 40

Any and everything.

### B. Equipment

This determines what equipment are issued by the organisation to its members;

#### **None**

Cost: 0

Nope.

#### **Cheap**

Cost: 2

Up to \$500 worth per player per mission.

#### **Ninja**

Cost: 5

Unlimited Ninja equipment. May be combined with any other equipment selection.

#### **Electronic**

Cost: 10

Up to \$5000 worth of sensory and communication equipment per player per mission.

#### **Gimmick**

Cost: 20

Up to \$30,000 worth per player per mission.

#### **Unlimited**

Cost: 40

Anything.

### C. Weapons

This determines what weapons are issued by the organisation to its members;

#### **None**

Cost: 0

Ha!

#### **Ammunition**

Cost: 2

Ammo free but characters must buy their own weapons.

#### **Armed**

Cost: 5

Up to \$5000 worth per character per mission. Ammo free.

#### **Ninja**

Cost: 5

Unlimited Ninja weapons. May be combined with any other weapon selection.

**Arsenal**

Cost: 20

Up to \$50,000 worth per character per mission. Ammo free.

**Unlimited**

Cost: 40

Anything.

**D. Bionics and Robotics**

This determines what implants and reconstruction are given by the organisation to its members as well as possible exosuits;

**None**

Cost:0

What now?

**Basic**

Cost: 5

The agency provides one person, other than possible player characters, who has a fair understanding about cybernetics. Similarly, the agency understands the basics behind cybernetics and implants and can perform minor repairs and installation surgery. Must buy or steal and modify any cybernetic parts or implants, but can modify and install basic systems and features. No automatic replacement of parts or implants.

**Cyber**

Cost: 10

This organization has a knowledge and access to cybernetic technology and systems, although limited. Qualified agents can receive any of the Implants, Cyber-Attachments, or Cyber Disguises from Ninjas & Superspies. The annual budget is limited to 2D6 X10 hundred thousand dollars which limits the creation of new cyber agents and may affect the availability of cybernetic parts, features and implants.

**Robot**

Cost: 20

Type one, two and three robots can be constructed, repaired, and modified by this agency. The only limitation is money for production. The annual budget is 3D6X10 million dollars, which limits the total number of finished robot types and features available, in addition to robot player characters. May be combined with any other Bionic selection.

**Bionic**

Cost: 40

Full bionic reconstruction, features, and implants are available as found in Heroes Unlimited, although limited to special agents and for the restoration of seriously injured and valuable operatives. Also includes full knowledge and access to cybernetic technology and systems. Repairs, replacements, ammunition, additional features, and body armour are available upon approval. The annual budget is 2D4 X10 million.

**Unlimited**

Cost: 80

Characters belonging to the agency can receive any number of bionic and cybernetic implants, organs and reconstruction, subject to approval from the organization's leaders. Repairs, replacements, and ammunition are automatic and supplied quickly. Type one, two and three robots can also be constructed, repaired, and modified by this agency. There is no money limitation.

**E. Vehicles**

This determines what transportation is provided by the organisation to its members;

**None**

Cost: 0

Get used to walking.



**Public Transport**

Cost: 2

Characters will be reimbursed for use of buses, taxis, trains, boats and planes.

Destruction of a rented vehicle will have to be worked out with the agency.

**Company Car**

Cost: 5

The agency has a small fleet of cheap cars, vans, boats and light aircraft.

**Fleet**

Cost: 10

The agency has a large amount of all types of vehicles (cheap, expensive, car, bike, boat, etc).

**Specialty**

Cost: 20

The character provides his own vehicle which may have an unlimited amount of Hardware modifications made to it free of charge.

**Unlimited**

Cost: 40

The character is provided with any vehicle he desires which may have an unlimited amount of Hardware modifications made to it free of charge.

**F. Communications**

This determines what communications equipment are available for the members of the organisation;

**None**

Cost: 0

Get ready for a big home phone bill.

**Basic**

Cost: 2

The agency has mobile phones, walkie talkies and email.

**Secured**

Cost: 5

As above but all communications are scrambled or encrypted.

**Satellite**

Cost: 10

Each character has a satellite phone which resembles a normal mobile.

**Unlimited**

Cost: 20

The agency has its own satellite and telephone network dedicated solely to use by its agents (not such a big deal nowadays).

**G. Offices, Hideouts and Distribution**

This determines what offices and safe houses are available for the organisation's members;

**None**

Cost: 0

Everyone works out of their own homes.

**Urban**

Cost: 2

A single office in a low rent building. The agency also has one safe house in the suburbs and another in the country, both of low value.

**National**

Cost: 5

An office in every major city of one country. Each city also has two safe houses in the suburbs and another two in the country, with low to medium value externally. Inside will be an armoured safe room with a small cache of weapons and basic equipment.

**International**

Cost: 10

An office in every major city of every country. If desired the office maybe disguised as a warehouse or some other structure. Each city also has four safe houses in the suburbs and another four in the country, with low to medium value externally. Inside will be an armoured safe room with a large arsenal of weapons and hardware equipment.

**Ubiquitous**

Cost: 20

Every city in the world with a population greater than 50,000 has an office. If

desired the office maybe disguised as a warehouse or some other structure. Each city also has ten safe houses in the suburbs and another ten in the country, with low to medium value externally. Internally the entire house is armoured with all forms of hardware equipment and mechanical sentries. Also inside is a large arsenal of military weapons and hardware equipment.

### **Orbital**

Cost: 40

Identical to the previous plus this agency's headquarters is on an orbiting next generation space station with a dropship (yeah, like in Aliens).

### **H. Military Power**

This determines what military power that the organisation can control;

#### **None**

Cost: 0

The police are only a few minutes away.

#### **Security Guards**

Cost: 2

A few rent a cops with pistols.

#### **National Guardsmen**

Cost: 5

The agency has 10 +D10 security guards and can summon up to 50 +D100 national guardsmen to aid them in an emergency.

#### **Private Militia**

Cost: 10

The agency has its own commando force of up to 200 mercenaries (roll D4 for the level of each soldier), 25% of which may include robotic exoskeletons.

#### **Strike Force**

Cost: 20

The agency has its own commando force of up to 400 mercenaries (roll D8 for level), 50% of which may include robotic exoskeletons and 25% meta humans (roll D4 for level). Also have a small amount of standard military

vehicles such as small tanks, armed helicopters and troop carriers.

### **Major Force**

Cost: 40

The agency has its own commando force of up to 1000 mercenaries (roll 2D6 for level). 75% of which may include robotic exoskeletons and 50% meta humans (roll D8 for level). Also have state of the art military vehicles and access to a space shuttle.

### **I. Sponsorship**

This determines who controls the agency and provides the funds;

#### **Secret**

Cost: 0

The players don't know who is really behind their organisation, what their true agenda is or what assignments they will be getting.

#### **Military**

Cost: 2

The agency is a unit of the military and may perform both overt and covert missions.

#### **Private**

Cost: 5

The agency is run by a corporation and expects a profit return.

#### **Government**

Cost: 10

The agency is officially part of either a state or federal government.

#### **International**

Cost: 20

Sponsored by the UN.

#### **Agent Sponsored**

Cost: 40

The players have total control over their agency.

### **J. Special Budget**

This determines the amount of money available for special projects or

operations by the organisation's members;

**None**

Cost: 0

Its coming out of your pocket.

**Cheap**

Cost: 2

Up to D10 x1000 dollars available.

**Good**

Cost: 5

Up to D10 x10,000 dollars available.

**Major**

Cost: 10

Up to D10 x100,000 dollars available.

**Excellent**

Cost: 20

Up to D10 x1,000,000 dollars available.

**Mega**

Cost: 40

Up to D10 x10,000,000 dollars available.

**K. Administrative Control**

This determines how bound by the law the agency's members are;

**Rigid**

Cost: 0

The players can never break the law.

**Loose**

Cost: 5

The players can get away with minor violations.

**Free Hand**

Cost: 10

The players can break most laws while doing their job but not commit murder or major property damage.

**Agency Protection**

Cost: 20

The players will be shielded by their agency from prosecution or lawsuits at any cost.

**License to kill**

Cost: 40

If sponsored by the military or government this allows players to

officially break any law within their own country.

**L. Internal Security**

This determines how secure the agency is from infiltration;

**None**

Cost: 0

Anyone can walk in and out. Employees aren't screened.

**Lax**

Cost: 2

A security guard checks IDs.

**Tight**

Cost: 5

Guards requiring electronic picture ID and signature.

**Iron Clad**

Cost: 10

Video monitoring of all entrances and exits. Employees are checked for all of the previous plus fingerprints and must pass through a metal detector.

**Paranoid**

Cost: 20

As before but employees are also strip searched.

**Impregnable**

Cost: 40

As before but also includes passwords, retinal scans, xrays and gene markers.

**M. External Infiltration**

These are the types of intelligence-gathering methods and systems available to the agency. This includes scouts, spy networks, and informants. Intelligence is very important for all military operations. Special Note: It is possible to pay points to purchase more than one of the following intelligence resources

**None**

Cost: None

The company has no designated scouts or spies, and relies on the talents of individual members.

### **Rare Minor Traitor**

Cost: 5

The agency occasionally manages to pay off some low ranking persons in other organizations. These are usually janitors, clerks or technicians who rarely have any idea of what is really m happening where they work. At best, they can give clues. 10% chance in each office of each enemy agency.

### **Information Source**

Cost: 10

A critical person who is privy to the enemy agency's secret communications is an agent of the group's agency. This agent is usually a secretary or communications officer who sees about half of all the secret messages. A 12% chance of an agent in each major office of each enemy agency.

### **Special Military Operatives**

Cost: 10

The company has a team of trained spies. These special operatives are not only used to gather information, but to infiltrate, spy on, sabotage, confuse and engage the enemy in covert operations.

### **Psionic and Magic Operatives**

Cost: 20

Magicians and psychics are used as scouts, spies and saboteurs.

### **General Infiltration**

Cost: 25

The agency has placed infiltrators and moles throughout the enemy agency's structure. There is a 5% chance that each employee of each enemy agency is working with the player characters.

### **Blanket Infiltration**

Cost: 35

Every enemy agent encountered is 5% likely to be secretly working for the group's agency.

### **Major Infiltration Network**

Cost: 50

Not only is the structure of all enemy organizations filled with informers, but the actual leadership of the opposition has at least one mole among them. Of course, this mole can only be used once, so it's likely that he/she will not be exposed for anything short of global catastrophe.

## **N. Research and Information**

### **Gathering**

This determines what available resources and methods of collecting, collating, storing, and accessing information your agency has;

### **None**

Cost: 0

The characters are responsible for buying their own books, newspapers, computers, recording equipment, and paying for research/information facilities. Agents must keep track of and do their own cryptanalysis, photo-analysis, interrogations, media-analysis, surveillance, counter espionage, and intelligence gathering. They must do their own foot-work at libraries, etc.

### **Cheap**

Cost: 2

Each character has up to \$2000 worth of computer equipment as well as a TV, VCR, police band radio, and commercial radio. The agency has D4 national and one international clipping service. Note that replacement costs at the completion of a mission are often subtracted from the amount available for the next mission if the equipment is destroyed. Agents do their own cryptanalysis, photo-analysis, interrogations, media-analysis, surveillance, counter

espionage, and intelligence gathering. However, all the information they gather is collated and kept track of by a D4 clerks.

### **Good Connections**

Cost: 5

The agency has \$10,000 worth of computer equipment, two modems, is on line with a dozen national and international computer networks, a score of clipping services, both national and international (with D4 staff sorting and updating data). They also have a source at D6 major newspapers, allowing access to newspaper files/records and wire services. Agents do their own interrogations, surveillance, counter espionage, and intelligence gathering. However, all cryptanalysis, photo-analysis, and media-analysis are done by specialized technicians. In addition the information they gather is collated and kept track of by D6 staff.

### **Excellent Conditions**

Cost: 10

\$30,000 computer system with a computer and modem for every field operator is on line with 40 national and 20 international computer networks, D6X10 clipping services, a staff of 3D4 leg men to do research and monitor the news services. Plus connections at 4D6 different major newspapers and D4 TV stations nationwide and D6 foreign news agencies. Agents perform the primary interrogations, surveillance, counter espionage, and intelligence gathering, but are often assisted by one or two technical specialists. Mundane analysis is performed by desk agents. All information is collated and tracked by D4x10 staff.

### **Superior**

Cost: 20

Has twice as big budget, services, news connections, analysis capability, and

staff as described in Excellent Conditions. Special connections include Interpol and several police forces, scientific agencies and universities across the globe. Has reasonable access to laboratories and research facilities at half price (agency picks up all lab and research fees).

### **Unlimited**

Cost: 40

Massive research and information network with full time staff monitoring all data, up to the minute updating, and assistants and private research personnel for grunt work. Staff of technical specialists and laboratory facilities are also available at key centres around the world. Connections with 2D6X100 news agencies around the globe, Interpol, the military, and spy agencies.

### **O. Agency Credentials**

This determines the agency's reputation. With each of these the reputation may be a false one if desired;

### **Hunted**

Cost: 0

The group and its members are seen as vigilantes. The reaction from law officials, the media and the public will mainly be negative.

### **Unknown**

Cost: 2

No-one knows who they are. On the downside it also means they'll get no cooperation.

### **Faceless**

Cost: 5

Seen as just another hero or villain group. Their costumes may be recognised but not their names.

### **Known**

Cost: 10

The organisation is publicly known and will be assisted by local authorities.

**Recognised**

Cost: 20

The agents are well known and will receive positive cooperation from most of the public and police.

**Superheroes/ Arch Villains**

Cost: 40

These characters are as well known as any major pop star and may have their own cult following. They feature on magazine covers and headline news.

**O. Agency Salary**

This determines how much each of the organisation's members are paid;

**None**

Cost: 0

Hope you like doing volunteer work.

**Pittance**

Cost: 2

\$200 per week.

**Freelance**

Cost: 5

Paid per assignment which varies according to the threat level encountered.

**Good**

Cost: 10

\$500 per week plus a commission bonus according to the threat level encountered.

**Excellent**

Cost: 20

\$1000 per week plus a commission bonus according to the threat level encountered.

**Outrageous**

Cost: 40

\$5000 per week plus a commission bonus according to the threat level encountered and sponsorship endorsements.

**P. Arcane Library**

This determines the type of books and information kept by the agency. This

feature is typically only used by those agencies in games where the supernatural and paranormal are common occurrences;

**None**

Cost: 0

Only whatever each character may bring into the agency over the years.

**Small**

Cost: 2

A mostly insignificant library in the way of magic. Popular books on the occult, the paranormal, ghosts, legends, UFOs, mysterious happenings, and newspaper clippings. Also included are several recent world atlases, dictionaries and other common scientific and geographic references.

**Good Library**

Cost: 5

An impressive selection of over 800 books on the paranormal, supernatural, lore, ESP, magic, and magazine articles that span the last 100 years. Included are many rare and hard to find books (20%). Also an excellent reference library on the subjects of religion, geography, history, and science. Also contains all articles and data from clipping services (if any).

**Excellent Library**

Cost: 10

A vast selection of nearly 3000 books on the usual subjects, spanning the last 250 years. A few are reproductions of rare, ancient tomes and diaries.

**Superior Library**

Cost: 20

A large library of over 5000 books on the usual subjects spanning the last 500 years. Also newspaper clippings that date back 200 years. 20% are extremely rare and valuable items.

**Museum**

Cost: 40

A large library of about 4000 reference books on magic, the supernatural, legends, and lore. Plus an additional 2000 rare books, private diaries, original letters and scrolls on the subjects of magic and the paranormal. The rarest authentic books contain instructions on casting spells and magic rituals.

## **Section 22: Pantheons**

### **Key**

#### Sphere

The Patron's area of influence.

#### Alignment

The minimum alignment the avatar must be (and stick to!).

#### Magic

The Patron's favoured school of magic.

#### Bestowed Powers

What powers maybe gained from the Patron. All powers are taken from my own list in my Palladium Powers section.

## **Aboriginal Gods**

It is important to remember that there were very many different, and isolated tribes in Australia in the long ago past; therefore there are many gods/goddesses with the same function but different names and stories according to each tribe. The Dreamtime is that part of Aboriginal culture which explains the origins and culture of the land and its people. Aborigines have the longest continuous cultural history of any group of people on Earth dating back 65,000 years. Dreamtime is Aboriginal Religion and Culture. The Dreamtime contains many parts: it is the story of things that have happened, how the universe came to be, how human beings were created and how the Creator intended for humans to function within the cosmos. As with all other cultures it speaks of Earth's Creation by Gods and Goddesses some of whom were kind hearted while others were cruel. The Australian Aborigines speak of jiva or guruwari, a seed power deposited in the earth. In the Aboriginal world view every meaningful activity, event, or life process that occurs at a particular place leaves behind a vibrational residue in the earth, as plants leave an image of themselves as seeds.

The shape of the land, its mountains, rocks, riverbeds, and waterholes and its unseen vibrations echo the events that brought that place into creation.

Everything in the natural world is a symbolic footprint of the metaphysical beings whose actions created our world. As with a seed, the potency of an earthly location is wedded to the memory of its origin. The Aborigines called this potency the Dreaming of a place, and this Dreaming constitutes the sacredness of the earth. Only in extraordinary states of consciousness can one be aware of or attuned to the inner dreaming of the Earth.

The expression Dreamtime is most often used to refer to the time before time, or the time of the creation of all things, while Dreaming is often used to refer to an individual's or group's set of beliefs or spirituality. For instance, an Indigenous Australian might say that they have Kangaroo Dreaming, or Shark Dreaming, or Honey Ant Dreaming, or any combination of Dreamings pertinent to their country. However many Indigenous Australians also refer to the creation time as The Dreaming. Ancestor Spirits came to Earth in human and other forms and the land, the plants and animals were given their form as we know them today. These Spirits also established relationships between groups and individuals (whether people or animals) and where they travelled across the land, or came to a halt they created rivers, hills, etc. and there are often stories attached to these places. Once their work was done, the Ancestor Spirits changed again; into animals or stars or hills or other objects. For Indigenous Australians, the past is still alive and vital today and will remain so into the future. The Ancestor Spirits and their powers have not gone, they are

present in the forms into which they changed at the end of the Dreamtime or Dreaming as the stories tell.

Each tribe has its individual dreamtime although some of the legends overlap. Most Dreamtime originates with the Giant Dog or the Giant Snake and each is unique and colourful in its explanation.

Legends of the Dreamtime are handed down by word of mouth and by totem from generation to generation.

Aboriginal oral traditions which describe the origin of Australia from ancient times are frequently dramatic, involving great beings and amazing events, however they do contain the essence of the truth. The legends when distilled create a story of the origins of man in Australia and of the Australian landscape as it is today of which much can be substantiated by scientific investigation. The ancient racial memory of a people whose traditions and culture remained largely unaltered for thousands of years can recount great geological changes--the rising of the seas, the change from lush vegetation to desert, and the eruption of volcanoes as well as the very first arrival of man on this continent.

The Australian aboriginal shamans - clever men or men of high degree described celestial ascents to meet with the sky gods such as Baiame, Biral, Goin and Bundjil. The chosen one (either voluntarily or spontaneously) is set upon by spirits, ritualistically killed, and then experiences a wondrous journey (generally an aerial ascent to a strange realm) to meet the sky god. He is restored to life as the tribal shaman.



**Alinga**

Goddess of the sun.

Sphere Sun  
 Alignment Scrupulous  
 Magic Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire, Healing Touch

**Bestowed Minor Powers**

Fire Expulsion, Thermal Vision

**Apunga**

Goddess of small plants.

Sphere Earth  
 Alignment Scrupulous  
 Magic Elemental Earth

**Bestowed Major Powers**

Plant Abilities, Animate I

**Bestowed Minor Powers**

Alter Form Insect, Adapt to Environment

**Baiame**

Baiame was a sky god and a deity of death and life, rain and the shamans.

Sphere Sky, death, life, storm  
 Alignment Anarchist  
 Magic Elemental Air

**Bestowed Major Powers**

Celestialkinesis, Healing Touch, Immortal

**Bunbulama**

Goddess of the rain.

Sphere Air and water  
 Alignment Scrupulous  
 Magic Elemental Water

**Bestowed Major Powers**

Celestialkinesis, Hydrokinesis, Empathic

**Dilga**

Dilga is a goddess of fertility and growth.

Sphere Fertility  
 Alignment Principled  
 Magic Tantric

**Bestowed Major Powers**

Empathic, Growth, Healing Touch

**Eingana**

Eingana is a creator goddess and the mother of all water, animals, and humans. She is a snake goddess of death who lives in the Dream time.

Sphere Water, animals  
 Alignment Scrupulous  
 Magic Faerie

**Bestowed Major Powers**

Alter PS Animal, Alter PS Liquid

**Bestowed Minor Powers**

2 Animal abilities

**Gidja**

God of the moon.

Sphere Darkness  
 Alignment Anarchist  
 Magic Illusion

**Bestowed Major Powers**

Alter Physical Structure Shadow, Illusion

**Bestowed Minor Powers**

Dreamwalk, Divination

**Gnowee**

Gnowee is a solar goddess who lived on Earth before there was a sun. People had to carry torches or other light sources to see. Gnowee's baby son wandered off while she was gathering yams and she began searching for him carrying a large torch. She continues to do so and her torch is the sun.

Sphere Sun  
 Alignment Scrupulous  
 Magic Elemental Fire

**Bestowed Major Powers**

Alter PS Fire, Pyrokinesis

**Bestowed Minor Powers**

Fire Expulsion, Thermovision

**Pundjel**

Pundjel is a creator god who invented most of the skills used by Australian Aborigines, including religious rites.

Sphere Skill  
Alignment Anarchist  
Magic Dreamspeak

**Bestowed Major Powers**

Photographic Reflexes

**Bestowed Minor Powers**

Absorb Skill, Language, Manipulate

Attributes, Savant

**Yhi**

The goddess of light and creator goddess of the Karraur, an Australian aboriginal group, she lay asleep in the Dreamtime before this world's creation, in a world of bone-bare, windless mountains.

Suddenly, a whistle startled the goddess. She took a deep breath and opened her eyes, flooding the world with light. The earth stirred under her warm rays. Yhi drifted down to this new land, walking north, south, east, west. As she did, plants sprang up from her footprints. She walked the world's surface until she had stepped everywhere, until every inch was covered with green. Then the goddess sat to rest on the treeless plain. As she glanced around, she realized that the new plants could not move, and she desired to see something dance. Seeking that dancing life, she descended beneath the earth, where she found evil spirits who tried to sing her to death. But they were not as powerful as Yhi. Her warmth melted the darkness, and tiny forms began to move there. The forms turned into butterflies and bees and insects that swarmed around her in a dancing mass. She led them forth into the sunny world. But there were still caves of ice, high in the mountains, in which other beings rested. Yhi spread her light into them, one at a time. She

stared into the cave's black interiors until water formed. Then she saw something move-something, and another thing, and another. Fishes and lizards swam forth. Cave after cave she freed from its darkness, and birds and animals poured forth onto the face of the earth. Soon the entire world was dancing with life. Then, in her golden voice, Yhi spoke. She told her creatures she would return to her own world. She blessed them with changing seasons and with the knowledge that when they died they would join her in the sky. Then, turning herself into a ball of light, she sank below the horizon. As she disappeared, darkness fell upon on the earth's surface. The new creatures were afraid. There was sorrow and mourning, and finally there was sleep. And, soon, there was the first dawn, for Yhi had never intended to abandon her creation. One by one the sleepy creatures woke to see light breaking in the east. A bird chorus greeted their mistress, and the lake and ocean waters that had been rising in mists, trying to reach her, sank down calmly. For eons of Dreamtime the animals lived in peace on Yhi's earth, but then a vague sadness began to fill them. They ceased to delight in what they were. She had planned never to return to earth, but she felt so sorry for her creatures that she said, "Just once. Just this once." So she slid down to the earth's surface and asked the creatures what was wrong. Wombat wanted to wiggle along the ground. Kangaroo wanted to fly. Bat wanted wings. Lizard wanted legs. Seal wanted to swim. And the confused Platypus wanted something of every other animal. And so Yhi gave them what they wanted. From the beautiful regular forms of the early creation came the strange creatures that now walk the earth. Yhi then swept

herself up to the sky again. She had one other task yet to complete: the creation of woman. She had already embodied thought in male form and set him wandering the earth. But nothing - not the plants, not the insects, not the birds or beasts or fish seemed like him. He was lonely. Yhi went to him one morning as he slept near a grass tree. He slept fitfully, full of strange dreams. As he emerged from his dreaming he saw the flower stalk on the grass tree shining with sunlight. He was drawn to the tree, as were all the earth's other creatures. Reverent and astonished, they watched as the power of Yhi concentrated itself on the flower stalk. The flower stalk began to move rhythmically, to breathe. Then it changed form, softened, and became a woman. Slowly emerging into the light from which she was formed, the first woman gave her hand to the first man.

Sphere	Life
Alignment	Scrupulous
Magic	Necromantic

### **Bestowed Major Powers**

Healing Touch, Immortal, Shape Change

### **Afrikana Gods**

Almost all African people believed in a supreme god who created the universe and all within it; this belief pre-dated the infiltration of the Christian or Islamic religions. This does not mean they believed in a monotheistic faith, for this supreme god had many under-gods. This deity was personalized in their individual mythologies, usually as a bisexual or non-sexual being, father and mother of all creatures and creator of every detail of earth.

African mythology covers a very large area. There are so many regions, languages, tribes, cultures and imperialist crossovers that the sheer diversity of prevailing Gods would seem overwhelming if they didn't follow a set of familiar themes.

African Creator Gods seem to follow a distinctive pattern, they are all extremely dissatisfied with their creations. There is much shaking of heads, turning away in sorrow and avoidance of contact. The poor humans are mostly left to fend for themselves. Attempts to regain contact with the Gods by building a heavenly ladder are the subject of many an unhappy legend. This sense of Godly disappointment can't have done much for the average African culture's ego. But while the major Gods sit in Heaven wringing their hands in despair, the lesser Gods and nature spirits are very willing to take an active part in Earthly life. These are mostly into hunting and other practical subjects - with food, sex and booze as popular as always.

There is a remarkable innocence about the Gods of Africa. They seem naive and unworldly, believing the best of everyone and optimistically giving the benefit of the doubt to all and sundry. No wonder they are rudely disappointed

when it turns out their badly-chosen favourites are up to no good. Even communicating with their creation is full of problems. Vital messages of life and death are entrusted to whichever farmyard animal happens to be passing, and the resulting garble is likely to have profoundly unforeseen and usually disastrous consequences...

### Agé

Worshipped by hunters; in charge of uninhabited bush and the animals therein.

Sphere            Animals  
Alignment      Anarchist  
Magic            Faerie

#### **Bestowed Minor Powers**

Animal Abilities Bird, Canine, Feline, Fish, Hoofed, Mustelid

### Agwe

In Benin, she is the mother of the sea. She is affectionate and nurturing to humans who honour her.

Sphere            Water  
Alignment      Scrupulous  
Magic            Elemental Water

#### **Bestowed Major Powers**

Alter Physical Structure Liquid, Healing Factor, Hydrokinesis

### Akonadi

An oracle goddess of justice in Ghana.

Sphere            Justice  
Alignment      Anarchist  
Magic            Combatic

#### **Bestowed Major Powers**

Cosmic Awareness, Invulnerable, Karma

### Ala

Earth mother of the Ibo tribe in Nigeria. She is creator of the living, queen of the dead, and goddess of fertility.

Sphere            Death  
Alignment      Scrupulous

Magic            Necromantic  
**Bestowed Major Powers**  
Reincarnate

### Ayaba

Goddess of the hearth.

Sphere            Earth  
Alignment      Unprincipled  
Magic            Elemental Earth

#### **Bestowed Major Powers**

Alter Physical Structure Stone, Copy Physical Structure, Terrakinesis

### Bomo Rambí

A moon goddess.

Sphere            Night  
Alignment      Unprincipled  
Magic            Illusion

#### **Bestowed Major Powers**

Alter Physical Structure Shadow, Astral Travel, Control Spectrum

### Domfe

The god of rain and wind.

Sphere            Sky, Storm  
Alignment      Anarchist  
Magic            Elemental Air

#### **Bestowed Major Powers**

Celestialkinesis, Hydrokinesis

#### **Bestowed Minor Powers**

Flight, Truesight

### Gua

God of agriculture, blacksmiths, and thunder in West Africa.

Sphere            Nature  
Alignment      Unprincipled  
Magic            Faerie

#### **Bestowed Major Powers**

Control Insects, Terrakinesis

#### **Bestowed Minor Powers**

Alter Form Insect, Plant Abilities

### Gunab

Hottentot god of evil.

Sphere            Evil

Alignment    Miscreant  
 Magic        Chaotic

**Bestowed Major Powers**

Absorb Life, Death Stare, Genetic  
 Ingestion

**Iankaka**

The sun goddess of the Nkundo of central Zaire was trapped by a man who was hunting during the night. She begged to be released and promised him much wealth for doing so, but the only wealth he wanted was her, and so she agreed to marry him. Soon pregnant, she refused to eat anything but forest rats. Because it was known that a man had to provide for any whim of a pregnant woman, the man was kept very busy trapping for her. One night, however, she awakened to realize she was no longer pregnant. Shocked, she discovered the baby had slipped out of the womb and was already eating meat. He grew up to be the hero Itonde, who captured the heart of the Elephant Girl Mbombe.

Sphere        Sun  
 Alignment    Anarchist  
 Magic        Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire,  
 Pyrokinesis

**Bestowed Minor Powers**

Fire Expulsion, Solar Expulsion

**Kibuka**

God of war and storms.

Sphere        War  
 Alignment    Anarchist  
 Magic        Combatic

**Bestowed Major Powers**

Alter Physical Structure Metal, Harm  
 Invulnerable

**Bestowed Minor Powers**

Energy Punch, Energy Expulsion

**Osun**

The power (orisa) of love and sensuality. She is depicted as an old wise woman sad at the loss of her beauty. Alternately she may be shown as tall, light-brown-skinned, and with the sensuality of a prostitute. She is patroness of rivers and the bloodstream, and wears seven brass bracelets. She wears a mirror at her belt to admire herself, is companioned by the primping peacock and cricket, and carries river water in her pot. Powerful spells are worked through this lady of opposites.

Sphere        Love  
 Alignment    Unprincipled  
 Magic        Tantric

**Bestowed Major Powers**

Divine Aura

**Bestowed Minor Powers**

Extra MA, ME and PB, Suggestion

## **Aztec and Mayan Gods**

At the root of the Aztec religion is their peculiar view of time and space, one of the forces behind the creation of their elaborate calendar. Like most Middle Americans, to them time and space are the same thing. On the highest level they merge together into the absolute being of the all powerful deity who exists outside material creation. To the consternation of all living things, time-space has unravelled. It is the duty of the gods to keep it from unravelling further, and the duty of men to help the gods in their task. To understand the Aztec association of time-space, it may be helpful to picture a wheel with four broad spokes. One spoke points in each direction: north, south, east, and west. There is also the hub of the wheel, which counts as a separate place. When the wheel is spinning, the entire thing appears solid and at rest. When it is truly at rest, however, it looks like it is made up of separate parts.

In the Aztec view, the hub and each spoke represent different cosmic age-places, called "suns". Each sun was associated with a different direction, colour, and group of deities. Although the suns exist simultaneously side by side, they also rotate in a sequential pattern that gives the evolution of the universe a cyclical nature. As the wheel revolves, different suns gain predominance over the physical world. Within each sun, only certain forms of earthly life can survive. So the changing of a sun is always catastrophic, bringing about great transformations. The Aztecs live in the Fifth Sun, located in hub of the wheel. In some ways, it is the culmination of all the other suns, and the only one in which mankind has been able to survive. In order to keep the Fifth Sun from passing, the Aztecs must feed

and strengthen their gods — and the penalty for failure is the end of creation! The Aztecs also believe in a "world above" and a "world below" separate from the horizontal structure of the suns. These worlds are divided into many levels. For our purposes, the most important aspect of these worlds is that the world below is the home of the dead, and the world above is the home of the gods, night and day, shooting stars and fiery snakes, birds, heavenly bodies such as Venus, the Sun, the Moon, and the Milky Way, and the clouds. The progenitor of the gods, Ometeotl, lives in the uppermost plane of the world above, which embodies all of existence.

The Mayans were south of the border down Mexico way, reaching down as far as Guatemala, Honduras and El Salvador. This amazing civilisation started with the Zapotecs and included the Olmecs and Mixtecs before ending with the Toltecs. Their city Teotihuacan, preceded Mayan culture and is full of mysteries from an earlier civilisation. It seems to have suffered fire at some point, but parts of it were in use up to Aztec times. With its pyramid of the sun built over a chambered cave, this may even have been PACARI, 'The Place Of Emergence', where the Incan Gods hid during a terrible disaster.

Teotihuacan was the size of Rome, and the Mayans could have achieved Roman Empire status if it hadn't been for their aversion to getting their feathered costumes ruined by salt water. Plus all that messing about with sails and rigging just to end up somewhere with lousy cold weather.

From 250 to 900 A.D. life was all plain sailing without putting out to sea. They didn't have horses so they didn't need carts. Instead they had a river and canal

system for shifting heavy goods. And shift they did, especially when it came to moving blocks for their stepped buildings of clean-cut grandeur. Some of their cities have never been bettered, and after so many years of neglect much is still standing in Copan, Chichen-Itza, Kabah, Palenque, Exmal, Tikal and Mayapan.

Mayan culture was amazing and their skills manifold. Especially in the artistic department. They invented a very colourful style of picture-writing with glyphs, and made codex books the size of screens. Unfortunately their books were unspeakably fragile and only four precious volumes have survived the ravages of time for us to consult. Their holy book was called the Popol-Vuh. This is nothing to do with the views of the Pope, as when the inquisitorial Spaniards arrived in 1511 to inflict treachery, unremitting torture and suffering, they were 611 years too late. The Mayan Empire had already dissipated and it was the poor old Aztecs who got the full brunt of the aggravation. The Maya are not utterly extinct, as descendants of the classical Mayan civilisation are still to be found in isolated pockets, practising modernised versions of the old beliefs.

### **Acuecucyoticihuati**

Goddess of the ocean.

Sphere           Water  
Alignment      Unprincipled  
Magic            Elemental Water

#### **Bestowed Major Powers**

Alter Physical Structure Liquid, Hydrokinesis

#### **Bestowed Minor Powers**

Ice Expulsion, Radar

### **Ahpuch**

A god of Death, cthonic demon ruler of the Ninth Underworld Realm of Mitnal.

Sphere           Death  
Alignment      Miscreant  
Magic            Chaotic

#### **Bestowed Major Powers**

Death Stare, Immortal

#### **Bestowed Minor Powers**

Acid Expulsion, Poison Breath

### **Ah Wink-ir Masa**

Nature goddess and protector of wild animals, especially deer.

Sphere           Animals and Nature  
Alignment      Anarchist  
Magic            Faerie

#### **Bestowed Major Powers**

Alter Physical Structure Animal, Control Animals

#### **Bestowed Minor Powers**

Alter Form Insect, Plant Abilities

### **Alaghom Naom Tzentel**

Ancient Maya goddess of thought and intellect.

Sphere           Knowledge  
Alignment      Scrupulous  
Magic            Dreamspeak

#### **Bestowed Major Powers**

Cosmic Awareness, Genius, Telepathy

### **Camaxtli**

God of hunting and of fate. Leader of warriors slain in battle whose souls ascend as stars in the sky.

Sphere           Skill and fate  
Alignment      Scrupulous  
Magic            Combatic

#### **Bestowed Major Powers**

Adaptable Defense, Karma, Photographic Reflexes

### **Chac**

An important weather divinity Chac is Lord of the Rains and is also associated

with wells, springs, and other water sources. By extension he has considerable authority over agriculture in general. He has oracular functions as well, and is served in such matters by a special temple functionary.

Sphere Water  
Alignment Scrupulous  
Magic Elemental Water

#### **Bestowed Major Powers**

Celestialkinesis, Hydrokinesis, APS  
Liquid

#### **Hurakan**

God of thunderstorms and hurricanes. A creator deity, Huracan occurs around the Caribbean Basin among many peoples. He is first and foremost a storm God, a Lord of the whirlwind, and His power and the dread of Him is felt most keenly in the seasonal cyclones which still bear His name. He is said to have given humans the gift of fire.

Sphere Sky  
Alignment Unprincipled  
Magic Elemental Air

#### **Bestowed Major Powers**

Alter Physical Structure Air,  
Celestialkinesis

#### **Bestowed Minor Powers**

Electrical Expulsion, Telescopic Vision

#### **Itzamnaj**

A creator and a healer deity he can bring the dead back to life. He is a fertility lord, and among his gifts to mankind are maize, rubber, drawing, carving, and above all writing; thus he is lord of scribes and priests.

Sphere Creativity, Life  
Alignment Principled  
Magic Necromantic

#### **Bestowed Major Powers**

Healing Touch

#### **Bestowed Minor Powers**

Insight, Power Art, Power Sculpting,  
Speed Reading

#### **Ixazalvoh**

She is the inventor and the goddess of weaving, female sexuality, and childbirth. She has healing functions and has oracular powers.

Sphere Fertility  
Alignment Principled  
Magic Tantric

#### **Bestowed Major Powers**

Healing Touch, Immortal, Paper  
Manipulation

#### **Quetzalcoatl**

His name means plumed serpent. He was the god of vegetation, earth and water. He was also worshipped as Ehecatl, a god of the wind. Originally he was a Toltec god, later Aztec.

Sphere Earth  
Alignment Anarchist  
Magic Elemental Earth

#### **Bestowed Major Powers**

Alter Physical Structure Stone,  
Terrakinesis

#### **Bestowed Minor Powers**

Magma Expulsion, Plant Abilities

#### **Tezcatlipoca**

Aztec god of war. He was represented in human form with a stripe of black paint across his face and an obsidian mirror replacing one of his feet. He was supposedly mutilated by the crocodile on which the earth rests. He was also called Yoalli Ehecatl (night wind), Yaotl (warrior), and Telpochtli (young man). As a creator god he ruled over the first of the four worlds which were destroyed prior to the creation of this one. In animal form he was a jaguar.

Sphere War  
Alignment Anarchist



Magic            Combativ  
**Bestowed Major Powers**  
 Invulnerable, Super Strength  
**Bestowed Minor Powers**  
 Extra PP and SPD

### **Tlaloc**

Aztec, but originally an Olmec god worshipped as a jaguar deity. God of rain, springs, mountains and fertility. He was represented as a man painted black with huge, round eyes circled by long-fanged snakes. He had two companions; Uixtocijuatl (goddess of sea water) and Chalchiutlicue (goddess of fresh water).

Sphere            Water, fertility  
 Alignment        Scrupulous  
 Magic             Elemental Water

**Bestowed Major Powers**  
 Hydrokinesis, Plant Abilities,  
 Terrakinesis

### **Xiuhtecuhtli**

Aztec god also known as Otontecuhtli or Huehueteotl. Depicted as an old bearded man who carried a brazier on his head in which burned incense. He was the god of the hearth, fire, sun, peppers and volcanoes.

Sphere            Fire  
 Alignment        Scrupulous  
 Magic             Elemental Fire

**Bestowed Major Powers**  
 APS Fire, APS Magma  
**Bestowed Minor Powers**  
 Fire and Magma Expulsion

## **Balto and Slavic Gods**

There is only fragmentary and scattered information about the myths and legends of the Slavs, and it is not possible to trace the history of their religion or to reconstruct the whole Slavic pantheon. Nevertheless, there were certain common beliefs among most pre-Christian Slavs. It is generally thought that the earliest Slavic religious beliefs were based on the principle that the whole natural world is inhabited and directed by spirits or mysterious forces. Later, particularly in areas where the Slavs had a more organized cultural life and were integrated with foreign peoples, the spiritual beliefs became less rustic, and the vague spirits of nature were anthropomorphized into divinities with special powers and functions. The supreme god of the East and South Slavs was Perun, god of lightning and thunder. Because he controlled the elements of nature, his aid and protection were strongly evoked at seed time and harvest. Until the end of the 10th century an idol of Perun existed in Kiev. Svarog, a god known to most Slavic peoples, was regarded as the father of the chief deities. Among his sons were Dazhbog, god of the sun, and Svarazic, god of fire. Two important gods of Slavic religion were Byelobog (or Byelun) the White God and Chernobog the Black God. These two, who represented the opposing forces of good and evil reflected the Slavic belief in the dualistic nature of the universe. Various myths and ritualistic data however reveal the cults of many other gods and lesser divinities including the worship of earth goddesses. The Baltic Slavs had a particularly rich tradition and a highly organized religious life. Religious centres with temples, oracles, and a hierarchy of

priests, were created under the influence of foreign religion, particularly Scandinavian. The gods of the Baltic Slavs were later in origin than those of the other Slavs and were often created to serve political purposes. Possibly the most powerful Baltic Slav cult was that of Radogost-Svarazic, whose worship held together many Obordrite tribes. When in the 12th century Retra fell, Arcona became the major political centre and its god Svantovit became the ruling Slavic god and highest solar deity. With the coming of Christianity the great divinities of the Slavs vanished in name but many elements survived in popular tradition and pagan rites became an integral part of the Christian Slavs' religious ceremonies.

### **Aba Khatun**

Baikal/Siberian sea goddess.

Sphere Water

Alignment Unprincipled

Magic Elemental

### **Bestowed Major Powers**

Alter Physical Structure Liquid, Hydrokinesis

### **Bestowed Minor Powers**

Acid Manipulation, Ice Expulsion

### **Almoshi**

Goddess of animals.

Sphere Animals

Alignment Anarchist

Magic Faerie

### **Bestowed Major Powers**

Alter Physical Structure Animal, Control Animals

### **Bestowed Minor Powers**

Choose 2 Animal Abilities

### **Ama**

Goddess of the dark and of the underworld.

Sphere Darkness

Alignment Anarchist

Magic Necromantic

### **Bestowed Major Powers**

Alter Physical Structure Shadow and Void, Intangibility

### **Belobog**

Belobog is the master of light, source of good, happiness and luck; absolute antagonist of dark, evil, of all negative emotions and activities. Peasants believed that Belobog secretly keeps an eye on their wheat and if they praised him, he even helped them in farming, especially in harvest-time. They imagined him as a long-bearded old man, carrying a staff and dressed in white, which was the traditional Slavic costume. Belobog was said to fight his evil brother Chernobog twice a year for control of that year, with Belobog gaining control of the waxing half of the year and Chernobog control of the waning half.

Sphere Luck

Alignment Scrupulous

Magic Dreamspeak

### **Bestowed Major Powers**

Cosmic Awareness, Divine Aura, Karma

### **Dragoni**

God of thunder and lightning.

Sphere Storm

Alignment Anarchist

Magic Elemental Air

### **Bestowed Major Powers**

Alter Physical Structure Electrical, Celestialkinesis

### **Bestowed Minor Powers**

Electrical Expulsion, Flight

### **Fatit**

The three goddesses of fate. Three days after the birth of a child, they appear at crib-side and determine its fate.

Sphere Fate

Alignment    Scrupulous  
 Magic        Dreamspeak

### **Bestowed Major Powers**

Cosmic Awareness, Divine Aura, Karma

### **Ja Neb'a**

A benevolent earth goddess.

Sphere        Earth  
 Alignment    Unprincipled  
 Magic        Elemental Earth

### **Bestowed Major Powers**

Alter Physical Structure Magma and Stone, Terrakinesis

### **Khursun**

Sun god revered by the Scythians and Sarmatians.

Sphere        Sun  
 Alignment    Anarchist  
 Magic        Elemental Fire

### **Bestowed Major Powers**

Alter Physical Structure Fire and Radiation

### **Bestowed Minor Powers**

Fire and Solar Expulsion

### **Lada**

Lada is the goddess of harmony, merriment, youth, love and beauty. Her time is in the year of May and is known as the Lady of the Flowers. Sacred to her is the linden and purple loosestrife. She is also the Goddess of order and manifested beauty. She is represented as a girl with a flower wreath on her head, dressed in white carrying flowers. She and her brother Lado are credited with creating the fertility of the greening world as they join May festivals in spirit with the people.

Sphere        Love, beauty  
 Alignment    Scrupulous  
 Magic        Tantric

### **Bestowed Major Powers**

Divine Aura, Empathic

### **Bestowed Minor Powers**

Extra MA and PB

### **Perun**

Perun is the highest god of the pantheon and the god of thunder and lightning. His other attributes were the mountain, oak, firmament (in Indo-European languages this was joined with the notion of the sky of stone), horses and carts, weapons (the hammer, axe and arrow), war, and fire.

He was first associated with weapons made of stone and later with those of metal. He fought against demonic opponents (main opponents - Zmij, Veles, aerial dragons and crowd of smaller ghosts: biesy (sing. bies), czarty (czart), latawce (latawiec), and poronce (poroniec). In Russia, Perun was represented with silver hair and golden moustaches. His bolts of lightning were said to be stones and stone arrows.

According to folk beliefs, fulgurites and belemnites and sometimes even archaic tools are these stone weapons' remains. Various Slavic countries also call these deposits Perun's stones, thunderbolt stones, thunderbolt wedges and Perun's arrow. These thunderbolt stones were sometimes said to be transferred back to the sky by the wind or pl anetnik. The weapons of Perun protected against bad luck, evil magic, disease, and naturally enough lightning itself.

Sphere        Thunder and lightning  
 Alignment    Anarchist  
 Magic        Combatic

### **Bestowed Major Powers**

Super Strength, Invulnerable

### **Bestowed Minor Powers**

Flight, Extra PE

### **Svarog**

Svarog is the Slavic god and spirit of fire; meaning bright and clear. So sacred was the fire that it was forbidden to

shout or swear at it while it was being lit. Folklore portrays him as a fire serpent, a winged dragon that breathes fire. Older myths describe him as a smith god, identified with the generative and sexual powers of fire. In those myths, Svarog fights Zmey, a giant serpent or a multi-headed dragon. Zmey kills people indiscriminantly. Svarog catches Zmey with blacksmith's tongs and uses him to pull the plough, thus separating the land of the living (Jav) from the land of the dead (Nav), bringing order (Prav). Zmey takes over the dead. In some myths, the ploughed ditch becomes the Smorodina River, and Zmey becomes the guardian of the bridge (Kalinov Bridge). Svarog is associated in Christianity with Saint Damian, Saint Cosmas, and Saint Michael the Archangel. His animals are a golden horned ox, boar, horse, and a falcon named Varagna, as well as a shape-shifter into the wind. Svarog legends can be traced back to 8th-6th century BC when Slavic tribes developed agriculture. The etymology of the word Svarog is likely to be Sanscrit svarga (sky) or Slavic svar (bright and clear).

Sphere            Fire  
 Alignment      Scrupulous  
 Magic            Elemental Fire

#### **Bestowed Major Powers**

Alter Physical Structure Fire,  
 Pyrokinesis

#### **Bestowed Minor Powers**

Fire Expulsion, Thermal Vision

#### **Veles**

Veles (Volos, Weles, Voloh) is the deity of cattle, commerce, music and the underworld.

Sphere            Underworld  
 Alignment      Anarchist  
 Magic            Elemental Void

#### **Bestowed Major Powers**

Alter PS Void

#### **Bestowed Minor Powers**

Healing Factor, Language, Savant,  
 Thermal Vision

## Celtic Gods

Celtic mythology is a combination of numerous basic mythologies of numerous barbarian tribes. One of the earliest of those tribes has been called the Iberian, Berber, Silurian, Basque, or Euskarian race. This tribe spoke a Hamitic language. Another of those earliest tribes are popularly called the Celts who spoke an Aryan language. These Celts were made up of the Goidals (Gael), Brythons (Britons, Bretons), Continental Gauls, Irish (or Irish Gaelic), Manx, and Scottish Gaelic.

### Arawn

Lord of Annwn, the underworld and realm of departed spirits.

Sphere           Death

Alignment      Anarchist

Magic            Necomantic

### **Bestowed Major Powers**

Altered Metaphysical Structure,  
Telepathy, Telekinesis

### Brigid

In Irish mythology, Brigid or Brighid (exalted one) was the daughter of Dagda and wife of Bres of the Fomorians. Some of her titles included: Fire of Inspiration - patroness of poets; Fire of the Hearth - patroness of healers and goddess of fertility; Fire of the Forge - patroness of smiths, craftsmen and warriors. Brigid possessed an apple orchard in the Otherworld; bees travelled there to obtain magical nectar. This orchard was associated with Avalon. She was also the goddess of the Sacred Flame of Kildare. After the Christianization of the Celts, Brigid was considered the foster mother of Jesus and was often called St. Brigid, daughter of the druid, Dougal the Brown. Some sources suggest that Saint Brigid was an Irish Catholic bishop.

Sphere           Fire and health

Alignment      Scrupulous

Magic            Elemental Fire

### **Bestowed Major Powers**

Pyrokinesis, Heal Others, Healing Touch

### **Bestowed Minor Powers**

Healing Factor, Fire Expulsion

### Dagda

The Dagda is an important god of Irish mythology. His name means The Good God, (Old Irish - deagh dia; Mod. Irish-dea-Dia) not good in a moral sense, but good at everything, or all-powerful. The Dagda is a father-figure (he is also known as Eochaid Ollathair, or Eochaid All-Father) and a protector of the tribe. Irish tales depict the Dagda as a figure of immense power, armed with a magic club and associated with a cauldron. The club was supposed to be able to kill nine men with one blow; with the handle he could return the slain to life. The cauldron was bottomless, capable of feeding an army. He also possessed a richly ornamented magic harp made of oak which, when the Dagda played it, put the seasons in their correct order; other accounts tell of the harp being used to command the order of battle. He possessed two pigs which could be cooked and eaten, but would remain whole, alive and undiminished, and ever-laden fruit trees. The Dagda was moreover the High King of the Tuatha Dé Danann, the supernatural beings who inhabited Ireland prior to the coming of the Celts. Prior to the battle with the Fomorians, he coupled with the goddess of war, the Morrigan, on Samhain in exchange for a plan of battle. Despite his great power and prestige, the Dagda is sometimes depicted as oafish and crude, even comical.

Sphere           Strength and skill

Alignment      Anarchist

Magic            Combatic

**Bestowed Major Powers**

Super Strength, Invulnerable

**Bestowed Minor Powers**

Extra PP and PE

**Manannan mac Lir**

The god of the ocean.

Sphere Water

Alignment Unprincipled

Magic Elemental Water

**Bestowed Major Powers**Alter Physical Structure Liquid,  
Hydrokinesis, Reflect

Morrigan

High Queen and goddess of the Tuatha Dé Danann. She was a trinity; Macha, Badb, and Neman (Nemain or Nemhain), all three bloodthirsty and feared by the enemies of the Tuatha Dé Danann. As Macha she was goddess of war and fertility who could take the shape of a crow or a raven. As Badb (Nechtán) she was the water-god whose sacred well was a source of knowledge. As Neman she was the goddess of war and battle.

Sphere War

Alignment Anarchist

Magic Combatic

**Bestowed Major Powers**Growth, Harm Invulnerable,  
Superstrength**Ogmios**

He was the god of genius, education, poetry, eloquence, magic and incantation. He is shown as an old man with wrinkles, carrying a club and a bow. From his tongue hang fine gold chains attached to the ears of his eager followers.

Sphere Knowledge

Alignment Scrupulous

Magic Dreamspeak

**Bestowed Major Powers**

Cosmic Awareness, Genius, Telepathy

**Tuulikki**

Goddess of forest animals.

Sphere Animals

Alignment Anarchist

Magic Faerie

**Bestowed Major Powers**

Control Animals

**Bestowed Minor Powers**

Choose 4 Animal Abilities

**Ukko**

God of the weather (clouds, rain, storms, thunder), and of the sky.

Sphere Sky and Storm

Alignment Unprincipled

Magic Elemental Air

**Bestowed Major Powers**

Celestialkinesis, Hydrokinesis

**Bestowed Minor Powers**

Electrical Expulsion, Flight

## Chinese Gods

The Chinese had a god for everything and as a result well over a thousand different gods. Presented here are a small selection of game related ones.. a very small selection..

### Chu Jung

God of fire and celestial executioner.

Sphere Fire  
Alignment Unprincipled  
Magic Elemental Fire

Bestowed Major Powers

**Alter Physical Structure Fire,**  
Pyrokinesis

**Bestowed Minor Powers**

Fire Expulsion, Solar Expulsion

### Chung Kuei

Protector of those who travel.

Sphere Travel  
Alignment Anarchist  
Magic Chronomancic

**Bestowed Major Powers**

Teleport, Sonic Speed, Sonic Flight

### Heng O

Goddess of the moon.

Sphere Night  
Alignment Anarchist  
Magic Elemental Void

**Bestowed Major Powers**

Alter Physical Structure Shadow and Void

**Bestowed Minor Powers**

Ghost Stealth, Hypersensitive Touch

### Hou T'u

A god of the earth.

Sphere Earth  
Alignment Unprincipled  
Magic Elemental Earth

**Bestowed Major Powers**

Alter Physical Structure Stone,  
Terrakinesis

## Bestowed Minor Powers

Plant Abilities, Poison Breath

### Kuan Ti

God of war and upholder of justice.

Sphere War and Justice  
Alignment Anarchist  
Magic Combatic

**Bestowed Major Powers**

Invulnerable, Super Strength, Cosmic Awareness

### Lei Kung

God of thunder and the storm.

Sphere Air  
Alignment Unprincipled  
Magic Elemental Air

**Bestowed Major Powers**

Celestialkinesis, Alter Physical Structure Electricity

**Bestowed Minor Powers**

Electrical Expulsion, Flight

### Shan Hai Ching

God of the ocean.

Sphere Water  
Alignment Anarchist  
Magic Elemental Water

**Bestowed Major Powers**

Alter Physical Structure Liquid, Hydrokinesis, Reflect

### Yum Chen Mo

Goddess of wisdom.

Sphere Intelligence  
Alignment Scrupulous  
Magic Dreamspeak

**Bestowed Major Powers**

Cosmic Awareness, Photographic Reflexes, Genius

## **Egyptian Gods**

Egypt was historically divided into two kingdoms. There was Upper Egypt and Lower Egypt. Upper Egypt seemed to contain a more educated or civilized peoples than Lower Egypt. The peoples of Upper Egypt were somewhat of a different race (a mixture of different ethnic groups) than those of Lower Egypt. The gods listed here (mostly from Upper Egypt), and their various depictions were in the main totally different in some aspect or another than the gods of Lower Egypt. For instance Ptah the great god of Upper Egypt is in Lower Egypt an ugly dwarf with an enlarged head carrying a club over his head as if threatening his worshippers with vengeance, and he is the father of a brood of children as ugly and malicious as himself whose main duty was to torture the wicked dead.

The Egyptian divinities are well-known for being portrayed with the heads and visages of various beasts. These creatures were not necessarily the only animals sacred to the God or Goddess they are connected with, or that they were the exclusive figure used to image the divinity - in some cases the God or Goddess claimed more than one animal, and in some cases the God or Goddess was portrayed with any of several different creatures faces.

### **Anhur**

A warrior God with solar aspects, considered by some as an aspect of Ra especially as an image of the active principal of solar power against enemies. He is also a patron of hunters and the chase.

Sphere	War
Alignment	Scrupulous
Magic	Combatic

## **Bestowed Major Powers**

Photographic Reflexes, Harm  
Invulnerable and Psi Weapon

### **Anubis**

The offspring of Nephthys affair with Osiris. The jackal-headed god responsible for the processes of embalming and the protection of cemeteries. He guided the deceased through the underworld to the throne of Osiris. Protector and Patron of mortuaries, and overseer of the judgement of the dead in the Hall of the Two Truths; He is also the guide and presiding spirit of the embalming process in particular and the journey of departed souls to their final destiny in general.

Sphere	Death
Alignment	Principled
Magic	Necromantic

### **Bestowed Major Powers**

Immortal and Harm Invulnerable

### **Bast**

Bastet (originally a lion goddess symbolizing the fertilizing force of the sun's rays), became the cat goddess, the patroness of the domestic cat and the home. She is often seen in human form with the head of a cat and holding the sacred rattle known as the sistrim. Bastet is also associated with the eye of Ra, the sun god, and acts as an instrument of his vengeance. She ruled over pleasure, sex, dancing, music, and joy. Bast is typically shown as a beautiful girl with the head of a cat. She is often also shown as fully cat. Bastet is the name of Bast when she is in full cat form. She is the possessor of the Utchat (the Eye of her twin brother Horus).

Sphere	Animals
Alignment	Scrupulous
Magic	Faerie



**Bestowed Major Powers**

Alter Physical Structure Animal and Control Animals

**Bestowed Minor Powers**

Animal Abilities Feline and 1 other Animal Ability

**Bes**

Bes means "dancing". The patron god of pregnant women. The Egyptian dwarf god who guards against evil spirits, snakes, and misfortune. He is a god of human pleasures, music, and dance. Bes was usually pictured full face (often nude, with prominent genitals). He was shown to be ugly and grotesque in appearance, with a large head, protruding tongue, bow legs and the ears, mane and tail of a lion or cat. He bore a plumed crown and wore the skin of a lion or panther. Despite his appearance, he was a beneficent deity and his appearance was meant to scare off evil spirits. He bore swords and knives to ward off the evil spirits, as well as musical instruments which he used to create a din which would frighten them off. Bes was the protector of children and of women in labor, and aided the hippopotamus goddess Taweret in childbirth.

Sphere Luck  
Alignment Unprincipled  
Magic Chronomantic

**Bestowed Major Powers**

Karma, Divine Aura and Backfire

**Geb**

An Earth-God, normally depicted in a green hue (note a parallel with the Green Man), He is a Lord of vegetation and the vitality of the soil. He is also a Patron of herbalism, and is considered a healer.

Sphere Earth  
Alignment Unprincipled  
Magic Elemental Earth

**Bestowed Major Powers**

Alter Physical Structure Stone, Animate I and Terrakinesis

**Horus**

Horus is the Latin translation for the Greek Horos, which was the Greek name for the Egyptian Hor. Horus is the falcon-headed solar god. His mother was Isis who conceived him by her magical powers from the body of his murdered father Osiris. He swore to avenge his father's murder. He eventually emerged the victor in a contest with Seth as to whom is the legitimate heir to the throne of Egypt. Mythologically He is the originator of the Egyptian state and it's first sovereign, the land of which He wrested from Seth when He avenged the slaughter of Osiris. Successive Pharaohs were regarded as the Earthly incarnations of Horus. Thus, Horus represents the core of national and dynastic stability, and as such is the divine Source of sovereignty.

Sphere Justice  
Alignment Anarchist  
Magic Combatic

**Bestowed Major Powers**

Telekinesis, Telepathy and Teleport

**Isis**

She is the mother of all creation. A daughter of Geb and Nut, she was the faithful wife of her brother Osiris. She became universally worshipped, is associated with love, motherhood, marital devotion, healing, eternal life, and the casting of magical spells and charms. Isis is the goddess of day, while her twin sister Nephthys, is the goddess of night. Her sacred symbol is an amulet called the tyet. She is the mother of Horus.

Sphere Love  
Alignment Anarchist

Magic            Tantric

**Bestowed Major Powers**

Healing Touch

**Bestowed Minor Powers**

Extra MA, Extra PB, Animal Abilities

Bird and Energy Expulsion

**Osiris**

He was the first child of Geb and Nut. Osiris, (a tall, handsome, charismatic man) succeeded his father Geb as the reigning power of Egypt when Geb retired into the heavens. He married his sister, the beautiful Isis, when he became king. He civilized the Egyptians, persuaded them to give up cannibalism, and taught them farming, and the pleasures of music, and provided them a legal code to live by. His evil brother Set, who was as ugly as he was evil, and who hated his handsome brother because Osiris had fathered a child with Set's wife, Nephthys (another sister!) gathered many allies and planned how to kill Osiris. Set hosted a banquet ostensibly to honor his brother. After much food and much wine, Set had a beautifully ornate chest brought into the room and said it would go to the person who best fit within it. When it was Osiris' turn to try and he had climbed in, Set and his toadies slammed the lid shut and welded it tight with lead. Osiris suffocated, the chest was thrown into the Nile, and Set became king of Egypt.

He represents first and foremost the Path of Destiny and the Life beyond life. He is the Judge of departed souls in the Hall of Two Truths, and He is the general guardian, guide, and ruler of the afterworld of departed spirits. The ancient Egyptians were obsessed with the problem of what occurs in the way of an afterlife and what the ultimate spiritual destiny of mankind is. Thus Osiris represents the promise of eternal

life and the triumph of order and meaning over chaos.

Sphere            Nature

Alignment       Principled

Magic            Faerie

**Bestowed Major Powers**

Control Insects

**Bestowed Minor Powers**

Alter Physical Structure Insect, Plant Abilities, Poison Breath and Alter Metabolism

**Ptah**

He was the Egyptian god of fire and the creator, who conceived the universe in his mind and spoke it into existence with his tongue. A primary creator divinity, Patron of Memphis and the focus of a powerful priesthood there. He is said to be self-creating and self-creative, bringing the Primal Chaos (in this version represented by Nun) into order and form by the sound of His voice. Additionally, He is patron to all the crafts and sciences, inspiring both practical invention and fine art. His figure is bandaged in a linen wrap like a mummy, and his head is shaven like a priest. His wife was the lioness goddess Sakhmet.

Sphere            Blacksmith, Fire

Alignment       Anarchist

Magic            Transmutanic

**Bestowed Major Powers**

Alter Physical Structure Fire, Astral Travel

**Bestowed Minor Powers**

Fire Expulsion, Thermal Vision

**Ra**

Ra (Re) the sun god is pictured with the falcon-head of Horus and the sun disk and uraeus (the sacred serpent, symbol of sovereignty depicted on the headdress of some deities). He is wearing mummy wrappings for his night voyage through

the twelve provinces of the underworld. He is normally accompanied by seven cows and a bull which provide him with his nightly sustenance. Mankind and animals were said to have come into being from his tears. Ra is in essence the spirit of the sun in it's glory and fullest strength, a noontide divinity embodying heat, light, and majesty. He was not especially popular, in that He represents the retributive and lightning swift blaze of power, striking down enemies with his gaze alone. The phrase, often encountered in Egyptian religious and magickal writings, "Eye of Ra", represents His pitiless and omnipresent knowledge of all beneath the sun.

Sphere Sun  
Alignment Anarchist  
Magic Elemental Fire

#### **Bestowed Major Powers**

Alter Physical Structure Radiation

#### **Bestowed Minor Powers**

Solar Expulsion, Microwave Expulsion, Thermal Vision and Energy Expulsion

#### **Set**

The son of Geb and Nut. This powerful god was regarded as god of the desert. He was Osiris' evil brother and was considered the incarnation of wickedness. He tricked Osiris at a feast in Osiris' honour, and killed him, and took his place on the throne. In some myths he is called Typhon, and is associated with the "abominable" animals: the pig, donkey, and the hippopotamus. He was depicted as a strange being with a stiff, forked tail, a long gaunt body, a tapering snout, huge erect ears and protruding eyes.

Sphere Evil and Night  
Alignment Diabolic  
Magic Chaotic

#### **Bestowed Major Powers**

Alter Physical Structure Shadow,  
Absorb Life and Insanity

#### **Shu**

Shu was the god of air and held up the sky.

Sphere Sky  
Alignment Principled  
Magic Elemental Air

#### **Bestowed Major Powers**

Alter Physical Structure Air,  
Celestialkinesis and Sonic Flight

#### **Tefnut**

Primordial divinity created by Atum or, in some mythologies Ptah. As Consort to Her brother Su, she is ancestress of all the remaining Gods and Goddesses through their offspring Geb and Nut. Her primary Attribute is as Patroness of water.

Sphere Water and Ocean  
Alignment Principled  
Magic Elemental Water

#### **Bestowed Major Powers**

Alter Physical Structure Liquid and Hydrokinesis

#### **Bestowed Minor Powers**

Acid Manipulation and Ice Expulsion

#### **Thoth**

Ibis-headed Egyptian god of the moon, time, and the calendar and of wisdom and writing. His attribute is writing materials (pen and/or parchment). He presided over the second "hearing" in the Hall of Judgement, where the deceased soul had to answer to forty-two judges regarding his life so it could be determined what would happen to him. Tutelary divinity of knowledge and understanding. He is Patron to scribes, and protector of archives, as well as being the inspiration for all knowledge-based arts and sciences. He is said to

have created writing for the use of mankind. Regarded as scrupulously honest, He is the scribe of the Hall of Two Truths, recording the deeds and accounts of each soul facing judgement, as well as taking a hand in judging.

Sphere            Knowledge  
Alignment      Unprincipled  
Magic            Dreamspeak

### **Bestowed Major Powers**

Cosmic Awareness

### **Bestowed Minor Powers**

Language, Radar, Mechano Link and X-ray Vision

## **Eskimo Gods**

Many Inuit do still hold to their ancestral religious beliefs; there are also neopagans who have integrated some or all of the Inuit beliefs into their own belief structures. Many Inuit have merged those beliefs to a greater or lesser degree with Christianity or other religions, and may hold varying degrees of literal belief.

All people, animals and plants have souls (anua). The anerneq was the part of a soul that went to the underworld, while the tarneq (taren-raq) was the physical embodiment of the soul. Taboos exist in order to ensure monetary prosperity, health and that animals will be available to hunters. Ritual ceremonies performed before, during and after hunting trips help to accomplish this.

Each species of animal has a deity, called a Keeper or a Master.

The Angakut is the Shaman of his tribe. He remembers the taboos and guides his people in the following of them. He interprets omens, causes of illness or lack of success in hunting or other ventures. Interpreting these signs indicates which taboo an individual, family or entire tribe has violated. Often, the shaman will enter a trance state using drum beating, chanting or other methods and thereby astrally travel to alternate realms of awareness to determine the causes of the negative event or circumstance.

Adlivun is where the dead are purified before continuing on to the Land of the Moon.

### **Akycha**

Sun god of the Alaskan Eskimo.

Sphere            Sun  
Alignment      Unprincipled  
Magic            Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire and Radiation

**Bestowed Minor Powers**

Fire and Solar Expulsion

**Alignak**

God of the storm, earthquakes and tides.

Sphere Storm, Earth

Alignment Unprincipled

Magic Elemental Earth

**Bestowed Major Powers**

Celestialkinesis, Terrakinesis, Vibration

**Aningan**

Moon god. Called Igaluk in Alaska.

Sphere Night

Alignment Anarchist

Magic Elemental Void

**Bestowed Major Powers**

Alter Physical Structure Shadow and Void, Cosmic Awareness

**Nanook**

The Bear god. The Pleiades.

Sphere Animals

Alignment Anarchist

Magic Faerie

**Bestowed Major Powers**

Alter Physical Structure Animal, Control Animals

**Bestowed Minor Powers**

Adapt to Environment, Animal Abilities Bear

**Pana**

She cares for the souls of the dead in heaven while they wait to be reincarnated.

Sphere Death

Alignment Anarchist

Magic Necromantic

**Bestowed Major Powers**

Reincarnated

**Sedna**

The goddess of the sea. An earth mother figure who had been a child of giants. When her ravenous hunger led her to start eating her sleeping parents, they took her out to sea and cut off her fingers, which became whales, walrus, seals and fish. They then cast her into the depths of the ocean which she then ruled. Called Arnarquagsaq in Greenland and Nerivik in Alaska.

Sphere Water

Alignment Scrupulous

Magic Elemental Water

**Bestowed Major Powers**

Alter Physical Structure Liquid, Hydrokinesis

**Bestowed Minor Powers**

Ice Expulsion, Radar

**Tekkeitserto**

God of hunting.

Sphere Skill

Alignment Unprincipled

Magic Combatic

**Bestowed Major Powers**

Photographic Reflexes, Weight Manipulation

**Bestowed Minor Powers**

Animal Abilities Feline and Hoofed

**Ukat**

Goddess of good luck.

Sphere Luck

Alignment Scrupulous

Magic Dreamspeak

**Bestowed Major Powers**

Divine Aura, Karma

**Bestowed Minor Powers**

Dreamwalk, Extra PB

## **Gaulish Gods**

In English the word Gaul commonly refers to a Celtic inhabitant of that region in ancient times, but the Gauls were widespread in Europe by Roman times, speaking Celtic languages that had diverged into two groups. Besides the Gauls of modern-day France, Gauls had settled in the plains of northern Italy, in the province Romans knew as Gallia Cisalpina (Gaul this side of the Alps), and had even reached as far as Anatolia (modern day Turkey), where they gave their name to the area known as Galatia. Other Gauls had migrated across the Pyrenees into Hispania, where they mixed with the indigenous Iberians as Galloiberians (also known as Celtiberians).

### **Abnoba**

Goddess of the hunt.

Sphere Skill and Luck

Alignment Scrupulous

Magic Combatic

### **Bestowed Major Powers**

Karma, Photographic Reflexes, Reflect

### **Belenos**

God of healing and light, and referred to as The Shining One. He is in charge of the welfare of sheep and cattle. His wife is the goddess Belisama. They can be compared with Apollo and Minerva.

Sphere Light and animal

Alignment Principled

Magic Faerie

### **Bestowed Major Powers**

Healing Touch, Alter Physical Structure  
Light, Control Animals

### **Belisama**

Goddess of light and fire, the forge and of crafts. She is the wife of the god Belenos.

Sphere Fire and Light

Alignment Anarchist

Magic Elemental Fire

### **Bestowed Major Powers**

Alter Physical Structure Fire

### **Bestowed Minor Powers**

Fire Expulsion, Energy Expulsion,  
Microwave Expulsion, Magma  
Expulsion

### **Cerunnos**

Cernunnos was the god of the underworld and of animals. The horned god of virility, he is accompanied by a ram-headed serpent and a stag. He was often depicted holding a bag of money, possibly signifying he was considered a god of fertility also.

Sphere Animals and Death

Alignment Anarchist

Magic Necromantic

### **Bestowed Major Powers**

Reincarnated

### **Epona**

The horse goddess also associated with sovereignty and rulership. Usually portrayed as riding a mare, sometimes with a foal.

Sphere Knowledge and Animals

Alignment Unprincipled

Magic Dreamspeak

### **Bestowed Major Powers**

Genius

### **Bestowed Minor Powers**

Animal Abilities Hoofed, Precognition,  
Retrocognition, True Sight

### **Esus**

God equated with war and speed.

Human sacrifices to Esus were hanged and skewered with a sword. Esus is usually pictured as a woodcutter. His sacred animal was the bull.

Sphere War and Speed

Alignment Anarchist

Magic Combatic

**Bestowed Major Powers**

Sonic Speed, Invulnerable

**Bestowed Minor Powers**

Forearm Claws, Projectile Expulsion

**Mania**

A lunar and nocturnal goddess.

Sphere Night and Earth

Alignment Anarchist

Magic Elemental Earth

**Bestowed Major Powers**Alter Physical Structure Shadow,  
Terrakinesis**Bestowed Minor Powers**

Ghost Stealth, True sight

**Sucellus**

God of agriculture and forests, and of alcoholic beverages (he is often shown carrying a beer barrel suspended from a pole), and a hammer god.

Sphere Nature and Water

Alignment Unprincipled

Magic Elemental Water

**Bestowed Major Powers**

Control Insects, Hydrokinesis

**Bestowed Minor Powers**

Plant Abilities, Animal Abilities Fish

**Taranis**

The name Taranis derives from the Indo-European root 'taran' meaning thunderer or thunder. He has been depicted as a wise, patriarchal being holding a lightning bolt and a solar wheel (hurling his wheel through the clouds, unleashed the terrible din we call thunder). Taranis is the god of the wheel, associated with forces of change.

Sphere Justice and Sky

Alignment Scrupulous

Magic Elemental Air

**Bestowed Major Powers**Celestialkinesis, Alter Physical Structure  
Electrical**Bestowed Minor Powers**

Electrical Expulsion, Flight

## Greek Gods

To the Greeks, man was the measure of all things, and gods mirrored them faithfully. Like men, the gods were noble and proud, but they were also quarrelsome, scheming, lecherous. These deities appeared in more or less human form, though they were always more beautiful than any mortal could hope to be. Invariably, the gods suffered from human faults and engaged in very human behaviour, such as falling in love, resorting to treachery to win a cherished goal and hungering for power. Unlike the gods of many ancient civilizations, the deities of the Greeks were far from remote or mysterious. Their motives could almost always be understood in human terms. There were two important differences between the gods and men, however. Although the gods were moved by the same emotional forces that ruled the lives of men, they were not expected to follow the rules of human behaviour. Were free to engage in all sorts of conduct that would not be tolerated in human society: thievery, lechery, gluttony, adultery, and so on. The second important difference between gods and men was power. The Greek gods were all, to some degree, embodiments of power, whether in the physical world or in the minds of men. They controlled literally everything, from storms that ravaged the seas to the love that bound men and women together. It was because of this power that the Greeks sought the favour of the gods through prayers and sacrifice. When the Greeks honoured excellence in any domain, it was the gift of some of this godly power that they were praising. The Greek gods, who were thought to live atop the heights of Mount Olympus, were ruled by the mighty Zeus. But this was not always so, for the Mycenaean

gods were older than the Greek gods, and the Minoan gods were older still. Thus, the Greek gods had a history of their own, just as Greek culture did. In the beginning, there was only Chaos, from which formed Gaea (the earth), Tartarus (beneath the earth), many other primeval gods such as Eros, Night, and Day.

### Achelois

A moon-goddess, she who drives away pain.

Sphere	Night
Alignment	Scrupulous
Magic	Necromantic

#### **Bestowed Major Powers**

Alter Physical Structure Shadow,  
Healing Touch

#### **Bestowed Minor Powers**

Ghost Stealth, True sight

### Aphrodite

Aphrodite the goddess of love and beauty was born from the foam of the sea. She was married to Hephaestus, the god of fire and smithy to the gods. Sacred to her are the myrtle, rose, apple, poppy, sparrow, dove, swan, swallow, tortoise, ram, the planet Venus, and the month of April. Eros was produced from a liaison with Zeus. Her favourite lover is the god of war, Ares. She represented sex, affection, and the attraction that binds people together.

Sphere	Love
Alignment	Principled
Magic	Tantric

#### **Bestowed Major Powers**

Divine Aura, Empathic

#### **Bestowed Minor Powers**

Extra MA, Extra PB

### Apollo

One of the most important Olympian gods; son of Zeus and Leto, twin brother



of Artemis. He was concerned with prophecy, medicine (he was the father of Asclepius), music and poetry (he was associated with Orpheus and was the patron of the Muses). He was also associated with law, philosophy, and the arts. He sometimes gave the gift of prophecy to mortals whom he loved, such as the Trojan princess Cassandra. He was a master archer and a fleet-footed athlete, credited with having been the first victor in the Olympic games.

Sphere Sun  
Alignment Anarchist  
Magic Elemental Fire

#### **Bestowed Major Powers**

Alter Physical Structure Fire, Alter Physical Structure Radiation

#### **Bestowed Minor Powers**

Fire and Solar Expulsion

#### **Ares**

His name means male warrior. Son of Zeus and Hera, Ares was the bullying god of war. He was considered to be overly fond of looting and slaughter, and cowardly besides. Always represented as armed, he was prone to launch himself into a cause without thought as to its validity. The Greeks looked on Ares as a quarrelsome god who sent war and pestilence and delighted in destruction. Aggressive and bloodthirsty, Ares personified the brutal nature of war. He was unpopular with both gods and humans. Most of his children by mortal women were of a violent nature. Although fierce and warlike, Ares was not invincible, even against mortals. Ares was not widely worshiped by the Greeks; there were no cities dedicated to his worship as was with the rest of the gods. His bird, appropriately, was the vulture.

Sphere War  
Alignment Diabolic

Magic Combatic

#### **Bestowed Major Powers**

Photographic Reflexes, Harm Invulnerable and Psi Weapon

#### **Arete**

Arete is the goddess of justice, and teacher of Heracles.

Sphere Justice  
Alignment Scrupulous  
Magic Combatic

#### **Bestowed Major Powers**

Telekinesis, Telepathy and Teleport

#### **Artemis**

Twin sister to Apollo, she was goddess of chastity, virginity, the hunt, the moon, and the natural environment. She was chief hunter to the gods and goddesses, especially of bears. She is the daughter of Zeus and Leto. Even though she is a virgin goddess, she also presides over childbirth. Sacred to her are the laurel, fir tree, fish, stag, boar, bear, dog, goat, bee and other animals. Although traditionally the friend and protector of youth, especially young women, Artemis prevented the Greeks from sailing to Troy during the Trojan war until they sacrificed a maiden to her. According to some accounts, just before the sacrifice, she rescued the victim, Iphigenia.

Sphere Skill  
Alignment Unprincipled  
Magic Combatic

#### **Bestowed Major Powers**

Photographic Reflexes

#### **Bestowed Minor Powers**

Animal Abilities Bear, Canine, Fish and Hoofed

#### **Athena**

Sometimes Athene, the daughter of Zeus and the Titaness Metis, was the virgin goddess of wisdom (in war, especially), intelligent activity, arts and literature,

and crafts. Although a fierce virgin like Artemis, she did not shun men but on the contrary delighted in being a city-goddess, most notably at Athens. She is Zeus' favourite and is allowed to use his weapons including his thunderbolt. The goddess was usually shown wearing a helmet and carrying a spear and shield. Like her father, she also wore the magic aegis, a goatskin breastplate, fringed with snakes, that produced thunderbolts when shaken. Athena was very different from the war god Ares. She represented the intellectual and civilized side of war; she was not so much a fighter as a wise and prudent adviser. Athena's symbol was the wise owl, which was featured on Athenian coins. Sacred to her are the olive, serpent, owl, and crow. She invented the bridle, the trumpet, the flute, the rake, the plough, the yoke, and (in some myths) the chariot. The Romans identified her with Minerva, a goddess of wisdom and the arts. Athena is the Greek virgin goddess of reason, intelligent activity, arts and literature.

Sphere Knowledge  
Alignment Principled  
Magic Dreamspeak

#### **Bestowed Major Powers**

Cosmic Awareness

#### **Bestowed Minor Powers**

Language, Radar, Precognition and Xray Vision

#### **Clotho, Lachesis, Atropos**

The three powerful goddesses who determined the lives of men.

Atropos; Oldest of the Fates, and the most feared, for she is the one who cuts the thread of life.

Clotho; She who weaves the thread of life.

Lachesis; The one who measures the thread of life.

Sphere Fate

Alignment Unprincipled  
Magic Dreamspeak

#### **Bestowed Major Powers**

Spontaneous Mutation Others, Karma, Overload

#### **Demeter**

She was sister to Zeus, and goddess of fertility. She had various lovers, including her brother Zeus. Her name means "barley-mother" or "mother earth"; "mother earth" is only one of the possible meanings of Demeter's name. The second part of the word unarguably means "mother." The first part, however, translates as easily into "cereal" as "earth," making her the goddess not of the earth's surface but of cultivated, food providing plants, parallel to the Roman Ceres. Whether she symbolized all the earth or just its edible plants, Demeter was worshiped in fireless sacrifices, demanding all offerings in their natural state. Honeycombs, unspun wool, unpressed grapes, and uncooked grain were laid on her altars. Not for her the offerings of wine, mead, cakes, and cloth, for Demeter was the principle of natural, rather than artificial, production. agriculture, and of fertility in general. Sacred to her are livestock and agricultural products (with the emphasis on corn), poppy, narcissus and the crane.

Sphere Earth and Nature  
Alignment Unprincipled  
Magic Elemental Earth

#### **Bestowed Major Powers**

Alter Physical Structure Stone, Terrakinesis and Animate I

#### **Dionysus**

He was the god of fertility and wine, later considered a patron of the arts. Dionysus was one of the most important Greek gods. He was thought to be the son of either Zeus and Persephone or of

Zeus and Semele (and born from Zeus' thigh after Semele's death in this version). Dionysus was attended by a carousing band of satyrs, maenads, and nymphs. He was good and gentle to those who honoured him, but he brought madness and destruction upon those who spurned him. He taught humans viticulture.

Sphere        Vice  
Alignment    Miscreant  
Magic        Tantric

**Bestowed Major Powers**

Insanity, Control Minds, Empathic

**Eris**

Eris is the goddess of discord and the daughter of Zeus and Hera. She is obsessed with bloodshed, havoc, and suffering. She calls forth war and her brother Ares carries out the action.

Sphere        Evil  
Alignment    Diabolic  
Magic        Infernal

**Bestowed Major Powers**

Absorb Life, Deathstare and Insanity

**Hades**

Hades means sightless or unseen. He was the son of the Titans, Cronus and Rhea, and the brother of Zeus and Poseidon. When he and his brothers drew lots to divide the world, after they had deposed of their father, Cronus, Zeus won command of the heavens, Poseidon of the sea, and Hades of the underworld. He became known as Pluto (people didn't even want to say the name Hades as they thought it might bring bad luck), the god of wealth and riches, because both crops and precious metals were believed to come from his kingdom below ground. It was rare for him to leave his realm to visit the Earth or Olympus. (His most famous visit to Earth was the time he saw Persephone,

Demeter's daughter and his own niece, and carried her off to be his wife.) Appropriately the planet named for Pluto is the one farthest from the sun.

Although he was a grim and pitiless god, unappeased by either prayer or sacrifice, he was not evil. The world of the dead was ruled by him and Persephone. Hades was mostly faithful to Persephone, although once he became enamoured with the nymph Minthe. Persephone in a fit of jealousy turned her into the sweet-smelling herb, mint. Hades was also known as Polydegmon (means "receiver of many guests") because of the multitudes who have died and ended up in his realm.

Sphere        Death  
Alignment    Anarchist  
Magic        Necromantic

**Bestowed Major Powers**

Immortal, Control Undead, Alter PS  
Undead

**Hephaestus**

God of fire and metalwork, the son of the Zeus and Hera, or sometimes the son of Hera alone. In contrast to the other gods, Hephaestus was lame, unseemly, and awkward. Shortly after his birth, he was cast out of heaven, either by Hera, who was repelled by his deformity (she threw him into the sea to drown but he was rescued by sea nymphs), or by Zeus (as a result of which he became lame), because Hephaestus had sided with Hera against him (most popular of the two stories). In most legends, however, he was soon honoured again on Olympus and was married to Aphrodite, goddess of love (who cheated on him often), or to Aglaia, one of the three Graces. As the artisan among the gods, Hephaestus made their armour, weapons, and jewellery. His workshop was believed to lie under Mount Etna, a volcano in

Sicily. He worked at huge furnaces, aided by Cyclopes. Originally he was a Middle Eastern fire god.

Sphere Fire, Creation  
Alignment Unprincipled  
Magic Elemental Fire

**Bestowed Major Powers**

Genius, Matter Manipulate

**Bestowed Minor Powers**

Fire and Microwave Expulsion

**Hermes**

The son of Zeus and Maia, one of the Pleiades. He is the messenger of Zeus to gods and men. He is the god of wealth, good fortune, travellers, wind, commerce, thievery, manual arts and eloquence. He brought the souls of the dead to the underworld, and was honoured as the god of sleep. He was the cleverest of the Olympian gods, and renowned for his mischief-making. On the day after his birth he stole the oxen of Admetus which Apollo was guarding. He is credited with the invention of the lyre, which he gave to the irate Apollo as a peace offering. Hermes greatest passion was for Aphrodite. Attributes: winged with hat and sandals (talaria), the herald's wand (caduceus) with/without entwined snakes. Zeus rewarded him with the winged helmet and sandals because he was adept at acting as an intermediary between Zeus and his various lovers. He was also god of roads and fertility, as represented by his wayside shrines which were square pillars with a bust of him on top and a phallus carved below.

Sphere Speed  
Alignment Anarchist  
Magic Bardic

**Bestowed Major Powers**

Sonic Speed, Lightspeed Flight, Spin

**Pan**

He was the son of Hermes and Penelope (later married to Odysseus) in some myths and the son of Zeus and the nymph Callisto in others. He was the god of flocks and shepherds. He had the head and torso of a man, but the hindquarters and horns of a goat. He was a great musician with the pipes. He was considered a symbol of fecundity because of his lustful nature.

Sphere Animals  
Alignment Miscreant  
Magic Faerie

**Bestowed Major Powers**

Alter Physical Structure Animal, Control Animals

**Bestowed Minor Powers**

Animal Abilities Hoofed, Chameleon

**Poseidon**

God of the sea, protector of all waters. Powerful, violent, and vengeful, he carried the trident, with which he caused earthquakes. The son of the Titans Cronus and Rhea, and the brother of Zeus and Hades, Poseidon was the husband of Amphitrite, one of the Nereids, by whom he had a son, Triton. Poseidon had numerous other love affairs, however, especially with nymphs of springs and fountains, and was the father of several children famed for their wildness and cruelty, among them the giant Orion and the Cyclops Polyphemus. Poseidon and the Gorgon Medusa were the parents of Pegasus, the famous winged horse. The Romans identified Poseidon with their god of the sea, Neptune.

Sphere Water  
Alignment Unprincipled  
Magic Elemental Water

**Bestowed Major Powers**

Alter Physical Structure Liquid, Hydrokinesis

**Bestowed Minor Powers**

Acid Manipulation, Ice Expulsion

**Tyche**

Goddess symbolizing fortune and prosperity.

Sphere            Luck

Alignment        Scrupulous

Magic             Dreamspeak

**Bestowed Major Powers**

Karma, Divine Aura and Backfire

**Zeus**

His name means the bright sky. He was god of the sky and ruler of the Olympian gods. He was considered the father of the gods, and of mortals, although he did not create either; he was their father in the sense of being the ruler both of the Olympian gods and of the human race. He was the rain god, and the cloud gatherer, who wielded the terrible thunderbolt. His breastplate was the aegis, his bird the eagle, his tree the oak. According to one of the ancient myths of the birth of Zeus, Cronus, having heard the prophecy that he might be dethroned by one of his children, swallowed them as they were born. Upon the birth of Zeus, Rhea wrapped a stone in swaddling clothes for Cronus to swallow and concealed the infant god in Crete, where he was fed on the milk of the goat Amalthea and reared by nymphs. When Zeus grew to maturity, he forced Cronus to disgorge the other children, who were eager to take vengeance on their father. In the war that followed, the Titans fought on the side of Cronus, but Zeus and the other gods were successful, and the Titans were banished to Tartarus. Zeus henceforth ruled over the sky, and his brothers Poseidon and Hades were given power over the sea and the underworld, respectively. The earth was to be ruled in common by all three. He is

represented as the god of justice and mercy, the protector of the weak, and the punisher of the wicked. As husband to his sister Hera, he is the father of Ares, the god of war; Hebe, the goddess of youth; Hephaestus, the god of fire; and Eileithyia, the goddess of childbirth. At the same time, Zeus is noted for falling in love with one woman after another and resorting to all kinds of tricks to hide his infidelity from his wife. Stories of his escapades were numerous in ancient mythology, and many of his offspring were a result of his love affairs with both goddesses and mortal women.

Sphere            Sky

Alignment        Anarchist

Magic             Elemental Air

**Bestowed Major Powers**Alter Physical Structure Air,  
Celestialkinesis and Sonic Flight

## Hindu Gods

The Hindus have created a rich, complex mythology which is still very much alive. Hundreds of millions of people continue to believe in the multitudes of gods which inhabit the Hindu pantheon. This tapestry of religion is the result of millennia of integration. The Indian sub-continent has been a crossroad for several cultures, and the Indian people have incorporated numerous ideas from different faiths. Still one cosmic truth holds in Hindu thought and that is that all things are simply a part of a greater, whole One. In early Hindu belief this Universal whole was called Brahman. All beings and things from the gods and demons through humans on to the lowliest pebble on the beach were and are part of this One. In later times the neuter Brahman became equated with the masculine Brahma but the original idea is still very much a part of Hindu thought.

The history of Hindu mythology can be broken up into several different ages, all of which have contributed to the faith as a whole. The first is the pre-Vedic age, which goes back to the time of the early Indus valley civilizations of Harappa and Mohenjo-daro, which were established around 2400 BC. These cities were destroyed by 1700. Some think that the Aryan invaders who came to dominate the sub-continent destroyed those cities, but current archaeological evidence suggest they may have disappeared before the Aryans arrived.

In any event, the Indo-European invaders known as the Indo-Aryans came and conquered both much of India and Persia by about 1500 BC. They brought with them new gods and hymns dedicated to them. These hymns came to be called collectively the Vedas. The Vedic age is when Hinduism proper

begins. The Indo-Aryans became the lords of India, and their gods became the most important in the pantheon, but earlier gods were still revered; they were just given different roles. The Aryans also brought with them a distinct class structure which included a priestly class, a warrior or ruling class, and the trade or merchant class. The native peoples who were subject to Aryan rule were incorporated into a fourth class. This is the basis for the caste system which still is very much a part of Indian life. By the end of the Vedic period, these castes were called, respectively: Brahmans, Kshatriyas, Vaisyas, and Sudras. The Vedic gods were led by Indra, the archetypical thunder god and they got their strength from the drink Soma, a form of ambrosia.

### Agni

God of fire. He exists as lightning.

Sphere	Fire
Alignment	Anarchist
Magic	Elemental Fire

### **Bestowed Major Powers**

Alter Physical Structure Fire and Electrical

### **Bestowed Minor Powers**

Electrical and Fire Expulsion

### Brahma

The post-Vedic form of Prajapati, the creator.

Sphere	Life
Alignment	Scrupulous
Magic	Necromantic

### **Bestowed Major Powers**

Healing Touch, Empathic

### **Bestowed Minor Powers**

Healing Factor, True sight

### Garuda

The god-mount of Vishnu and his consort Lakshmi, is usually pictured as a

creature with the head, talons, beak, and wings of an eagle (or a vulture) and limbs and trunk of human shape.

Sphere Sky  
Alignment Unprincipled  
Magic Elemental Air

#### **Bestowed Major Powers**

Alter Physical Structure Air,  
Celestialkinesis

#### **Bestowed Minor Powers**

Body weapons, Flight

### **Kali**

Cult name of the goddess Durga, wife to Shiva. A bloodthirsty fertility goddess to whom the Thugs (Under the title Bhavani, she was invoked by this secret brotherhood of murderers) sacrificed their victims. Her idol is black, is smeared with blood, has huge fang-like teeth, and a protruding tongue that drips with blood. She wears a necklace of skulls, earrings of corpses, and is girdled with serpents. She usually has four arms, symbolizing absolute dominion over all finite things. One hand holds a sword, the second holds a severed human head, the third is believed by her devotees to be removing fear, and the fourth is often interpreted as granting bliss. Kali-omnipotent, absolute, and all-pervasive-is beyond fear and finite existence and is therefore believed able to protect her devotees against fear and to give them limitless peace. Finally as absolute night devouring all that exists, she is sometimes depicted as standing on the corpse of Shiva which like the garland of skulls symbolizes the remains of finite existence. Kali's worshipers reportedly appeased her in the past with human sacrifices.

Sphere Death, evil  
Alignment Diabolic  
Magic Chaotic

#### **Bestowed Major Powers**

Absorb Life, Control Undead, Death  
Stare

### **Prithivi**

Goddess of the earth.

Sphere Earth  
Alignment Unprincipled  
Magic Elemental Earth

#### **Bestowed Major Powers**

Alter Physical Structure Mineral, Stone  
and Tar

### **Ratri**

Goddess of the night.

Sphere Darkness  
Alignment Unprincipled  
Magic Elemental Void

#### **Bestowed Major Powers**

Alter Physical Structure Shadow, Negate  
Powers

#### **Bestowed Minor Powers**

Ghost Stealth, Adapt to environment

### **Sarasvati**

Goddess of knowledge and of fertility and prosperity. She is considered the originator of speech and of all the arts. She is one (the maiden aspect) of the trinity which includes Devi and Lakshmi. Sarasvati is pictured as a graceful woman with white skin, usually sitting on a lotus (or a peacock), and usually adorned with a crescent moon.

Sphere Knowledge  
Alignment Scrupulous  
Magic Dreamspeak

#### **Bestowed Major Powers**

Cosmic Awareness, Genius

#### **Bestowed Minor Powers**

Extra PB, Radar

### **Siva**

The god of destruction. One of the gods of the Hindu Trimurti or triad of supreme gods. Shiva also called Siva

personifies both the destructive and the procreative forces of the universe. As the destroyer he is represented wearing a necklace of skulls and surrounded by demons. Shiva is also the god of asceticism and of art, especially dancing. He rides on the bull Nandi and his consort is the mother goddess Uma or Kali. Some Hindus worship Shiva as the supreme deity and consider him a benevolent god of salvation as well as a god of destruction.

Sphere War  
Alignment Anarchist  
Magic Combatic

#### **Bestowed Major Powers**

Alter Physical Structure Liquid Metal,  
Adaptable Defence

#### **Bestowed Minor Powers**

Choose 2 Expulsion types (may include  
Ranged Attack)

#### **Ushas**

The beautiful goddess of the dawn.

Sphere Sun  
Alignment Unprincipled  
Magic Elemental Fire

#### **Bestowed Major Powers**

Alter Physical Structure Light, Energy  
Absorption

#### **Bestowed Minor Powers**

Energy and Solar Expulsion

#### **Vishnu**

The supreme Hindu god. Vishnu rose to power during the battle between the devas and the asuras. Both wanted dominion over the world. The asuras finally agreed to cede whatever territory a devas could measure out in three paces. Vishnu who at this time was only a dwarf, proclaimed himself champion of his fellow creatures and in three strides traversed the whole world (the earth, the sky and all the intervening space). Vishnu's retinue was composed

of Garuda (the eagle which served as his steed) and Hanuman (the king of the monkeys). Certain objects are linked to him: the disc, the conch, the lotus flower. He was married to Lakshmi. His avatars were: a fish, a tortoise, a wild boar, a man-lion, the dwarf, Parasurama, Rama, Krishna, Buddha, Kalkin (to come at the end of this age). He is always depicted sleeping on a large serpent named Adishesha or Ananda. The snake represents the earth and by sleeping on it, Vishnu becomes the "Preserver of the Earth" (one of many of Vishnu's names). Vishnu accomplished many things: he killed the demon Madhu, he caused people to worship, and he took and takes great care of the Earth.

Sphere Various  
Alignment Scrupulous  
Magic Chronomancic

#### **Bestowed Major Powers**

Chronokinesis, Immortal, Intangibility



**Inca Gods**

Once a mighty empire stretched over the central highlands of the Andes, way down South past Mexico. Ranging from Chile to Peru where the capital city of Cuzco prevailed. After 400 years and much personal sacrifice to keep the sun shining and the Gods contented there was not a lot they could not do. Mighty buildings without the aid of cement mixers, casting metals, weaving, pottery, paved roads, suspension bridges, amazing art and sculpture, some quite abstract, and a thriving music scene. Agriculture thrived although there were no horses. With all these skills they didn't bother with things like wheels, and reading and writing. All their records were done with knotted string.

**Asima Si**

The goddess of water and fish. She lives in the east mouth (Para) of the Amazon River.

Sphere            Water  
Alignment      Unprincipled  
Magic            Elemental Water

**Bestowed Major Powers**

Alter Physical Structure Ice, Alter Physical Structure Liquid

**Bestowed Minor Powers**

Acid Manipulation, Ice Expulsion

**Bochia**

The supreme sun god.

Sphere            Sun  
Alignment      Anarchist  
Magic            Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Solar, Alter Physical Structure Magma

**Bestowed Minor Powers**

Magma Expulsion, Solar Expulsion

**Calounger**

The death goddess.

Sphere            Death  
Alignment      Miscreant  
Magic            Necromantic

**Bestowed Major Powers**

Control Undead, Genetic Ingestion, Independent Spirit

**Ceiuci**

A star goddess who created all animals.

Sphere            Animals  
Alignment      Unprincipled  
Magic            Faerie

**Bestowed Major Powers**

Alter Physical Structure Animal, Control Animals

**Bestowed Minor Powers**

Animal Abilities (choose 2)

**Iae**

God of the moon.

Sphere            Night  
Alignment      Unprincipled  
Magic            Elemental Air

**Bestowed Major Powers**

Alter Physical Structure Shadow, Extradimensional Storage, Gravity Manipulation

**Mamacocha**

Goddess of the rain and the wind. She is the oldest known deity in Peru.

Fishermen are her chief worshippers.

Sphere            Sky and Water  
Alignment      Anarchist  
Magic            Elemental Water

**Bestowed Major Powers**

Alter Physical Structure Air, Celestialkinesis, Hydrokinesis

**Pachamac**

God of the earth.

Sphere            Earth  
Alignment      Unprincipled  
Magic            Elemental Earth

**Bestowed Major Powers**

Alter Physical Structure Stone,  
Terrakinesis, Telereformation

**Pachamama**

Goddess of fertility, good fortune, and nature.

Sphere Luck and Nature  
Alignment Scrupulous  
Magic Faerie

**Bestowed Major Powers**

Karma, Control Insects

**Bestowed Minor Powers**

Alter Form Insect, Plant Abilities

**Topétine**

Goddess of fire, pictured in the form of a jaguar.

Sphere Fire  
Alignment Unprincipled  
Magic Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire,  
Pyrokinesis

**Bestowed Minor Powers**

Fire Expulsion, Thermal Vision

**Japanese Gods**

Japanese mythology is an extremely complex religion and system of beliefs.

The Shinto pantheon alone boasts a collection of more than 8000 kami (Japanese for gods or spirits). Despite the influence of the ancient Chinese civilization much of Japanese mythology is uniquely their own. It embraces Shinto and Buddhist traditions as well as agricultural based folk beliefs.

Mainstream Japanese myths as generally recognized today are based on the Kojiki, Nihonshoki and some complementary books. The Kojiki or Record of Ancient Things is the oldest recognized book of myths, legends, and history of Japan. The Shintoshu explains origins of Japanese deities from a Buddhist perspective while the Hotsuma Tsutae records a substantially different version of mythology. One notable result of Japanese mythology is that it explains the origin of the Imperial family and assigned them godhood.

**Ama-terasu**

Amaterasu Omikami the Sun Goddess is considered the founder of the Japanese nation.

Sphere Sun  
Alignment Unprincipled  
Magic Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire

**Bestowed Minor Powers**

Fire, Magma, Microwave and Solar Expulsion

**Benzai Ten**

Also known as Benten, one of the Japanese gods of good fortune known as the "Seven Lucky Gods." Benten is the only female deity among the seven. Goddess of language, wisdom, literature, love, music and the sea.

Sphere Knowledge and Water  
 Alignment Scrupulous  
 Magic Dreamspeak

**Bestowed Major Powers**

Cosmic Awareness, Genius

**Bestowed Minor Powers**

Language, Retrocognition

**Hachiman**

A god of war.

Sphere War

Alignment Anarchist

Magic Combatic

**Bestowed Major Powers**

Explode, Overload

**Bestowed Minor Powers**

Bomb Blast, Energy Expulsion

**Kishijoten**

A goddess of good luck.

Sphere Luck

Alignment Scrupulous

Magic Dreamspeak

**Bestowed Major Powers**

Karma, Telepathy

**Bestowed Minor Powers**

Extra MA and PB

**Nai No Kami**

God of earthquakes.

Sphere Earth

Alignment Unprincipled

Magic Elemental Earth

**Bestowed Major Powers**

Terrakinesis, Vibration

**Bestowed Minor Powers**

Magma Expulsion, Ranged Attack Solid

**Oh Kuni Nushi**

God of medicine and sorcery.

Sphere Health

Alignment Scrupulous

Magic Necromantic

**Bestowed Major Powers**

Healing Factor, Healing Touch

**Bestowed Minor Powers**

Language, True Sight

**Raiden**

God of thunder.

Sphere Sky

Alignment Unprincipled

Magic Elemental Air

**Bestowed Major Powers**

Alter Physical Structure Electrical,

Celestialkinesis, Sonic Power

**Tajika-no-mikoto**

God of physical strength.

Sphere Strength

Alignment Anarchist

Magic Combatic

**Bestowed Major Powers**

Growth, Invulnerable, Super Strength

**Tsuki-yomi**

God of the moon.

Sphere Night

Alignment Anarchist

Magic Elemental Void

**Bestowed Major Powers**

Alter Physical Structure Shadow, Alter

Physical Structure Void, Gravity

Manipulation

**Yama-No-Kami**

Goddess of the hunt, forest, agriculture and vegetation.

Sphere Animals and Nature

Alignment Anarchist

Magic Faerie

**Bestowed Major Powers**

Alter Physical Structure Animal, Control

Insects

**Bestowed Minor Powers**

Alter Form Insect, Plant Abilities

**Yuki-Onne**

To those lost in blizzards, struggling futilely against the cold, she came, soothing them, singing to lull them to

sleep, then breathing a deathly cold breath on them. The "snow maiden" was the spirit of death by freezing; a calm, pale woman who appeared to the dying, making their death quiet and painless.

Sphere            Water  
Alignment      Unprincipled  
Magic            Elemental Water

**Bestowed Major Powers**

Alter Physical Structure Ice, Alter Physical Structure Liquid

**Bestowed Minor Powers**

Ice Expulsion, Acid Manipulation

**Maori Gods**

In Māori mythology, long before the sea and land agreed on continents, Maui fished up the North Island. Before the time of Christ the people of Maui visited the northern lands called Te Tai Tokerau. Around 950 AD the leader Kupe landed with some of his people from the distant land of Hawaiki. In 1642 Dutch explorer Abel Tasman sailed around New Zealand but the land did not feel European footsteps until 127 years later when British captain James Cook came ashore. By the beginning of the 19th century Northland's bays were giving shelter to sealers and whaling boats from many nations and the Bay of Islands town of Russell became infamous for its raucous shore leave. With traders came muskets, with settlers came missionaries. With property came bloodshed and the need for agreement. In 1840 at a place called Waitangi the Māori chief Hone Heke became the first of 46 to sign the founding document of bi-cultural New Zealand. More than 500 Māori leaders followed. The Maori view of creation in which all nature was seen as a great kinship tracing its origins back to a single pair, the Sky Father and the Earth Mother, was a conception which they brought with them when they came from Central Polynesia.

**Ariki**

A star goddess.

Sphere            The stars  
Alignment      Anarchist  
Magic            Combatic

**Bestowed Major Powers**

APS Light, Energy Absorption

**Bestowed Minor Powers**

Energy Expulsion, Energy Net

**Arohirohi**

Goddess of the sun.

Sphere Sun  
 Alignment Scrupulous  
 Magic Elemental Fire

**Bestowed Major Powers**

APS Fire, Pyrokinesis

**Bestowed Minor Powers**

Fire and Microwave Expulsion

**Hine titama**

Ancestor goddess who later became the ruler of the underworld. Hine titama fled to the underworld when she discovered that she had married her own father and had borne him children.

Sphere Underworld  
 Alignment Anarchist  
 Magic Necromantic

**Bestowed Major Powers**

Immortal, Healing Touch, APS Shadow

**Papa**

Goddess of the earth.

Sphere Earth  
 Alignment Scrupulous  
 Magic Elemental Earth

**Bestowed Major Powers**

APS Earth, Terrakinesis, Animate I

**Rangi**

God of the sky.

Sphere Sky  
 Alignment Scrupulous  
 Magic Elemental Air

**Bestowed Major Powers**

APS Air, Celestialkinesis

**Bestowed Minor Powers**

Animal Ability Bird, Flight

**Tane**

God of the woodlands.

Sphere Forest  
 Alignment Scrupulous  
 Magic Faerie

**Bestowed Major Powers**

Plant Abilities, APS Animal

**Bestowed Minor Powers**

Adapt to Environment, pick one Animal Ability

**Tangaroa**

God of the sea.

Sphere Water  
 Alignment Scrupulous  
 Magic Elemental Water

**Bestowed Major Powers**

APS Liquid, Hydrokinesis, Control Animals

**Tawhiri-ma-tea**

God of storms.

Sphere Storm  
 Alignment Anarchist  
 Magic Elemental Air and Water

**Bestowed Major Powers**

Celestialkinesis, Hydrokinesis, Cryokinesis

**Tu**

God of war.

Sphere War  
 Alignment Anarchist  
 Magic Combatic

**Bestowed Major Powers**

Invulnerable, Super Strength

**Bestowed Minor Powers**

Extra PP and SPD

## Middle Eastern Gods

The universe first appeared when Nammu, a presumably formless abyss, curled in upon herself, and in an act of self-procreation gave birth to An, god of heaven and Ki, goddess of Earth (commonly referred to as Ninhursag). The union of An and Ki produced Enlil, lord of wind, who eventually became leader of the pantheon. After the banishment of Enlil from Dilmun (the home of the gods) for raping Ninlil, Ninlil had a child, Sin (god of the moon), also known as Nanna. Sin and Ningal gave birth to Inanna (goddess of love and war) and to Utu/Shamash (god of the sun). During Enlil's banishment, he fathered three underworld deities with Ninlil, most notably Nergal. Nammu also gave birth to Enki, god of the watery abyss, or the Abzu. Enki also controlled the Me, holy decrees that governed such basic things as physics and complex things such as social order and law.

### Anahita

Both protective mother and warrior defender of her people, she was also the goddess of rivers and waters.

Sphere Water

Alignment Unprincipled

Magic Elemental Water

### **Bestowed Major Powers**

Alter Physical Structure Liquid, Hydrokinesis, Telereformation

### Ea

Lord of the underworld seas which parallel the surface oceans and master of artisanship, secret craft, magick, and inner wisdom. He seems to have been involved in ordering and regulating all the myriad functionings of the human (ie. civilized) world.

Sphere Knowledge

Alignment Anarchist

Magic Dreamspeak

### **Bestowed Major Powers**

Cosmic Awareness, Genius

### **Bestowed Minor Powers**

Dreamwalk, Perspective Vision

### Ishtar

She was the goddess of love, procreation, war and healing.

Sphere War

Alignment Anarchist

Magic Combatic

### **Bestowed Minor Powers**

Animal Abilities Bear, Extra MA and PB, Flight, Sixth Sense, True Sight

### Kadi

Goddess of justice

Sphere Justice

Alignment Scrupulous

Magic Combatic

### **Bestowed Major Powers**

Cosmic Awareness, Psi weapon, Telepathy

### Ki

The goddess of earth

Sphere Earth

Alignment Anarchist

Magic Elemental Earth

### **Bestowed Major Powers**

Alter Physical Structure Magma, Mineral and Stone

### Lahar

The goddess of herds

Sphere Animal

Alignment Unprincipled

Magic Faerie

### **Bestowed Minor Powers**

Choose 6 Animal Abilities

### Marduk

The fertility god and in Babylonian religion, the supreme god. Originally he

was a god of thunderstorms.  
 Acknowledged as the creator of the universe and of humankind, the god of light and life, and the ruler of destinies, he rose to such eminence that he claimed 50 titles. Eventually he was called simply Bel, meaning "Lord."  
 Sphere Storm and sky  
 Alignment Anarchist  
 Magic Elemental Air

**Bestowed Major Powers**

Alter Physical Structure Electrical, Celestialkinesis

**Bestowed Minor Powers**

Electrical Expulsion, Flight

**Meni**

God of luck, both good and bad  
 Sphere Luck  
 Alignment Unprincipled  
 Magic Mirror

**Bestowed Major Powers**

Backfire, Divine Aura, Karma

**Mummu**

Mummu invented equipment for other gods  
 Sphere Knowledge  
 Alignment Unprincipled  
 Magic Transmutanic

**Bestowed Major Powers**

Genius, Matter Manipulate

**Bestowed Minor Powers**

Hypersensitive Touch, Language

**Utu**

Utu represented all the primary solar virtues; light, warmth, and the blessed energy of growth in crops.  
 Sphere Sun  
 Alignment Anarchist  
 Magic Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire and Radiation

**Bestowed Minor Powers**

Fire and Solar Expulsion

**Yima**

God of light  
 Sphere Light  
 Alignment Scrupulous  
 Magic Illusion

**Bestowed Major Powers**

Alter Physical Structure Light

**Bestowed Minor Powers**

Energy, Microwave and Solar Expulsion, Thermal vision

### **Native American Gods**

No matter where they made their homes the Indians of North America lived close to nature — probably closer than any other civilization (or more accurately group of civilizations) in any other part of the world during any period in history. Many tribes lived in temporary or portable housing such as wigwams or teepees, and spent their lives following the game herds upon which their existence depended. Other tribes lived in more permanent hogans and adobe houses, feeding themselves through crude farming and by gathering nature's bounty. No matter how they provided for their needs, the Indians lived at nature's mercy. The game herds might roam away and hunting would become difficult, or locusts might come and destroy an entire crop of maize. It should not be surprising that in trying to understand the mysterious forces that meant feast or famine for them, the Indians concluded that nature was full of unseen spirits that sometimes chose to aid and sometimes to ravage their lives.

The Indian world was inhabited not only by men but by an unseen magical force which abides in every aspect of nature — stones, plants, animals, even themselves. Often, this magical force took the form of spirits which were associated with certain animals or plants. Therefore, most Indian deities are associated with some form of nature, such as an animal, a manlike being or even a natural force such as a season or an aspect of weather. In many tribes, children were named in honour of a particular spirit, in the belief or hope that the spirit would return the honour by becoming the child's supernatural guardian. The Indian view of the supernatural was not confined to their

own world. Most tribes believed in an Upper World, where the greatest spirits abided — including those that had preceded the creation of the physical world. There was also a Lower World, where (in many cases) the essence of the dead spent eternity. In some cases, it was believed that the Upper World contained the images which descended to the physical world to become men, and in other instances, the Indians believed that the first men crawled out of deep caves leading to the Lower World. Whether they believed men had come from above, below, or had simply existed for all time, many Indians believed in a powerful deity called anything from the Great Spirit to Father the Sky, the Master of Life, the Great Mystery, or Wakonda. The Great Spirit is foremost among the spirits, and is associated with great power and beneficence.

The Great Spirit is believed to reside in the Upper World, which is normally unreachable by mortal men. Therefore, birds and other winged creatures are often used as intermediaries to this realm. Similarly, snakes and crawling things are often used as messengers to the Lower World, which is likewise unreachable except through death. The Indians share no commonly-held belief regarding the creation of the world, and many tribes simply view the world as having always existed. However, among the tribes that do have creation myths, the world is largely assumed to have been drawn from beneath the water by some powerful spirit — though this spirit is not always thought to be the Great Spirit. Deities from the Indian pantheon are most commonly found in the Upper World and Lower World.



**Asgaya Gigagei**

God of thunder.

Sphere Sky  
Alignment Unprincipled  
Magic Elemental Air

**Bestowed Major Powers**

Celestialkinesis, Sonic Power

**Bestowed Minor Powers**

Electrical Expulsion, Flight

**Eithinoha**

The earth, her name means "our mother". A female spirit associated with fertility.

Sphere Earth  
Alignment Unprincipled  
Magic Elemental Earth

**Bestowed Major Powers**

Terrakinesis, Alter Physical Structure  
Earth

**Evaki**

The goddess of night and day. She had a pot with a lid; when she closed the lid the sun was left outside (night), when she took the lid off the pot, the sun could be seen (day).

Sphere Sun and Darkness  
Alignment Scrupulous  
Magic Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire and  
Shadow

**Bestowed Minor Powers**

Fire Expulsion, Thermal Vision

**Hastseoltoi**

Goddess of hunting.

Sphere Hunting  
Alignment Unscrupulous  
Magic Illusion

**Bestowed Major Powers**

Shrink, Growth, Invisibility

**Kokyan**

Goddess who created humans, plants, and animals.

Sphere Animals  
Alignment Unprincipled  
Magic Faerie

**Bestowed Major Powers**

Shape Change, Alter Physical Structure  
Animal

**Bestowed Minor Powers**

Plant Abilities, Alter Form Insect

**Lennaxidaq**

Goddess of wealth and luck.

Sphere Luck  
Alignment Unprincipled  
Magic Urbana

**Bestowed Major Powers**

Karma, Healing Touch, Empathy

**Mam**

The rain god.

Sphere Weather  
Alignment Scrupulous  
Magic Elemental Water

**Bestowed Major Powers**

Celestialkinesis, Hydrokinesis,  
Terrakinesis

**Masauwu**

God of war, death, and the night.

Sphere War  
Alignment Anarchist  
Magic Combatic

**Bestowed Major Powers**

Alter Physical Structure Metal and  
Radiation

**Bestowed Minor Powers**

Solar Expulsion, True Sight

**Ockabewis**

Messenger of the gods and teacher of mankind.

Sphere Knowledge  
Alignment Scrupulous  
Magic Chronomantic

**Bestowed Major Powers**

Genius, Cosmic Awareness

**Bestowed Minor Powers**

Language, Dreamwalk

**Norse Gods**

The Norse pantheon included Norway, Denmark and Sweden. The Vikings who were Swedes travelled mostly eastwards, and the Danes and Norwegians travelled mostly westwards. (The Swedes also ventured into Finland, which was not too impressed and mostly preferred its own Gods.) And Iceland came into the equation and did its own Viking things from 800 AD.

Teutonic and especially Norse cosmology claimed that the universe consisted of nine different worlds or realms. Each formed a sector defined by the roots of Yggdrasil, the Ash tree that provides the framework of all reality. Each world could be accessed by any of the others with attendant difficulties; most indwellers tended their own concerns and left the wandering to heroes, wizards, and Gods.

**Aegir**

Germanic god of the ocean and husband of Ran. His nine daughters known as the billow maidens directed the swirling waves under his orders. He was sometimes depicted as a very old man with white hair and claw-like fingers. Whenever he left his glistening underwater palace it was with the single-minded purpose of destroying ships and their crews. To placate him the Vikings often sacrificed some prisoners before setting sail.

Sphere	Water
Alignment	Anarchist
Magic	Elemental Water

**Bestowed Major Powers**

Alter Physical Structure Liquid, Hydrokinesis, Telekinesis

**Balder**

He was made more-or-less invulnerable to harm by his mother, who obtained

warrants from all created things that they would not slay or injure him; she neglected however to extract such an oath from the mistletoe. Balder seems to be a Solar Deity and is usually referred to as the Good God or the Bright One.

Sphere Beauty, goodness  
Alignment Principled  
Magic Combatic

### **Bestowed Major Powers**

Invulnerable

### **Bestowed Minor Powers**

Extra PS, PP, PE, PB

### **Freyja**

Goddess of love, sex, magic and witchcraft, fertility, and beauty.

Sometimes identified as the goddess of battle and death. She was also quite accommodating in sexual matters. She loves music, spring and flowers, and spends much time with the fey. She is seen wearing a cloak of bird feathers, which allows the wearer to change into a falcon and the beautiful necklace of the Brisings given to her by dwarves, which the Norse still refer to as the Milky Way.

Sphere Love, sensual pleasure  
Alignment Anarchist  
Magic Tantric

### **Bestowed Major Powers**

Shape Change, Sonic Flight

### **Bestowed Minor Powers**

Extra MA and PB

### **Frigga**

Goddess of the sky. Friday is named after her. Frigg is the patroness of marriage and motherhood. She assists women in labour and is associated with the naming of children. Frigg has the reputation of knowing everyone's destiny, but never reveals it. Being the wife of the god Odin, she was known as the Queen of the Heavens. She is the central deity in Asgard where her hall,

Fensalir ("water halls") is located. Her tools are the spindle and the distaff.

Sphere Sky  
Alignment Unscrupulous  
Magic Elemental Air

### **Bestowed Major Powers**

Alter PS Air, Celestialkinesis, Sonic Flight

### **Gerd**

A deity of light. She was the most beautiful of creatures, the daughter of a female giant and a mortal man.

Sphere Light  
Alignment Unprincipled  
Magic Elemental Fire

### **Bestowed Major Powers**

Alter Physical Structure Light, Energy Absorption

### **Bestowed Minor Powers**

Energy Expulsion, Thermal vision

### **Heimdall**

He is the guardian of Asgard. He stands by Bifrost (the rainbow, the bridge between Midgard and Asgarð) and watches for the approach of enemies.

Able to see in the darkest of nights, and able to hear as faint a thing as grass growing.

Sphere Protection  
Alignment Scrupulous  
Magic Combatic

### **Bestowed Minor Powers**

Heightened hearing, Telescopic Vision, Thermal Vision, True Sight, Extra PS, Extra PE

### **Hela**

The goddess of the dead. She dwelt beneath one of the three roots of the sacred ash tree Yggdrasil and resides in her hall, Elvidnir (misery) in the underworld (Helheim) of Niflheim, the World of Darkness. Hel is described as being half white and half black or half-

living and half-dead. She is responsible for plagues, sickness and catastrophes.

Sphere            Death  
Alignment       Diabolic  
Magic            Necromantic

**Bestowed Major Powers**

Death Stare, Absorb Life

**Bestowed Minor Powers**

Poison Breath, Detect Meta Abilities

**Idun**

She was the goddess of spring and eternal youth. Wife of Bragi, and guardian of the golden apples of immortality which the gods ate whenever they wanted to renew their youth.

Sphere            Life  
Alignment       Scrupulous  
Magic            Necromantic

**Bestowed Major Powers**

Immortal, Healing Touch

**Bestowed Minor Powers**

Increase/Decrease, True Sight

**Loki**

God of fire and chaos. He was one of the Aesir (the principal gods), but a cause of dissension among the gods. Loki was a sometimes friend to the gods who admired his clever plans when he was helping them. But he was mischievous and evil too. He was responsible for the death of Balder, Odin's son. Loki had the ability to change his form. He through Angrboda produced Hel goddess of death, Jörmungand the evil serpent who was Thor's mortal enemy, and Fenrir the wolf.

Sphere            Change, evil  
Alignment       Diabolic  
Magic            Chaotic

**Bestowed Major Powers**

Shape Change, Alter Physical Structure  
Fire

**Bestowed Minor Powers**

Fire Expulsion, Alter Form Insect

**Nott**

The goddess of night. She and her son were given horse-drawn chariots by the gods and were placed in the sky to round the world every two half-days. Notts chariot is pulled by the horse Hrimfaxi (frosty-maned) which covers the earth with dew (the drippings from his foaming mouth) early in the morning.

Sphere            Darkness  
Alignment       Unscrupulous  
Magic            Illusion

**Bestowed Major Powers**

Alter Physical Structure Shadow and Void

**Bestowed Minor Powers**

Ghost Stealth, Dreamwalk

**Odin**

Also Odhinn, Woden, Wodan, and Woutan. He is the supreme god and oldest of all in Norse mythology god of wisdom, poetry, magic, runes, occult, and war. He belonged to the Aesir race of gods. Among his many names is All-father, for he is the father of all the gods. One story about him relates how he acquired great wisdom. Supposedly he gained this wisdom when he hanged himself on the world tree for nine days and nights and was pierced by a spear. This was a spiritual death in which he sacrificed himself to himself. Another story about his acquiring wisdom is that he sacrificed an eye for the privilege of drinking from Mimir's, fountain of wisdom. He had two black ravens, Huginn or Huninn (Thought) and Muninn (Memory), who flew forth each day to gather the news of the world to bring back to him, and two wolves, Freki and Geri. His greatest treasures were Sleipner (an eight-legged horse), Gunger (a spear that never misses), and Draupnir

(a ring which drops eight new rings, as clones, every ninth night). His hall is Gladsheim (Valhalla is located within Gladsheim).

Sphere Various  
Alignment Anarchist  
Magic Combatic

**Bestowed Major Powers**

Cosmic Awareness, Super Strength, Invulnerable

**Sif**

Goddess of archery, skiing, grain and fertility and wife of Thor.

Sphere Skill, agriculture  
Alignment Scrupulous  
Magic Faerie

**Bestowed Major Powers**

Plant Abilities, Terrakinesis

**Bestowed Minor Powers**

Extra PP and PB

**Skuld, Urd and Verandi**

The Norns shape the fate of each person and god, though they do not create it.

They weave the web of Wyrd, and are sometimes known as the "Wyrd Sisters".

Skuld (being) determines the length of all lives and assigns your destiny, Urd (fate) rules the past and Verandi

(necessity) rules the present.

Sphere Destiny  
Alignment Anarchist  
Magic Dreamspeak

**Bestowed Major Powers**

Karma

**Bestowed Minor Powers**

Divination, Precognition, Retrocognition, Sixth Sense

**Thor**

The god of thunder and lightning, eldest son of Odin, ruler of the gods, and Jord, the earth goddess. Thor was the strongest of the Aesir, the chief gods whom he helped protect from their

enemies, the giants. Thor owed three magical treasures. Mjollnir his hammer (thunderbolt) which when thrown at an enemy returns to Thor. He is able to handle Mjollnir with the second of his treasures iron-clad gloves. The third treasure is his magic girdle a belt that increases and replenishes his divine strength when he wears it. Thunder was supposed to be the sound of the rolling of his goat-driven chariot. Sif was his wife. Thursday is named for Thor.

Sphere Storm  
Alignment Anarchist  
Magic Elemental Air

**Bestowed Major Powers**

Alter Physical Structure Electricity, Celestialkinesis

**Bestowed Minor Powers**

Electrical Expulsion, Atmospheric Sense

**Tyr**

A god of war and of justice. It was he who placed his hand in the mouth of the giant wolf Fenris to show good faith as the rest of the gods pretending sport but intending a trap chained the wolf. When Fenrir realized he had been tricked he bit off Tyr's hand. Tuesday is derived from Tyr's name.

Sphere War, justice  
Alignment Anarchist  
Magic Combatic

**Bestowed Major Powers**

Explode, Invulnerable, Overload

**Oceanic Gods**

Oceania is a name used to designate all the islands in the South Pacific Ocean. The subdivisions of Oceania are Melanesia, Micronesia, and Polynesia, which are grouped together in accordance with the physical and cultural characteristics of the inhabitants, and the Malay Archipelago.

**Aluluei**

Micronesian god of knowledge.

Sphere Knowledge  
Alignment Unscrupulous  
Magic DreamSpeak

**Bestowed Major Powers**

Cosmic Awareness, Genius and Photographic Reflexes

**Audjal**

Caroline Islands earth goddess.

Sphere Earth  
Alignment Scrupulous  
Magic Elemental Earth

**Bestowed Major Powers**

Terrakinesis, Alter Physical Structure  
Stone tied in with Telereformation

**Hine**

Polynesian goddess of darkness.

Sphere Darkness  
Alignment Anarchist  
Magic Elemental Void

**Bestowed Major Powers**

Alter Physical Structure Shadow and Void, Insanity

**Hoa Tapu**

Tahiti god of war.

Sphere War  
Alignment Anarchist  
Magic Combatic

**Bestowed Major Powers**

Invulnerable, Superstrength, Telekinesis

**Lono**

Hawaiian god of the sky, rain, and agriculture.

Sphere Sky and water  
Alignment Unprincipled  
Magic Elemental Air

**Bestowed Major Powers**

Celestialkinesis, Hydrokinesis

**Bestowed Minor Powers**

Acid Manipulation, Plant Abilities

**Papa**

Hawaiian goddess of the Underworld.

Sphere Death  
Alignment Anarchist  
Magic Necromantic

**Bestowed Major Powers**

Immortal, Death Stare, Healing Touch

**Quat**

Melanesian sun god.

Sphere Sun  
Alignment Unprincipled  
Magic Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire and Radiation

**Bestowed Minor Powers**

Fire Expulsion, Flight

**Turi-a-faumea**

Polynesian god of fish and reptiles.

Sphere Animals  
Alignment Anarchist  
Magic Faerie

**Bestowed Major Powers**

Alter Physical Structure Animal, Control Animals

**Bestowed Minor Powers**

Animal Abilities Fish, Thermalvision

## Pop Culture Gods

Over the years a numerous amount of psychic energy has been created and this energy has turned media ideas and images into a pantheon. These gods aren't the real deal more the media image of them.

### Bruce

Yes, that Bruce Lee. Popular among Kung Fu devotees, followers of Bruce defend others with their cool Kung Fu moves.

Sphere            Combat skill  
Alignment      Principled  
Magic            Combatic

Bestowed Major Powers

### **Photographic Reflexes**

### **Bestowed Minor Powers**

Extra PS, PP, PE and Leap

### Cthulhu

Popular among gamers Cthulhu encourages his minions to screw with peoples minds whenever possible, he is far more fond of psychological damage than physical damage, unfortunately a media disconnect has happened and rather than the horrific visage that Cthulhu was supposed to have he instead appears as a soft plush Cthulhu toy to his followers.

Sphere            Evil  
Alignment      Diabolic  
Magic            Chaotic

### **Bestowed Major Powers**

Death Stare, Insanity

### **Bestowed Minor Powers**

Horror Factor, Psychic Interference

### Easter Bunny

The Easter Bunny leaves baskets of treats (including Easter eggs and assorted chocolates) on Easter morning for good children. Sometimes children leave out carrots for him.. and god help

anyone who doesn't.. The Bunny and Santa are sworn enemies.

Sphere            Nature  
Alignment      Anarchist  
Magic            Faerie

### **Bestowed Major Powers**

Sonic Speed, Invisibility

### **Bestowed Minor Powers**

Extra PP and PE

### Elvis

Yes, over the years Elvis has gotten so much attention that the media image of him has gained deific powers! Followers report seeing him in his gaudy Las Vegas clothing. Oh yeah!

Sphere            Rock and Roll!  
Alignment      Principled  
Magic            Bardic

### **Bestowed Major Powers**

Sonic Power, Illusion

### **Bestowed Minor Powers**

Sound Absorption, Radio Head

### Godzilla

Godzilla followers are urged to cause destruction for its own sake but also to fight and defend their home towns against even worse threats.

Sphere            War  
Alignment      Aberrant  
Magic            Combatic

### **Bestowed Major Powers**

Growth, Underwater Abilities

### **Bestowed Minor Powers**

Fire and Solar Expulsion

### The Great Bottle

Appearing to his followers as a big floating bottle of coke, the great bottle encourages his followers to buy and sell as much as they can.

Sphere            Commercialism  
Alignment      Anarchist  
Magic            Elemental Water

**Bestowed Major Power**

Hydrokinesis, Cryokinesis, APS Liquid

**Marilyn**

Followers of Marilyn Monroe have to be the centre of attention and value their sexuality above all else.

Sphere Vice

Alignment Anarchist

Magic Tantric

**Bestowed Major Powers**

Divine Aura, Empathic

**Bestowed Minor Powers**

Extra PB, Prehensile Hair

**Santa Claus**

Santa Claus is a kindly, round-bellied, merry, bespectacled man in a red suit trimmed with white fur with a long white beard. On Christmas Eve he rides in his flying sleigh lifted by reindeer from house to house to give presents to children. To get inside the house, he teleports down the chimney and lands in the fireplace. During the rest of the year he lives together with his wife Mrs. Claus and his slaves.. I mean Elves who serve as his toy production staff. His home is the North Pole. Santa and the Easter Bunny are sworn enemies.

Sphere Good

Alignment Principled.. sort of.. well, not really.. more like anarchist. I mean he uses slave labour!

Magic Transmutanic

**Bestowed Major Powers**

Stretch, Teleport, Empathic

**Roman Gods**

As a rule the Romans were not myth-makers, and the myths they had were usually imported. The Roman gods were utilitarian, like the practical Romans themselves. These gods were expected to serve and protect men, and when they failed to do so their worship was curtailed. Most of the contents of Roman myths were copied from the Greeks (and changed to suit their needs). As their empire grew, they incorporated aspects borrowed from the Egyptians and from the religions of Asia Minor and the Middle East. They made minor changes again to suit their religion and lifestyle and Latinized the names.

**Apollo**

God of truth and light.

Sphere Light

Alignment Anarchist

Magic Illusion

**Bestowed Major Powers**

Alter Physical Structure Light, Cosmic Awareness, Energy Absorption

**Aurora**

Goddess of the dawn and divine herald of the day, and by extension new beginnings of any sort.

Sphere Dawn

Alignment Scrupulous

Magic Elemental Fire

**Bestowed Major Powers**

Alter PS Light, Energy Absorption

**Bestowed Minor Powers**

Energy Expulsion, Radiate Light

**Bacchus**

God of wine, intoxication, and ecstatic celebration.

Sphere Liquor and excess

Alignment Anarchist

Magic Tantric



**Bestowed Major Powers**

Empathic, Biomanipulation

**Bestowed Minor Powers**

Extra PE and PB

**Diana**

Goddess of the moon and Patroness of groves, forests, and the natural world. She is a huntress and protectress of animals. She seems to have connections to plebians, commoners, fugitives, outlaws, and slaves as a kind of natural protectress. The theme here seems to be that anything helpless, downtrodden, misunderstood, in a condition of mystery, or circumstances contrary to the normal flow finds in Her an advocate.

Sphere Night, forests and animals  
Alignment Unprincipled  
Magic Elemental Earth

**Bestowed Major Powers**

Alter Physical Structure Shadow, Extradimensional Storage

**Bestowed Minor Powers**

Plant Abilities, Radar

**Discordia**

Goddess of confusion and unreasoning panic.

Sphere Discord  
Alignment Miscreant  
Magic Urbana

**Bestowed Major Powers**

Control Minds, Empathic, Telepathy

**Faunus**

God of herds and flocks, of the rustic and pastoral.

Sphere Animals  
Alignment Unprincipled  
Magic Faerie

**Bestowed Major Powers**

Alter Physical Structure Animal, Control Animals

**Bestowed Minor Powers**

Animal Abilities (choose 2)

**Flora**

Goddess of flowers, fruits, and springtime.

Sphere Nature  
Alignment Scrupulous  
Magic Faerie

**Bestowed Major Powers**

Terrakinesis, Alter Physical Structure Stone and Mineral

**Fortuna**

Goddess of good fortune and chance.

Sphere Luck  
Alignment Scrupulous  
Magic Chronomancie

**Bestowed Major Powers**

Karma, Backfire

**Bestowed Minor Powers**

Divination, Sixth Sense

**Furies**

Avengers, punishing violations of the natural order.

Sphere Justice  
Alignment Anarchist  
Magic Combatic

**Bestowed Major Powers**

Psi Weapon, Cosmic Awareness, Insanity

**Janus**

God of time, space, and passage. Guardian of roadways and gates, and presiding over all beginnings and cycles. He can see past, present, and future, and is responsible for the orderly movement of people and ideas through their appointed rounds.

Sphere Time and space  
Alignment Scrupulous  
Magic Chronomancie

**Bestowed Major Powers**

Chronokinesis, Chronal Shift,  
Dimensional Shift

### **Jupiter**

Ruler of the gods and defender of the state. He is a sky-lord, and his chief instrument of power is the thunderbolt.

Sphere            Various  
Alignment       Anarchist  
Magic            Elemental Air

#### **Bestowed Major Powers**

Cosmic Awareness, Divine Aura

#### **Bestowed Minor Powers**

Electrical Expulsion, Flight

### **Mars**

Highly respected god of war but was also an agricultural deity. Represented the two main Roman preoccupations, farming and fighting.

Sphere            War  
Alignment       Anarchist  
Magic            Combatic

#### **Bestowed Major Powers**

Invulnerable, Super Strength,  
Telekinesis

### **Mercury**

God of commerce and messages. The Messenger and Herald of the Gods, he also had responsibility for travellers and roadways.

Sphere            Travel  
Alignment       Unscrupulous  
Magic            Dreamspeak

#### **Bestowed Major Powers**

Telepathy, Teleport

#### **Bestowed Minor Powers**

Extra MA and PB

### **Minerva**

Goddess of war and peace or more properly the decisions and actions of the State, she also presided over commerce.

As such she is also a Goddess of wisdom.

Sphere            Skill  
Alignment       Anarchist  
Magic            Combatic

#### **Bestowed Major Powers**

Photographic Reflexes

#### **Bestowed Minor Powers**

Animal Abilities Feline and Hoofed,  
Forearm Claws, Hypersensitive Touch

### **Mithras**

Mithras became a virtually universal God in later Imperial times, especially among legionary soldiers. An austere and highly ethical Divinity, Mithras demanded honourable conduct, obedience to authority, truthfulness, loyalty, and personal rectitude. His cult was in direct competition with early Christianity, and may very well have won out in the end, were it not for the fact that it was an exclusively male religion; females of any species were not permitted within the sanctuaries.

Christianity, while taking a dim view of females, nevertheless allowed them in the church as long as they behaved themselves, and so had a broader appeal.

Sphere            Loyalty and integrity  
Alignment       Principled  
Magic            Combatic

#### **Bestowed Minor Powers**

Extra PS, PP, PE, SPD and Leap.  
Healing Factor

### **Neptune**

Lord of the sea.

Sphere            Water  
Alignment       Unscrupulous  
Magic            Elemental Water

#### **Bestowed Major Powers**

Alter Physical Structure Ice and Liquid,  
Hydrokinesis

### **Pluto**

Lord of the underworld and ruler of the dead.

Sphere            Death  
 Alignment      Anarchist  
 Magic            Necromantic

**Bestowed Major Powers**

Immortal, Control Undead, Alter  
 Metaphysical Structure

**Venus**

Deity of beauty and love, particularly  
 sexual love.

Sphere            Love  
 Alignment      Unprincipled  
 Magic            Tantric

**Bestowed Major Powers**

Divine Aura, Control Minds

**Bestowed Minor Powers**

Extra MA and PB

**Vulcan**

God of fire and warmth, the forge, and  
 volcanic eruptions. He is the patron of  
 smiths, mechanics, and craftsmen.

Sphere            Fire  
 Alignment      Unprincipled  
 Magic            Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Fire and Magma

**Bestowed Minor Powers**

Fire and Magma Expulsion

**Voodun Gods**

The term Voodoo (Vodun in Benin; also Vodou or other phonetically equivalent spellings in Haiti; Vudu in the Dominican Republic) is applied to the branches of a West African ancestor-based religious tradition with primary roots among the Fon-Ewe peoples of West Africa, in the country now known as Benin, formerly the Kingdom of Dahomey, where Vodun is today the national religion of more than 7 million people. In addition to the Fon or Dahomeyan tradition which has remained in Africa, there are related traditions that put down roots in the New World during the days of the transatlantic African slave trade. Besides Benin, African Vodun and its descendent practices may be found in the Dominican Republic, Puerto Rico, Cuba, Brazil, Ghana, Haiti and Togo. The word Vodun is the Fon-Ewe word for spirit. The more or less pure Fon tradition in Cuba is known as La Regla Arara. In Brazil, the Fon tradition among former slaves has given rise to the tradition known as Jeje Vodun.

In Haitian Vodou, spirits are divided according to their nature in roughly two categories, whether they are hot or cool. Cool spirits fall under the Rada category, and hot spirits fall under the Petwo category. Rada spirits are familial and mostly come from Africa, Petwo spirits are mostly native to Haiti and are more demanding and require more attention to detail than the Rada, but both can be dangerous if angry or upset. Neither is good or evil in relation to the other. Everyone is said to have spirits, and each person is considered to have a special relationship with one particular spirit who is said to own their head, however each person may have many lwa, and the

one that owns their head, or the met tet, may or may not be the most active spirit in a person's life in Haitian belief. In serving the spirits, the Vodouisant seeks to achieve harmony with their own individual nature and the world around them, manifested as personal power and resourcefulness in dealing with life. Part of this harmony is membership in and maintaining relationships within the context of family and community. A Vodou house or society is organized on the metaphor of an extended family, and initiates are the children of their initiators, with the sense of hierarchy and mutual obligation that implies.

### **Aida Wedo**

Goddess of the rainbow and fresh water who determines human destiny. Also known as Aida Cuedo, Aido Wedo, Ayida, Ayida Cuedo.

Sphere Fate, fresh water  
Alignment Unprincipled  
Magic Chronomantic

### **Bestowed Major Powers**

Karma, Alter PS Liquid, Hydrokinesis

### **Amelia**

Also known as Madam Amelia, goddess of animals.

Sphere Animals  
Alignment Unprincipled  
Magic Faerie

### **Bestowed Major Powers**

Alter Physical Structure Animal, Control Animals

### **Bestowed Minor Powers**

Animal Abilities (choose 2)

### **Atabei**

Earth goddess in Cuba. Also known as Attabeira, Apito, Siella, Suimado, Mamona, Guacarapita, Liella, Guimazoa, Iella.

Sphere Earth

Alignment Unprincipled  
Magic Elemental Earth

### **Bestowed Major Powers**

Alter Physical Structure Stone, Terrakinesis, Animate I

### **Azacca**

Haitian god of thunder, agriculture and farmers.

Sphere Nature  
Alignment Anarchist  
Magic Faerie

### **Bestowed Major Powers**

Control Insects, Telereformation

### **Bestowed Minor Powers**

Alter Form Insect, Plant Abilities

### **Baron Samedi**

Vodun god of death, magic, and the Underworld. Guardian of the grave.

Sphere Death  
Alignment Anarchist  
Magic Necromantic

### **Bestowed Major Powers**

Bio-manipulation, Harm Invulnerable, Deathstare

### **Coatrischie**

Goddess of water, winds, and storms.

Sphere Storm  
Alignment Anarchist  
Magic Elemental Air and Water

### **Bestowed Major Powers**

Celestialkinesis, Hydrokinesis

### **Bestowed Minor Powers**

Electrical Expulsion, Animal Abilities Fish

### **Erzuli**

Haitian voodoo goddess of wisdom, beauty, dancing, flowers, jewels, love and luxury. She is depicted as a water snake.

Sphere Knowledge  
Alignment Anarchist  
Magic Dreampeak

**Bestowed Major Powers**

Cosmic Awareness, Genius

**Bestowed Minor Powers**

Extra MA, Extra PB

**Ochu**

Haitian voodoo goddess of the moon.

Sphere Night

Alignment Anarchist

Magic Elemental Void

**Bestowed Major Powers**

Alter Physical Structure Shadow, Alter

Physical Structure Void, Control

Spectrum

**Ogoun**

Haitian voodoo god of fire, iron, politics, thunder and war.

Sphere War and Fire

Alignment Miscreant

Magic Elemental Fire

**Bestowed Major Powers**

Alter Physical Structure Magma

**Bestowed Minor Powers**

Fire Expulsion, Magma Expulsion,

Microwave Expulsion, Solar Expulsion

**Section 23: Bestiary****Elemental, Air**

This elemental can be conjured in any area of open air where gusts of wind are present. The common air elemental appears as an amorphous, shifting cloud.

Type: Ethereal

Setting: Any with an atmosphere present

Era: Any

Physical Traits: None

Height: 1 metre per level of caster  
(caster can choose height)

Weight: None

Mobility: Mystical

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: D6, ME: 3D6, MA: D6, PS: 3D6,  
PP: 3D6, PE: 2D6, PB: D6, SPD: 4D6,  
SDC: D6 x caster's ME

**Abilities:**

1) Air Punch; while air elementals are not readily tangible they can strike an opponent with a strong, focused blast of air that, like a giant, invisible fist which does 1 point per ME.

2) Whirlwind; the most feared power of an air elemental is its ability to turn into a whirlwind upon command. Using this form, the air elemental appears as a truncated, reversed cone with a 1 metre per 3 ME bottom diameter and 1 metre per ME height. At 80kph spin any

victims caught within cant attack, cast spells, speak, etc and are hurled 2 metres in air for every 10kph of speed. At 90kph also do D6 per round to anything within, +D6 per 10kph over 90.

3) Manipulate Shape; to the point of being able to move through the tiniest crack or space.

4) Immunity; to all gases, cold, fire and physical attacks. The elemental remains vulnerable to magic and psionics.

5) Radiate Cold; 5 metres +3 per level radius at rate of -10C per round per level of the caster.

6) Air pocket; can surround a person with a pocket of air of up to 1.8 metre radius +30 cms per level. The air supply lasts 12 minutes +1 per level.

Alternatively the elemental can remove all the oxygen from within the bubble.

Feeding Habits: None

Lifespan: Spell duration

Culture: None

Population: None

## **Elemental, Earth**

Taking a form of soil, or stone or both, earth elementals are some times decorated with patches of vegetation and precious ore. Their eyes resemble intensely hued multifaceted gems. In combat they are ponderous but mighty opponents, delivering crippling blows with their great bludgeoning fists. Though earth elementals travel very slowly, they are relentless in the fulfilment of their appointed tasks. An earth elemental can travel through solid ground or stone with no penalty to movement. However, these elementals cannot travel through water: They must either go around the body of water in their path or go under it, travelling in the ground.

Type: Mineral

Setting: Any with a soil content

Era: Any

Physical Traits: None

Height: 1 metre per level of caster (caster can choose height)

Weight: 5 kgs per 30 centimetres of height

Mobility: Legs

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: D6, ME: 3D6, MA: D6, PS: 4D6, PP: 3D6, PE: 2D6, PB: D6, SPD: 2D6, SDC: D20 x caster's ME.

**Abilities:**

1) Hurl Rock; 27 metres +3 metres per level, 25kgs +5 per level at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed.

2) Extended Ram; similar to manipulate shape the Elemental can draw on another mass to extend his arms to punch a foe normally beyond his reach.

3) Manipulate Shape; can draw on body of sand, dirt or mud to increase size and mass. For every 1 cubic metre added gain +45kgs, +8 PS, +20 SDC. Can maintain for 8 melees per level –1 melee per cubic metre. Alternatively can disperse limbs/body into sand/dirt particles and flow at ¼ SPD. Can also flow through any opening.

4) Immune; to paralysis/stun, cold, heat, fire, gas and radiation. Explosions, thermonuclear, energy, fire, solar and electrical powers do ½ damage. Armour piercing projectiles do 1/3 damage.

5) Mudball: Create 1 per round which does 1pt damage, throwing range.

6) Encase in stone: 30 metre radius +3 metres per level with anywhere up to 100 SDC +10 SDC per level. May be used to encase objects, limbs or the entire body.

8) Can excavate 100 cubic metres of dirt per minute with the earth just slipping out of its way. This is magical and distinct from the movement ability tunnelling.

9) Sculpt; the elemental can re-shape parts of the earth to their whim, re-shaping one cubic meter of earth per round. The volume of material

manipulated per round is 2x per +1 point of ability cost. When the elemental stops concentrating the earth is subjected to normal forces and so care must be taken to re-shape the earth into lasting structures.

Feeding Habits: None

Lifespan: Spell duration

Culture: None

Population: None

## Elemental, Electrical

Electricity is a property of certain subatomic particles, such as electrons and protons, that gives rise to attractive and repulsive forces between them. It is one of the four fundamental forces of nature, and there are two types of charge: positive and negative. Like-charged objects repel and opposite-charged objects attract one another. Things that are powered by electricity include lamps; computers and the Internet; radio and television; refrigeration; air conditioning; traffic signals; electric guitars and other electronic musical instruments; and the spark plugs in automobiles.

Type: Electromagnetic

Setting: Any non liquid environment

Era: Any

Physical Traits: None

Height: 1 metre per level of caster  
(caster can choose height)

Weight: None

Mobility: Mystical

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: D6, ME: 3D6, MA: D6, PS: 3D6,  
PP: 3D6, PE: 2D6, PB: D6, SPD: 4D6,  
SDC: D6 x caster's ME.

### Abilities:

1) Electrical Punch; elementals can lash out with one of its ever-moving limbs

doing D4 damage per level of the caster. Any living thing struck will suffer the effects of shock.

2) Electrical Blast; a bolt of lightning which can be sustained as long intense bursts. 3D6 +D6 per level over 9 metres + 4.5 per level, 20% chance +10 per level of disrupting and ruining any electrical equipment.

3) Manipulate Shape; can either move through the tiniest crack or space, or using an existing electrical source within line of sight can add to own size.

4) Immunity; to any electrical attacks, even magical. Take ½ damage from fire and lasers but x2 damage from water attacks.

5) Radiate Electricity; 5 metres +3 per level. Does no damage but causes hair to stand on end and bristle, and clothing to cling. Any affected receive a shock each time they touch an object (such as weapons or equipment) and as a result receive a -1 on all combat rolls and -5% on skill rolls .

6) Drain Electricity; within line of sight with a 2 metre radius per caster's ME. This only lasts while the elemental is concentrating.

7) Electrical Form; anyone touching or that touch takes up to 1000 volts per 10 ME +100 per level. .

8) Electrical Field; (1.8metres +30cms per level thick) x (7.2metres +30cms per level tall) x (6metres +30cms per level radius) anywhere within 30metres +3 per level. Does D6 +D6 per level for every 30cms victim walks through.



9) Transmission; the elemental can travel along any conductible material that touch as an electrical bolt at a rate of 1 metre per second, +1 metre per level.

Feeding Habits: None

Lifespan: Spell duration

Culture: None

Population: None

### **Elemental, Fire**

One of the most easily recognizable of elementals, there is often little doubt to the nature of an animated being of fire. What they lack in raw strength they make up for in ferocity, bolstered by the searing caress of their native element. The outline of their form constantly flickers and waivers, their eyes dancing ripples of intense blue flame against the backdrop of their fiery orange bodies. Not surprisingly, they are vulnerable to water.

Type: Plasma

Setting: Any non liquid environment

Era: Any

Physical Traits: None

Height: 1 metre per level of caster  
(caster can choose height)

Weight: None

Mobility: Mystical

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: D6, ME: 3D6, MA: D6, PS: 3D6,  
PP: 3D6, PE: 2D6, PB: D6, SPD: 4D6,  
SDC: D20 x caster's ME.

### **Abilities:**

1) Fire Punch; elementals can lash out with one of its ever-moving limbs doing D4 damage per level of the caster. Any flammable object struck has a 10% chance per level of the caster of catching alight.

2) Flame Blast; the most feared power of a fire elemental is its ability to throw flame in long intense bursts. 3D6 +D6 per level over 9 metres + 4.5 per level, anything combustible instantly catches alight.

3) Manipulate Shape; can either move through the tiniest crack or space, or using an existing flame source within line of sight can add to own size.

4) Immunity; to all any heat or fire based attacks (even magical). Take 1/3 damage from thermonuclear or solar attacks but intense cold, chemicals or water have 40% chance of dowsing flame for 2D4 melees. The elemental remains vulnerable to magic and psionics.

5) Radiate Heat; 5 metres +3 per level radius at rate of 10C per round per level of the caster.

6) Extinguish Fire; within line of sight with a 2 metre radius per caster's ME.

7) Melt Objects; 1000C per level touch with a 30 cm radius +10 cms per ME of caster. Generate at a rate of 500C per round per level (full effects on HU269).

8) Flame form; anyone touching or that touch takes up to 1 point per ME +1 per level. .

9) Smoke Cloud; Must have an existing flame source within line of sight. Can create a 9 metre +1 metre per level radius cloud in which victims are blind and have trouble breathing with -9 per -50% penalties.

10) Spontaneous Combustion; Any 1 object per round in line of sight which is

combustible except human hair can be ignited doing D6 per level.

Feeding Habits: None

Lifespan: Spell duration

Culture: None

Population: None

**Elemental, Smog**

Smog is a kind of heavy air pollution. The word "smog" is a portmanteau constructed from the words "smoke" and "fog", although modern usage of the term does not require either a smoke or fog component and "smog" is often used as shorthand for "air pollution". The smog elemental appears as an dark, stinking cloud.

Type: Ethereal

Setting: Any with an atmosphere present. Smog can form in almost every climate, but is far worse during periods of warmer, sunnier weather when the upper air is warm enough to inhibit vertical circulation. It is especially prevalent in geologic basins encircled by hills or mountains.

Era: Industrial with at least steam or oil based technology

Physical Traits: None

Height: 1 metre per level of caster (caster can choose height)

Weight: None

Mobility: Mystical

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: D6, ME: 3D6, MA: D6, PS: 3D6, PP: 3D6, PE: 2D6, PB: D6, SPD: 4D6, SDC: D6 x caster's ME.

**Abilities:**

1) Air Punch; while smog elementals are not readily tangible they can strike an opponent with a strong, focused blast of air that, like a giant, invisible fist which does 1 point per ME.

2) Reduce Shape; to the point of being able to move through the tiniest crack or space.

3) Increase Shape; can expand its body to surround an area of up to ME x1 metre radius +30 cms per level. The concentrated smog makes it extremely difficult to breathe. Anyone caught in it has their PS, PP, PE, SPD and HP temporarily reduced by 1 for each round within. Further smog can irritate and inflame pulmonary membranes, causing chest pains, coughing, and throat irritation.

4) Immunity; to all gases, cold, fire and physical attacks. The elemental remains vulnerable to magic and psionics.

5) Radiate Odour; 5 metres +3 per level radius. This causes the victims within to be overcome by the smell for D4 rounds per 2 ME. Victims lose all combat bonuses and initiative. After the first minute any victims still caught within start coughing, gagging and eventually vomit. As before all bonuses with any abilities are lost and a -1/-10% penalty also applies.

Feeding Habits: None

Lifespan: Spell duration

Culture: None

Population: None

## Elemental, Tar

Tar is a viscous black liquid which is derived from the destructive distillation of organic matter. Most tar is produced from coal as a byproduct of coke production, but it can also be produced from petroleum, wood or peat. Naturally occurring tar pits (e.g. the La Brea Tar Pits in Los Angeles) actually contain asphalt, not tar, and should be more properly known as asphalt pits. Tar is a vital component of the first sealed or tarmac roads.

Type: Mineral

Setting: Any with a soil content

Era: Post Industrial Revolution

Physical Traits: None

Height: 1 metre per level of caster  
(caster can choose height)

Weight: 5 kgs per 30 centimetres of height

Mobility: Legs

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: D6, ME: 3D6, MA: D6, PS: 4D6,  
PP: 3D6, PE: 2D6, PB: D6, SPD: 2D6,  
SDC: D20 x caster's ME.

### Abilities:

1) Tar Bolt; the elemental can expunge a bolt of hot, sticky tar, with about double the impact of a punch. If targeted at a limb or the face, that particular part of the body is entangled (or blinded, in the

case of eyes). The tar can also be used to stick doors shut and bond feet to floors. It has an effective PS of the ME attribute with a range of 30 metres +5 per level.

2) Liquify Form; the elemental can temporarily become more liquid in nature. This state takes two melee actions to achieve and can last for one minute per level of experience. During this time, all physical attacks do no damage.

3) Manipulate Shape; can draw on body of tar or asphalt to increase size and mass. For every 1 cubic metre added gain +45kgs, +8 PS, +20 SDC. Can maintain for 8 melees per level –1 melee per cubic metre. Alternatively can disperse limbs/body into sand/dirt particles and flow at ¼ SPD. Can also flow through any opening.

4) Immune; to cutting weapons, vibration attacks, electricity, and sonic attacks. Kinetic and cold attacks do half damage. Explosions and falls do no damage, but will disperse the elemental into a puddle of tar and must take 2d4 minutes to pull himself back into his normal shape. Extreme amounts of fire and heat damage the elemental and can also liquefy him requiring 2d4 minutes to reform.

5) Tarball; Create 1 per round which does 1 point of burning damage, throwing range. Can only be removed by washing it off.

6) Encase in Tar; the elemental can also draw objects and people into his body and trap them. Consider this an entangle attack with a +4 bonus. If trapped, victims are cut down to one attack and no combat bonuses.

Feeding Habits: None

Lifespan: Spell duration

Culture: None

Population: None

### **Elemental, Water**

One of the less commonly encountered elementals due to their need to remain close to sources of water. Water elementals appear as swirling translucent creatures, pale blue in colour with patches of foam defining their expressions, hair and contours.

Type: Liquid

Setting: Any with some moisture content

Era: Any

Physical Traits: None

Height: 1 metre per level of caster  
(caster can choose height)

Weight: 5 kgs per 30 centimetres of  
height

Mobility: Mystical

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: 3D6, ME: 3D6, MA: 3D6, PS: 3D6,  
PP: 3D6, PE: 2D6, PB: 3D6, SPD: 3D6,  
SDC: D3 x caster's ME.

#### **Abilities:**

1) Can fire a jet stream of water doing PS damage +2D4, +D4 per level over 9 metres +1 per level. This pushes the victim back 1 metre per PS point greater than the victim's. A called shot to an open mouth can drown a victim.

2) While in this form radiate no heat. Physical attacks, gases and explosions

do no damage but electricity does double.

3) Manipulate Shape; Can draw on other water and add it to own mass increasing in size. Punch does +D6 per square metre and +10 SDC per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc. While in any form can move at SPD x3kph, rotate at SPD x5kph and spread out over area of ME x2 metre radius.

4) Immune; to damage from any liquid attacks including corrosive, toxic and magical. Is also immune to all gases, cold, fire and physical attacks. The elemental remains vulnerable to magic and psionics.

5) Calm Water; within ME x2 metres.

6) Create Waves; must have an existing body of water to draw on. The size of the wave can be up to ME x1 metre doing D6 damage per metre size.

7) Wall of Water; must have an existing body of water to draw on. Up to ME x1 centimetre x ME x1 metre tall. Lasts ME x1 minute +1 minute per level. Most weapons will have their range halved by the water if not swept away together.

8) Water Spout; must be able to touch an existing body of water. ME x1 metre height until concentration broken.

9) Whirlpool; must be able touch an existing body of water. ME x1 radius until concentration broken.

10) Call Fog; This ability permits the water elemental to summon up fog from any nearby body of water. The fog will

last about ten minutes after the elemental stops trying to call it and the fog fills about a ME x 1 metre radius about the elemental.

11) Freeze Water; This ability permits the elemental to freeze 1 cubic metre of water per ME per round. The water must be in contact with the elemental.

12) Transport via Water; This ability allows the elemental to dissolve into a body of water and reform anywhere else in or at the edge of the same body of water. The point where the elemental reforms must be known to it or it can appear in a random location. The transit time is at most a few seconds.

Feeding Habits: None

Lifespan: Spell duration

Culture: None

Government: None

Population: None

**Ghoul**

Ghouls are undead who feast on corpses. They are cunning and hate all living creatures. They tend to be rather gruesome, as they regain hit points by eating corpses. A ghoul can have hit points over maximum from eating corpses. Ghouls do not require food or water. On occasion it is possible for a Ghoul who was a hero to remember his past and fight on the side of light again. The ghoul's form will resemble a decayed version of his previous form

Height: Varies

Weight: Varies

Abilities: Nightvision up to 30mtrs, Claws do D4 and D4, if victim fails poison save then is paralysed for 2D6+2 rounds

Reproduction: N/a

Most attributes are identical to what the ghoul was in his previous form with the exception of the following -  
MA: -2D6, PS: +1D6, PE: +3D6, PB: -2D6

Feeding habits: N/a

SDC: 60

Lifespan: Immortal

Culture: None

Government: None

Population: Lightly populated

**Zombie, Standard**

No one is certain about the origins of these pathetic and horrible things. There have been legends and tales told about this undead monster for years. Some say that these creatures were the products of evil sorcery long ago. Others argue that the zombie can trace its beginnings back to the stars themselves, as the loathsome by-product of some form of space-virus. There are also those that maintain the zombie was the outcome of some man-made experiment gone awry, or the result of rampant radiation.

Zombies are both intellectually and physically driven only by their all-consuming hunger for fresh human flesh. They are near-mindless, possessing little reasoning power, though many can perform remembered behaviours from their mortal existence. Most zombies have difficulty with simple mechanical objects and obstacles such as doorknobs, latches, stairs, and fences.

Type: Undead

Setting: Graveyards, cemeteries, underground tunnels and catacombs, caverns, sewer tunnels and complexes, abandoned mines, abandoned warehouses, the basements of old tenement buildings and houses, swamps, marshes and bayous, small or remote islands, derelict ships, deserted shopping malls.

Era: Any

Physical Traits: Human in appearance, varying with signs of desiccation and rot. They have blank, expressionless faces, unless they are enraptured in a feeding frenzy, in which case they possess an almost feral visage. They are

incapable of speech, but often tend to make moaning and guttural sounds. They are normally encountered wearing whatever clothing they wore in their human life, prior to reanimation.

Height: 1 metre per level of caster (caster can choose height)

Weight: None

Mobility: Mystical

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: D6, ME: D6, MA: D6, PS: 3D6, PP: 2D6, PE: 4D6, PB: D6, SPD: D6, SDC: 4D6

**Abilities:**

1) Zombies are impervious to pain and require no air to breathe. They are thus immune to drugs, poisons, gases, suffocation, and drowning. Zombies never sleep, and they are incapable of fatigue.

2) While not invulnerable to physical injury, zombies can suffer great damage to their bodies (including dismemberment) without being adversely affected. Dismembering the legs will render the zombie immobile, but the creature will still continue to subsist. Likewise decapitation will incapacitate the body, but the head will still live.

3) In spite of its rather feeble intelligence, the zombie is relentless in its never-ending quest for food. No one knows why zombies need to eat flesh.

They cannot actually perish from starvation. In one recorded instance, a severed head still attempted to bite, even though it had no stomach. Moreover, a zombie will refuse other kinds of meat when it is offered. Zombies seem to be more active at night, but they are able to move about normally during daylight hours. Unlike most undead monsters, zombies do not possess night vision.

4) When confronted individually zombies appear rather weak but the creature's true threat is revealed when they are encountered in huge numbers as relentless legions of tireless, flesh-eating machines. Another deadly aspect of the zombie is their ability to rapidly spread their undead scourge, increasing their numbers to vast measures. The bite of a zombie will cause its victim to quickly grow sick and die (usually within 3 days), only to rise again as a zombie. There is no known cure for this malady. Excision and cauterisation of the "bite-infected" area (e.g. removing a hand or arm, etc.) has proven to be completely ineffective in halting a victim's metamorphosis into the Living Dead.

The zombie's strength level is at normal human-levels, but they are considerably slower than average humans, possessing poor agility and coordination. Their physical reaction-time is poor; about half that of normal human level. Zombies are highly susceptible to fire, and they seem to express an adverse fear of it. Burning these creatures is the most effective way of destroying them. Extreme amounts of electrical current will burn a zombie's flesh, thus consuming it in flames. Zombies can also be dispatched by causing extreme trauma to their brain. This can be accomplished by driving a bullet, a drill, a long knife, a hammer, or



some other blunt object into the creature's skull.

Feeding Habits: Fresh human flesh.

Lifespan: Variable; depends on the state of decomposition upon reanimation and environmental factors which may affect the continuing process of decay. Most zombies can exist for 10 - 12 years before decay would threaten their mobility.

Culture: None

Population: None

## **Zombie, Juju**

Like their counterparts the juju zombie or zuvemie is a reanimated human corpse, but they differ from the common zombie in many ways. The juju zombie is created through means of ritual evil voodoo. Juju zombies are among the lower forms of the undead, made to serve their Bokor (evil voodoo witchdoctor) in some way; providing effective slave labour, protection, or resolving vendettas. The juju zombie is the scourge of the Houngan (good voodoo priest) who must defend their lands against the threat of those that use voodoo magic for dark purposes. Zombification through evil voodoo is really a form of possession. Juju zombies are animated by the Loa (voodoo spirit-gods) that inhabit the juju zombie's form and controlled by the bokor who summoned them. More powerful than the common zombie, the juju zombie is slightly more intelligent as well, able to perceive and understand simple commands from their masters. Another distinction from the common zombie is that the bite of a juju zombie will not cause its victim to metamorphose into the Living Dead.

The methods of creating and controlling juju zombies vary among Bokors. Some Bokors use blood and hair from their victims in conjunction with voodoo dolls to create and control their zuvemies. Others methods of zombification involve a specially prepared concoction of mystical herbs, in addition to human and animal parts. The ingredients are all ground into a fine dust or even brewed into a potion. The dust may be blown into the unaware victim's face. Ingestion, injection, or even a blow dart may be used to administer the potion variety. When these substances come into

contact with the victim's skin, bloodstream or mucous membranes, the victim is rendered immobile within minutes, as they succumb to a comatose-like state resembling death. The active ingredient that causes this "death-in-life" affect is known as tetrodotoxin, although little is known about this drug. After the victim is presumed dead, they are commonly buried alive. Most victims are driven insane by this ordeal, making them even more vulnerable to the Bokor's spells. The Bokor then performs an ancient voodoo rite; taking possession or "trapping" the victim's soul, and replacing it with the Loa that he or she controls. The victim's "trapped" soul is usually placed within a small clay jar or some other unremarkable container. The container is wrapped in a fragment of the victim's clothing, a piece of jewellery, or some other personal possession owned by the victim in life, and then hidden in a place of secrecy known only to the Bokor. Another form of zombification includes the invocation of the serpent-god Damballah, the most powerful of the Loa. Through this obscure ritual, a dead body may be resurrected and controlled through the use of two matching amulets. A juju zombie wearing an amulet around its neck can be verbally commanded by anyone in possession of its counterpart.

There have been some rare occasions of juju zombies temporarily regaining part of their mental faculties. For reasons beyond explanation, their mortal persona is able to assume partial control over their bodily actions. This rare occurrence has only been observed when a juju zombie encounters situations that have heavy emotional connections to their mortal lives. Now matter how strong their spirit was in mortal life however,

juju zombies are unable to resist the call of their masters for long.

Type: Undead

Setting: In Haiti, the Caribbean, and uninhabited regions throughout the eastern coasts of Africa. They are usually encountered in graveyards, cemeteries, underground tunnels and catacombs, caverns, abandoned mines, swamps, marshes and bayous, tropical jungle climes, small or remote islands, and occasionally high desert areas.

Era: Any

Physical Traits: Human in appearance; varying with signs of desiccation, decay, and emaciation. They have blank, expressionless faces with white eyes. Many are incapable of speech but most are able to make moaning and guttural sounds. They are normally encountered wearing whatever clothing they wore in their human life prior to reanimation. They may also be seen wearing slave rags or garments given to them by their Bokor.

Height: Varies according to original height

Weight: Varies according to original weight

Mobility: Legs

Sensory Organs: Mystical

Communication: None

Reproduction: None

IQ: D6, ME: D6, MA: D6, PS: 3D6 x3,  
PP: 2D6, PE: 4D6, PB: D6, SPD: D6,  
SDC: 6D6

**Abilities:**

- 1) Juju zombies are impervious to pain and require no air to breathe. They are thus immune to drugs, poisons, gases, suffocation, and drowning. Zombies never sleep, and they are incapable of fatigue. Juju zombies do not possess night vision, a characteristic usually common to most undead monsters.
- 2) Although they are not invulnerable, the lifeless, reanimated body of a juju zombie possesses a supernatural healing ability, enabling them to regenerate missing or injured tissue, and mend broken bones. Juju zombies can recover from small burns, lacerations, and gunshot wounds within a matter of hours. Juju zombies cannot regenerate missing limbs, however. Dismembering the legs will render the juju zombie immobile, but the creature will still continue to subsist. Likewise, decapitation will incapacitate the body, but the head will still live. They are also immune to certain other mortal vulnerabilities, including suffocation, drowning, extremes of temperature and pressure, high voltage electricity, poisonous gas and drugs.
- 3) Juju zombies possess superhuman strength three times greater than what they possessed while alive.
- 4) Unlike their counterpart, the common zombie, juju zombies do not express any fear or hesitation in their actions even when confronted by certain peril (e.g. fire).

Juju zombies are highly susceptible to fire. Burning zuevmbies is the most effective way of destroying them. The flesh of these creatures can be burned so totally that they cannot recover. Juju zombies are vulnerable to the voodoo which gives them animation. The proper incantation and treatment of a voodoo doll can cause supernatural, debilitating pain to a zuevmbie. A juju zombie can also be put to final rest through the appropriate voodoo ceremony, which forces the loa from its body. There are certain mystical totems and fetishes that offer protection from zuevmbies. These items can be worn about the neck or adorned in some other fashion. It should be noted that while these objects will offer protection against physical contact from zuevmbies, these devices may not offer the same defence against their masters.

Feeding Habits: Fresh mammalian flesh.

Lifespan: Variable, depending on the state of decomposition upon reanimation and environmental factors which may affect the continuing process of decay. Because of the supernatural enhancements they possess over the common zombie, most juju zombies can exist for 20 - 30 years before eventual putrefaction would threaten their mobility.

Culture: None

Population: None

## **Section 24: Starship Construction**

This is meant to be used in conjunction with Heroes Unlimited and Aliens Unlimited. To design a ship you must first know its purpose. This determines the load that it must carry and its performance needs. For example, a ship that will be used for routine flights on the Earth-Moon run needs the ability to take off and land on Earth, enough supplies for a few days in space, and plenty of cargo capacity. A ship flying to the edge of the solar system needs engines powerful enough to reach the destination, more supplies, and will probably devote more room to passengers than to cargo.

### **Step 1: Hull Shape**

The basic shape of what your ship will look like.

#### Open Frame

An open skeletal frame with no exterior covering.

#### Needle/Wedge

A long pointed exterior.

#### Cone

An oblong rounded exterior.

#### Cylinder

An oblong rounded exterior with square edged ends.

#### Box

A square edged exterior.

#### Sphere

A ball shaped exterior.

#### Dome/Disk

A half sphere or flattened sphere exterior.

#### Irregular

A modular exterior which isn't clearly definable as any one of the other possible configurations.

#### Planetoid

A metallic or hollowed out asteroid.

### **Step 2: Size**

#### Length:

This is the base minimum length in metres of the ship for that hull size. The bigger the size class the larger the size of the vessel.

#### Hatches:

Airlocks are pressured exits to and from the vessel, they equalize the pressure on either side and fill with oxygen before allowing entry into the vessel, most also decontaminate people passing through in order to prevent people from carrying any alien infections or contaminants onto the ship. Every ship has one airlock for every size class, airlocks can vary such as the canopied cockpit of an interceptor, or the rear hatch of a shuttle, the retractable cargo lifts and ramps of a freighter and so on. An airlock always takes three rounds to depressurize, repressurize and open. Also those with Decontamination capabilities as appropriate to the type of Airlock provide a single re-save if an individual is infected with a disease or similar, if the save succeeds then the disease is cleansed from the individual.

#### Passengers:

When designing a ship you must ensure that there is adequate life support to handle the number of passengers as well as crew. For every 10 x10 metres squared of space the ship can have 1 airlock and carry 1 passenger.

<u>Hull Size</u>	<u>Length</u>
1	10
2	20
3	35
4	55
5	80
6	110
7	145
8	185

<u>Hull Size</u>	<u>Length</u>
9	230
10	280
11	335
12	395
13	460
14	730
15	805
16	885
17	970
18	1065
19	1165
20	1270
21	1380
22	1495
23	1615
24	1740
25	1870
26	2005
27	2145
28	2190
29	2240
30	2390
31	2445
32	2600
33	2760
34	2825
35	2995
36	3170
37	3350
38	3535
39	3625
40	3720
41	3820
42	3925
43	4035
44	4150
45	4270
46	4395
47	4525
48	4660
49	4800
50	4945
51	5095
52	5250
53	5410

<u>Hull Size</u>	<u>Length</u>
54	5575
55	5745
56	5920
57	6100
58	6285
59	6475
60	6670

### **Step 3: Armour**

Every ship has a hull covering, the layer which covers the frame into which all systems are built, this sealed layer also includes the armour of the ship being built. The type of material used can have an effect on mass, hardness, and cost, as well as possibly granting other special benefits like the ability to naturally heal for biological hulls or immunity to lasers.

#### **Soft Steel**

A soft ferrous metal. Steel is the cheapest hull material available, more commonly found on older vessels. Steel is an alloy and as such quite strong and resilient but prone to rust, tending to mean the hull needs constant care and maintenance to maintain its integrity, it is however inevitable that Steel will eventually need patching or replacing.

1000 x Hull Size

#### **Hard Steel**

A harder ferrous alloy. This is the material that is now most commonly used to build ships. It is stronger and lighter than soft steel and it has the added benefit of never rusting.

2500 x Hull Size

#### **Composite Alloy**

A composite metal/ceramic alloy.

5000 x Hull Size

#### **Crystallion**

A special form of crystal molded as a framework. It is about the same in weight to hard steel and so does not alter a ships mass at all. 10,000 x Hull Size

**Dwarf Matter**

A hull whose molecular structure has been partially collapsed in a massive artificial gravity field (like a white dwarf star). 20,000 x Hull Size

**Bonded Dwarf Matter**

As above but with a small induced electronic current to strengthen the internal electron bonds. 40,000 x Hull Size

**Coherent Dwarf Matter**

As above but also dynamically manipulated to polarize the subatoms in the hull. 80,000 x Hull Size

**Step 4: Engine**

Perhaps the most important part of any ship is the power plant that provides all the energy that is required to power it and everything in it (doors, lights, lifts, shields, engines, weapons, life support, helm controls). Power plants are thusly of great importance to all vessels for without them a ship is lifeless in space, unable to move or function.

Engine Power**Batteries**

Used to supplement the normal power plant. This serves as an emergency back up.

**Fuel Cell**

Hydrogen/oxygen fuel cell. They produce pure water as a waste byproduct.

**Fusion**

The most expensive yet the most efficient.

**Internal Combustion**

A hydrocarbon burning reciprocal engine.

**Nuclear Fission**

Uses radioactives as fuel such as Uranium and produces all sorts of nasty radioactive byproducts, including

Plutonium. Fission reactors can be dangerous.

**Solar Cells**

Photoelectric cells that produce electrical energy from light.

**Turbine**

A hydrocarbon burning rotary engine.

**Step 5: Drive**

The ship's main engine is just that, the vast engine with which any vessel is provided forward or upward momentum. It is not however the means by which a starship is provided directional movement beyond this as it is the manoeuvring thrusters that do that not the main engines. Main engines also tend to require a lot of energy. Every craft needs a main engine with the sole exception of space stations, which as a general rule do not require the ability to move, and only need station-keeping manoeuvring thrusters.

**Manoeuvring Thrusters**

100,000 kms range. The main engines provide the forward and upward thrust but to turn or aid manoeuvres a ship needs manoeuvring thrusters. They are used to speed up, slow down, turn and almost any other manoeuvre that involves something other than going forward. They provide a speed of 100kph.

**Chemical Drive**

480,000 kms range. A Chemical Rocket functions by igniting a substance and using the resulting explosion as a thrust. The type of fuel used by these rockets varies widely, but fuel requires a great deal of a ship's internal volume and needs to be replenished. Ships with rockets can only move in the direction that the rockets point in, although carefully placed manoeuvring rockets and mobile thrusters eliminates most of these problems.

**Ion Protolight Drive**

1 AU range. Ion drives require little to no fuel, can generally produce high levels of acceleration, and with carefully placed units, can offer unmatched manoeuvrability.

**Impulse Drive**

1 light year range. Impulse Drives are used to power the ship when speeds of less than the speed of light are required. They are also used to provide power to many ship systems even while under Warp. They employ advanced fusion-type reactors to provide energy and/or thrust as required. Impulse engines are used for planetary orbits, and for entering and exiting planetary systems. Standard full Impulse speed is one quarter light speed. Deuterium serves as the fuel source for Impulse engines. The Helium plasma produced by the fusion process is used for thrust. Tech level 8 only.

**Antimatter/ Warp Drive**

3500 light years range. Warp reactors use small bits of anti-matter to annihilate matter, producing potentially hundreds of times the energy of the same weight of hydrogen fusion fuel. While it is the most expensive power source by far, it is also the most powerful for its mass. Vessels are propelled at such huge speeds that time outside the vessel actually slows down. This allows the vessel to travel great distance in much reduced times of only 1 day for each 100 light years being travelled. Tech level 9 only.

**Intergalactic Jump Drive**

1,680,000 light years range. Jump Drives work by drawing a vast amount of energy and using it to literally pull a hole in space known as a "jump conduit" to a transitive plane called "jump space". In Jump space distance and time does not work the same way in as it does in real

space. Thus by travelling through Jump space vast amounts of distance can be traversed in a far shorter time. Tech level 10 only.

**Extragalactic Star Drive**

Unlimited range. The Star Drive is the pinnacle of space flight technology. It folds the distance between two distant points, thus bringing the source and destination points together. Travel in this fashion is instantaneous. Distances greater than 1000 parsecs require 1 hour. Tech level 11 only.

**Travel Times**

Below is a chart of space travel times as seen by an outside observer. The distances shown are for astronomical units (AU), light years (LY), and parsecs.

Chemical Drive

5.78 days per 1 AU

1000 yrs per 1 LY

3270 yrs per 1 Parsec

Ion Protolight Drive

24.96 mins per 1 AU

6 yrs per 1 LY

17.30 yrs per 1 Parsec

Impulse Drive

16.64 mins per 1 AU

4 years per 1 LY

13.08 yrs per 1 Parsec

Antimatter/ Warp Drive

0.32 seconds per 1 AU

5.78 hrs per 1 LY

18.84 hrs per 1 Parsec

Intergalactic Jump Drive

0.001 seconds per 1 AU

0.06 seconds per 1 LY

1 second per 1 Parsec

Extragalactic Star Drive

0.00001 seconds per 1 AU

0.0001 seconds per 1 LY

0.001 seconds per 1 Parsec

Subspace Radio

0.05 seconds per 1 AU

52.60 mins per 1 LY

2.87 hrs per 1 Parsec

**Step 6: Equipment****Advanced Controls**

These are touch screen controls which can be added to any basic control type. Commands and related functions are also linked so that multiple commands can be achieved via a single command initiation.

**Astrogration Computer**

Used for plotting and navigating jumps and standard manoeuvres.

Atmoprobe Missile type sensor probe which gradually descends through the atmosphere. It is equipped with a standard suite of instruments to detect and analyze all normal EM and subspace bands, organic and inorganic chemical compounds, atmospheric constituents, and mechanical force properties. It also includes varying degrees of telerobotic operation capabilities to permit real time control and piloting of the probe. This permits the investigation team to remain on board the starship while exploring what might otherwise be a dangerous hostile or otherwise inaccessible environment.

**Atmospheric Shielding**

Additional coating to the hull which enables a ship to enter an atmosphere at high speed.

**Automatic Pilot**

The robocruise automatic navigation system has the capability to plot and control travel to any destination within a system.

**Automated Hull Sealing**

All hulls have an automatic sealing system, fitted as standard. It is comprised of two separate layers of resin under high pressure in the hull. When

the layers are breached the substances expand and mix to form a very durable foam-like patch. This prevents the whole hull being explosively decompressed from a single shot.

**Auxiliary Controls**

Many starships, but not all, contain auxiliary ship and mission control stations. These stations do not require constant attention and are only manned when necessary. Two science stations provide real time data to the command personnel and are used by mission specialists who have to coordinate activities with the bridge. The Mission Ops station provides support to the Ops officer and coordinates secondary objectives. The Environmental Systems station allows monitoring and control of the support systems aboard a starship and can serve as a deputy operations management station in a crisis. The Engineering systems' monitor duplicates the Chief Engineer's primary status displays from the Main Engineering section.

**Basic Conn**

The responsibility for actual piloting and navigation of a starship lies with the Flight Control Officer, or Conn. Receiving instructions directly from the commanding officer, the Conn's duties include: navigational references and course plotting, supervision of automatic flight operations, manual flight operations, positive verification, and acting as Bridge liaison to the engineering department. While these functions are heavily automated, their importance to the safety of the ship and the missions at hand demands that an officer be assigned to oversee the Conn at all times.

**Basic Ops**

The Operations Management Officer normally referred to as Ops, is



responsible for the coordination and scheduling of resources and hardware to the various missions being performed aboard a starship. The Ops panel on the bridge displays a continually updated list of all current major shipboard activities. This information is used to evaluate the current state of the ship's activities, so priority decisions can be made. For example, if a science department is using a sensor array and an alert situation arises, the Ops will have to divert the the science scan from the main sensor array to another available system.

#### **Basic Tactical/Defensive Systems**

Control and starship internal security are the duties of the Tactical Station (Tactical for short) located near the rear of the bridge. This position gives the Senior Tactical Officer an unobstructed view of the main viewer and the command stations below. Tactical security coverage ranges from low-level crew safety to full counter-intelligence measures against sabotage or terrorism. External security systems (defensive shields and weapons) are generally controlled from the Tactical station, as well as sensor arrays, probes, buoys, and tractor beam systems.

#### **Beamer Cooling Booster**

Some find their normal laser cooling equipment inadequate. Since lasers cut out when they overheat, this device is a bonus.

#### **Boarding Tube**

A boarding tube is similar to a docking clamp, except that it is made lock onto any portion of a ship and create its own door. It uses a laser bore to accomplish this task, it can cut through the thickest armour in only a few seconds. The tube latches onto the hull of a ship with a powerful electromagnet and then proceeds to bore through it with the laser. While cutting the system requires

2 MW, afterwards only 0.5 MW are needed to charge the electromagnet. The boarding tube comes in only a retractable version and can be fitted to any of the standard airlocks, it can act like a regular docking clamp.

#### **Bomb Dispenser**

The Bomb Bays and dispenser system is designed for the purposes of dropping bombs from orbit to a planets surface. Such bombing runs can only be achieved from a relatively low orbit in order to guarantee any kind of accuracy. Bombs have no form of targeting or guidance, instead the computer aims from orbit and drops the bomb, all other bombs then scatter around the first. The smallest version holds 10 and it can be bought in increments of 10.

#### **Cargo Bay Life Support**

Superb environment control, including deodorizer and choice of four fresh air scents, Fomalhaut Harvest, Ma's Cookies, Seashore and Solar Breeze. Needed for transportation of live animals and slaves.

#### **Cloak**

The Cloaking Device is something of a technological Wonder, through a process of a special device, which emits a light refracting field around the vessel, effectively bouncing photons away from the hull and making the space where the vessel occupied look empty. A lot of energy is required to use a cloaking device and it is quite a fragile piece of machinery, also while active all but the most crucial systems are run on minimal power. While cloaked a vessel can have no shields active and may not fire any weapons. The actual effect of a ship being cloaked is to provide it the benefit as if being 100% concealment, which means all attacks against it are at -2 to hit and any that would normally hit have a 50% chance of missing anyway.

### **Colony Module**

A Colony module is designed so that it can be easily deployed from a ship, dropped from a hold into orbit where a chute deploys for safe landing, upon hitting ground the module activates and deploys. Alternatively a vessel with atmospheric capability can land and deploy the module that way. Simply put it is an automated, self sufficient habitation, designed to be modular and each capable of connecting to up to four other colony modules in order to create larger facilities and habitations. Each colony module deploys in first stages, the first stage or "module Stage" as it is known is how the module first appears a twenty foot cubed box, with an airlock on each side. Upon being deployed stage two is initiated, in this stage known as "Habitation stage" from each side of the cube an eighteen feet high, eighteen feet wide section extends outwards ten feet of each of the four sides, locking into place. At this point the final stage begins known as the "Activation" stage, from the top of the cube an eighteen feet wide and long section ten feet high extends upwards, and from that another eight feet by eight feet section ten feet high extends and also locks into place. From this third raised level a telescopic mast some thirty feet in height extends in three parts upwards locking into place, from the end of which a solar array splays out and locks into place like a Chinese fan. Finally from the central lower section a ten feet high radio antenna extends upwards. At this point the solar panels activate and begin powering the battery, and in turn activate the water purifier, lights, life support and so forth. A Colony module can house and work 10 people, and the module can provide adequate power and waste recycling to keep them alive indefinitely,

the only thing it cannot do is provide a source of food, so if none is present where the module is deployed a source of food must be sought.

### **Computer Core**

Probably the single most important operational element of a starship is it's main computer system, being responsible in some way for most every aspect of the ship's operation. The heart of the system is a set of three main processing cores, which incorporate a series of miniature subspace field generators to allow the processing of optical data at rates faster than the speed of light. The computer cores are redundant, so any one can handle the computing load of the entire ship should the need arise. An intricate optical data network connects the cores with virtually every component on board the ship, and a subspace link is maintained with hand-held or remote devices needing computer access.

### **Cryogenic Chamber**

A Cryogenic Chamber is a special room filled with sophisticated machinery designed to monitor and sustain the cryo chamber contained within. Any who enter are frozen reducing bodily functions to a bare minimum. While in cryogenic stasis an individual only ages one day out of every year that passes.

### **Docking Clamp**

A rigid housing that can lock onto the outside of another docking clamp or an ordinary airlock of the appropriate size. It holds pressure and allows occupants to travel between ships without a vacc suit. There are two types, fixed and retractable. The fixed type is mounted outside the ship and adds no volume. The retractable type telescopes out of the ships hull, so it takes up a small amount of volume. Each type is made to latch onto a certain size of airlock so it must

be purchased in appropriate sizes. The retractable version is usually longer. They are pressurized upon docking, have artificial gravity but little armour (although it can be added).

### **Docking Hatch**

A special airlock designed to connect with another of the same type (similar to the docking clamp but minus the tube).

### **Drive Cloud Analyser**

Determines the destination and the exact time and date of arrival of ships by analyzing the residual space time disturbance left behind after a jump. You will also be told the mass of the ship which has left or is about to arrive.

### **Drive Dampener**

Inhibits the ability of any ship within 1000kms to use its warp or jump engines.

### **Drive Disruptor**

Causes any ship with warp or jump engines within 500kms to misjump.

### **ECM**

Short for Electronic Counter Measures. A clever device this, as it causes detonation of all activated Homing Missiles in range (including your own).

### **ECM Decoy Probe**

This rare and sought after probe includes an array of transmitters including a Variable Transponder which are calibrated to broadcast an electromagnetic signature identical to that of the launching craft. This probe makes it appear as if two identical ships are in the area.

### **Electromagnetic Detection**

One of the broadest passive sensors, the electromagnetic detection sensor can detect radar, laser, microwave, radio, and all other electromagnetic frequencies. The range of this sensor is two times that of the maximum range of the source, but the sensor must be in the path of emission for it to be detected if it

is a directed emission, such as a laser. Of course, if the emission cannot travel through obstacles such as planets, then the sensor cannot detect an emission from the other side of the obstacle. The only way to hide from this type of sensor is to not generate any electromagnetic emissions, which may be difficult for some ships.

### **Elevators**

Either passenger or cargo lifts.

### **Emergency Beacon**

1 AU range lasting 1 year with an emergency SOS repeater.

### **Energy Booster Unit**

Boosts the recharging rate of all Shield Generators fitted.

### **Escape Pod**

1 person escape capsule for those sticky moments when a fast exit is prudent. Escape pods are capable of limited flight and have enough fuel and power for limited manoeuvring. All escape pods have food and water, power and air sufficient to last four weeks in space. Each escape pod also includes the following 2 Med kits, a water purifier, filter masks, survival kit, a 1 man Temporary shelter and 2 flare guns each with 5 flares. All Escape Pods also have an automatic Emergency Signal Transponder which transmits identity and location telemetry constantly so long as it's solar battery can receive enough light to keep it activated. An Escape Pod is capable of independent movement and has a speed of 100kph, and it has enough fuel for 5 manoeuvres should they be necessary, if it does fall into a planetary orbit it does have integral heat shield and can deploy a chute to allow a safe descent.

### **Factory Module**

A factory module endows a ship with the ability to turn raw materials into some finished product. Exactly what can be

constructed depends on the type of factory as determined at the time of purchase, and by the size of the vessel, which should be given due consideration. But autofactories for armour, weapon, robot, vehicle, fighter, pharmaceuticals, or even shuttle construction are not unfeasible. Each autofactory requires raw materials in order to function, how much raw materials an autofactory needs in order to produce an item is based on the item itself, but usually unless the Gm specifies otherwise 25% of the market value of the item you seek to produce in raw materials is needed to produce one item of that type, which can then be sold on at market price. One other thing is needed in order to be able to produce an item and that is the Design Schematic, without this an autofactory simply does not know how to produce the desired item.

### **Galley**

The standard galley is adequate for up to ten passengers and crew.

Grappler mags Grappler mags attach to a starship in much the same way as any standard weapons system, but provide the ability to tow an object rather than do damage. Grappler mags feed fire control data to the main computer and get targeting data from the ship's sensors. The grapppler mag is a large, metal disk, which magnetizes and demagnetizes on command, attached to a length of heavy-duty tow cable. This disk is propelled out from the starship at great speed towards its target, magnetizing itself an instant before impact, and then firmly connects itself to the metal object which it is intended to tow. The line can be drawn in or let out as much as necessary (up to the line's maximum length of 150 meters), and the disk can depolarize upon command from the ship. Grappler

mags are used in salvage operations, clearing debris from a battlefield, and can also be used to tow in a disabled starship if necessary. The advantages of a grapppler mag over a tractor beam are many. Grappler mags require much less energy and can be placed on a starship as small as a starfighter. They produce no energy signature, and may not be detected by sensor sweeps when stealth is necessary.

### **Grav Plates**

Internal artificial gravity. With the mastery of gravity manipulation technology, it is possible to build a system that can artificially generate gravity within a ship or station without the need to spin the ship. The most advanced systems of this type can generate gravity on the surface of the ship as well as inside the ship.

HangarA hangar provides docking space and maintenance facilities for any size 2 vessel. Part of the hangar includes hangar bay doors to the exterior of the vessel.

### **Hardened Circuits**

The ship's electrical and computer circuits have been hardened to withstand the effects of EMPs.

### **Holding Cell**

Standard holding cells are designed to incarcerate one prisoner (although they can be larger). The cells include security monitors and basic barred gates which have electronic locks. They have beds which retract/extend from the wall at the touch of a button and a small sink and toilet facility but little else.

### **Hull Autorepair System**

A large piece of equipment which is generally only fitted to larger ships. Exactly how this works is a trade secret, but it does entail placing many microbots in the hull reinforcing channels.

**Hydroponics**

Hydroponics rooms can be anything from rooms which create recycled nutrients paste from human waste and other organic by products to ship board gardens, but whatever their form the intent remains the same. A Hydroponics bay is there to provide consumables enough to sustain a ships crew and passengers. Every ship of Size Class 4 or higher must have one Hydroponics bay for every full 50 passengers and Crew or fraction thereof. This ensures adequate consumables are available at all times and also covers water recycling.

**Inertial Compensators**

Allows high G manoeuvres while negating the effects of inertia so the occupants have no sensation of motion. This system generates a controlled series of variable-symmetry forcefields that serve to absorb the inertial forces of space flight which would otherwise cause fatal injury to the crew.

**Interior Lighting**

Includes normal lighting, infrared lighting (for during combat) and emergency (dimmer) lighting.

**Internal Security Systems**

Internal security systems are there for those ships which expect trouble and may face the possibility of being boarded, they are also there for vessels like prison ships, diplomatic transports and so forth where onboard security is a definite issue. There are a number of Internal security packages all of which offer different options as follows:

Basic Security; this provides numerous onboard cameras, and the ability to channel an electrical charge into the floor of the ships airlocks which causes D10 electrical damage each round unless the target has some form of protection or insulation.

Intermediate Security; this provides all of the above, plus microphones. In addition the vessel is compartmentalized with heavy duty blast door at major intersections of the vessel. These doors are SDC 200, allowing each compartmentalized section to also be air tight and thus in the case of explosive decompression only lose access to that breached compartment. This also means that via the environmental control a ships captain can also drain the air out of a specific section of the vessel.

Advanced Security; this provides all of the above in addition to this the vessel now has at least one of the following mounted in each corridor -

Electrified floor (does D10 electrical damage)

Retractable laser Rifle mounts in the walls (3D10 damage).

Sleep Gas dispensers (fall asleep for 30 minutes)

Force Fields (These cannot be crossed unless disabled first).

**Laboratory**

For analyzing biological, atmospheric and geological samples. Laboratories are almost always catered towards one of the sciences (biology, physics, chemistry, anthropology, astrophysics, psychology and so on). They are most commonly found on science vessels or vessels which are commonly out in unexplored territory or exposed to new things. A laboratory is for study, analysis and cataloguing as pertinent to the relevant science covered by it.

**Landing Drone**

Larger version of atmoprobe which also tests soil and collects cultures.

**Landing Gear**

Landing Gear is rather self explanatory, and is installed within a vehicle so that it can be extended or retracted as needed should a vessel be about to land.

**Life Boat**

10 person escape capsule with supplies for 1 month (for 10).

**Life Support**

Provides all the elements necessary to keep the ship's inhabitants alive including food storage and preparation, water, waste processing and disposal. Also creates a breathable and suitable atmosphere anywhere within the ship which can be reconfigured.

**Magnetic Shield**

Prevents effects of radiation, vacuum, micro debris, etc from entering or affecting the ship.

**Medlab**

Fully equipped medical facilities for treating 1 person per ranking of lab.

**Military ECM** This higher specification system can also destroy the Smart Missile. Only obtainable at larger Shipyards.

**Mine Dispenser**

This is designed to drop mines throughout space at predetermined intervals. It is designed along a rack dispenser arrangement where the mines are moved up to the hatch dispensed and the next one moves up into place. The smallest version holds 10 and it can be bought in increments of 10. Any vessel with a mine Deployer can drop one mine per round with a distance between them equal to the distance covered by the vessel based on its speed. Typically vessels dropping mines slow right down in order to cover as much of the area with mines as they can, minimising the distance between them. In this way if a mine explodes and another mine is within the blast radius that mine too explodes and as a result the damage is increased for every mine exploded in addition to the original.

**Mining** This heavy duty robot prospects, mines and refines minerals for you.

**Naval Shields** This is a precautionary device used by starships entering combat, asteroid belts, gas clouds, and uncharted regions. Basically it insulates the ship from contact with minor asteroids, meteorites, crashing ships, and other forms of space debris that might collide with the ship.

**Passenger Cabin**

Suitable for one person. It comes with life support, food dispenser and holovid screen. An extra facility is the automatic decor control which changes in order to compliment the mood of the occupants. It is activated by sensors of heat and pheromones. Two or more can be bought and connected to make a larger room to contain more people. A first class cabin must be at least 6 meters square. A journey class cabin must be at least 4 meters square.

**Radar**

Radar systems use both radio waves and laser light to send emissions out from the ship where they will bounce off of targets. The bounced waves become signals that the sensor can track with a high degree of precision. Unfortunately radar systems travel at the speed of light, so at long ranges the information returned to a ship can be quite old after the time it took the emissions to travel to the target and then back again. Also like radio communications, the radio waves used by the a radar system can be easily blocked, although while the laser light system is much harder to block in this method it can be blocked as well.

**Radar Mapper**

Scans for information on a targeted ship.

**Radio, Subspace**

A subspace radio is used for sending messages between distant planets and star systems. Subspace communicators send coded tachyon beams that must be broadcast from very carefully aimed dish

antenna to hit their target planet or system. A subspace message crosses 1 light year per hour. However, subspace radios mounted on ships use the ship's power supply and do not need their own battery.

### **Radio, Videocom**

This communication device broadcasts a combined picture and voice message that travels at the speed of light. It is useful over relatively short distances in space, and when communicating between points on a planet or from an orbiting vessel or station to the planet. A videocom message takes one second to travel 300,000 kilometers.

### **Ramscoop**

These devices act as magnets for hydrogen. When combined with a fusion engine, ramscoops allow a ship to refuel itself. A ship can gain one day of fuel per day of travel when moving between planets. Higher speeds mean faster refueling, at the GM's discretion.

### **Reflective Hull**

Reduce damage from energy weapons by 10%, it is simply coated over any normal hull.

### **Remote Handling Arms**

These advanced lifting mechanisms are usually fitted to the outside of a craft and when unfolded from their protective cowling are used to manipulate salvage, clamp onto neighbouring ships, etc. The cost of each pair of arms includes an external camera which shows the operator what the arms are doing.

### **Repair Drone**

Repair Drones are small robots that automatically move about the vessel interior of any ship Size class 3 or larger, fixing and maintaining the vessel.

### **Running Lights**

These serve to both illuminate the outside of the ship when its dark and highlight its name, registration, etc.

### **Self Destruct System**

A Self Destruct System is a means by which a vessel can be destroyed by an explosion automatically. This is most often installed in vessels where the owner does not wish their identity to be discovered in the event of capture, or for certain suicidal organizations who ram a vessel and self destruct at the last instant ensuring that they take the enemy with them. It is also installed in vessels that are one of a kind in order to prevent them from falling into enemy hands. A Self Destruct almost always requires two verbal command codes, one from the captain and one from the executive officer. Some larger vessels choose to increase the number of codes necessary to activate a self destruct, but once activated the ships captain then determines a countdown until the destruction this can be anywhere from zero rounds (instant) to 24 hours. The Self Destruct works by causing the power plant of a vessel to feedback upon itself until it explodes. It can be deactivated once set but once again requires verbal codes from the main officers onboard. It can also be overridden by a skilled computer operator with access to the ships computer. Damage varies according to the size of the vessel and what it had on board.

### **Slave Circuits**

Slave Circuits are a mean by which a vessel can be installed with the relevant machinery to operate it remotely, in much the same way as a Remote operations unit allows a Robot to be operated remotely. In such circumstances a controlling unit or vessel requires a Remote Operation workstation, or if multiple vessels are being operated it is even feasible to have

each controlled by an individual remote operator.

### **Solar Shields**

Protects the ship and all within from the effects of high radiation planets or nuclear areas.

### **Stairway/ Ladder**

For standard use or in emergencies when elevators are not functioning.

### **Tachyon Radar**

2000km radius, able to track up to 500 targets.

### **Tractor beam**

This is a powerfully energized electromagnetic beam which draws objects toward it. The object is held just within the beam's range and can be drawn in at a rate of 2kms per second. The beaming ship must cut its speed to zero before it can draw in the tractor object. Spaceships can use this device on any ship eight hull sizes less than the beaming ship's own hull size.

### **Translator**

Translate known languages instantly, unknown languages require 1 day of continuous input (-1hr per per successful roll of translator).

### **Transponder**

These are designed to carry information on the Charioteer registry codes, owning faction and home port of the ship, thus allowing the rapid return of salvaged vessels. Any ship which does not return a transponder request can be assumed to be a pirate vessel and may be attacked with no legal consequences.

Transponder, VariableA variable transponder is a highly illegal item which can be configured to transmit a false ID code. This piece of equipment is invaluable to smugglers, pirates and other spaceship owners with extra-legal activities as it transmits a false, usually squeaky-clean, identification signal.

### **Transporter (Personal) Orbit to Surface**

Transporters are matter-energy conversion devices that take an object or being and transform it into a pattern of phased energy that can be transmitted as a complex trans-barrier signal through the first level of subspace (or hyperspace) domain to a set of desired coordinates. At the desired coordinates, it is reintegrated into its original structure. Normal range is 40,000 km. The range for emergency or shuttle based Transporters is 15,000 km.

### **Transporter (Cargo) Orbit to Surface**

This teleportation device works like a personal teleporter except it is designed for Cargo or large numbers of people. Cargo Pad's are almost always installed into the cargo holds of a vessel. Each Cargo Teleporter can teleport up or down up to 5 tons or 100 people in close proximity in any one use.

### **Water Flotation System**

Although starships are designed to work in non-atmospheric environments very few are designed to resist the pressures imposed on their hulls by immersion in deep water. This system of air-filled cushions allows the ship deploying them to maintain a neutral buoyancy if it is forced to land in water. The cushions are filled either from compressed air bottles (in emergencies), or using the ship's atmospheric hydrolysis life-support system to provide the air (for routine use).

### **Winch/Crane**

This is exactly what it says, a winching mechanism fitted either inside a ship's cargo hold or externally and designed to lift or haul loads. The purchaser can choose how the crane is controlled, whether by directly supervised operation, or from the Engineering Section or Bridge of the ship.



**Workpod**

One person space going toolbox that enables a person to make repairs or perform construction work. It has 4 mechanical arms, a welder, a riveter and any other modular tools as needed.

**Workshop**

Workshops are the repair bays aboard ship. If something needs fixing or replacing it is usually here that it is done. Basic machinery is present like drills, lathes, saws, raw materials, spare parts and so forth. Workshops however are not factories. Big constructions cannot be produced in them like vehicles and so forth. However tools could be made, weapons, armour or robots etc can be constructed providing the relevant parts or materials were available, but not in great numbers or speedily. Every ship of Size Class 4 or higher must have one Workshop for every full 50 passengers and crew or fraction thereof. This ensures things are able to stay in good repair. Workshops can be combined together to create larger repair bays, if four are combined then vehicles can be repaired or modified within them.

**Step 7: Screens**

Screens afford additional shielding to the normal damage resistance of a hull. More than one can be fitted at once and the effect is cumulative. They recharge from the ship's power system, and each shield takes a fixed amount of time to do so. For example a large ship with ten screen generators will take the same time to recharge as a ship with one screen. The ship with ten however, will achieve the same defense as the ship with one screen in a tenth of the time because of the additive effect of Screen Generators. Screens can be used to counter Beam, Disruptor, Electron, Fission, Ion, Meson, Particle, Plasma and Proton energy

weapons. There is a separate screen type for each different type of energy weapon. Energy Screens do not so much deflect attacks as absorb them, activating a field that neutralizes destructive energy entering it. However, the field itself is neutralized when it absorbs the barrage. In this way, the screen overloads and becomes useless after so many attacks. The screen must tap energy directly from the ship's generator in order to function. The total amount of damage that can be absorbed by a screen is 50 points per available Screen Generator.

**Step 8: Weapons****Accelerator**

x10 damage  
-25% range in atmosphere  
Increases the damage of any energy based weapon by a factor of 10.

**Beam Cannon**

D10 x100 damage  
800 mtrs range in atmosphere  
Fires an intense, concentrated beam of light.

**Disruptor Battery**

2D6 x100 damage  
2kms range in atmosphere  
Fires an intense beam of alternating protons and electrons.

**Electron Battery**

8D6 x20 damage  
1500 mtrs range in atmosphere  
Fires an electrical beam of negatively charged particles.

**Fission Cannon**

D12 x100 damage  
1500 mtrs range in atmosphere  
Disrupts the molecular attraction that holds matter together causing said molecules to fly apart.

**ICMs**

D10 x10 damage  
100 mtrs range in atmosphere

Interceptor Missiles are small missiles which can be fired at incoming projectiles including other missiles, holding 15 each.

**Ion Cannon**

D8 x100 damage  
1km range in atmosphere  
Fires an intense beam of ionised particles.

**Mass Driver**

D100 x1000 damage  
100kms range in atmosphere  
Fires projectiles with the damage of a nuke but minus the radiation.

**Meson Battery**

D20 x100 damage  
2300 mtrs range in atmosphere  
Create a point of decay at the target causing a high energy explosion.

**Mine**

D100 x100 damage  
Explodes over a 100 mtr radius.

**Particle Cannon**

10D10 x14 damage  
1700 mtrs range in atmosphere  
Fires charged nuclei at target.

**Plasma Cannon**

10D10 x15 damage  
2kms range in atmosphere  
Fires highly energised beam of ionized gas at target.

**Point Defence**

D10 x20 damage  
50 mtrs range in atmosphere  
Identical to ICMs but use a cluster of 15 mini rail guns instead.

**Proton Battery**

9D6 x20 damage  
1700 mtrs range in atmosphere  
Fires an electrical beam of positively charged particles.

**Rail Gun I**

3D6 x20 damage  
1400 mtrs range in atmosphere  
Ship mounted gauss weapon.

**Rail Gun II**

4D6 x20 damage  
1500 mtrs range in atmosphere

**Rail Gun III**

5D6 x20 damage  
1600 mtrs range in atmosphere

**Rail Gun IV**

6D6 x20 damage  
1700 mtrs range in atmosphere

**Rail Gun V**

7D6 x20 damage  
1800 mtrs range in atmosphere

**Rocket Battery**

2D6 x100 damage  
10kms range in atmosphere  
Cluster of missile launchers, holding 5 each.

**Sandcaster**

10 mtr radius  
Projects a granular agent which obstructs light and interferes with beam weapons reducing damage by 25%.

**Weapon Mounts**

**Bay**

Large weapon mount able to move to point at the target.

**Gun**

Small mount able to move to point at the target.

**Retractable**

Any mounts smaller than very large.

**Spinal**

A fixed large mount which the entire ship is built around.

**Turret**

Moderate mount able to move to point at the target.

**Ship Type**

**Agriculture Starship**

Hull Size 8-20. These are among the most expensive ships to build and move because of the large amount of mass (such as water) that they must carry. Food is grown hydroponically to

produce as much as possible in the shortest time. They use solar energy from the stars but also have auxiliary power sources to provide the light and heat needed by the growing plants. An Agriculture ship can support a number of people equal to its Hull Size x 200. The cost of outfitting an agriculture spaceship is determined by multiplying the base cost of the materials needed to grow and tend the crops by the ship's hull size. The hull, drives, life support and other required systems must be purchased normally. The ships require 4 crew +1 per 5 Hull Size (most of the work being done by robots).

#### **Assault Carrier**

Hull Size 14-17. Assault carriers serve as mobile bases for fighter squadrons. A carrier transports fighters to the scene of a battle, launches them, and recovers and re-arms fighters that survive the battle. Because of the large amount of maintenance required by fighters, an assault carrier carries 300 to 400 crew members. Most carriers have a complement of 5 to 8 fighters, but some of the largest can carry 12 or more.

#### **Assault Transport**

Hull Size 8-10. Assault transports carry very few weapons, relying heavily on other ships for protection. A transport can carry from 600 to 1,000 troopers, however. The ship's cargo hold carries one shuttle for every 100 soldiers.

#### **Battleship**

Hull Size 19-40. These are the mightiest warships in the frontier, and carry about 400 crew members. A battleship has excellent manoeuvrability and acceleration, and can absorb considerable damage. The biggest disadvantage of the battleship is its extreme cost.

#### **Destroyer**

Hull Size 6. Destroyers carry 40 to 50 crew members. They are very similar to frigates, being only slightly larger and a bit less manoeuvrable but with greater firepower.

#### **Exploration Ship**

Hull Size 3-20. Exploration ships are civilian versions of scouts. They have the same performance capabilities, but are usually unarmed. Instead of weapons, they carry sophisticated computers and mapping devices for exploring the unknown reaches of the galaxy. As travelling in unmapped regions is a very risky business (10 to 20% of all exploratory missions are never heard from again I), exploration ship crews are kept as small as possible. A wide variety of miscellaneous equipment can be carried by an exploration ship. Occasionally, a large research starship will be outfitted and manned for an exploratory mission. This generally occurs when a standard exploration ship would be too small for the expedition's needs.

#### **Fighter**

Hull Size 1. Fighters are small, single seat spaceships. They are fast and manoeuvrable but easy to destroy.

#### **Freighter**

Hull Size 5-30. Freighters can be built in a wide variety of sizes, and most have much longer ranges than shuttles. These vessels can be used for many jobs. They are used to transport minerals from mining centres on asteroids or uninhabited planets to large processing centres. In star systems where several planets are inhabited, they may carry passengers between those planets.

#### **Frigate**

Hull Size 4-5. The frigate is the smallest of the warships. Carrying 25 to 30 crew

members, frigates can make high speed patrols and serve as escorts.

### **Heavy Cruiser**

Hull Size 15-18. Heavy cruisers are among the slowest and least manoeuvrable starships. Heavy cruisers are being phased out by some races in favour of modern battleships.

### **Light Cruiser**

Hull Size 11-14. Light cruisers carry 70 to 100 crew members. These ships tend to be fast and well-armed, but cannot absorb as much damage as a heavy cruiser or battleship.

### **Minelayer**

Hull Size 7. Minelayers carry 30 to 40 crew members. Although larger than a destroyer, a minelayer has a smaller area devoted to living quarters for the crew since most of the ship is used to store mines and missiles.

### **Mining Ship**

Hull Size 8-20. Mining ships are used to remove valuable ores, minerals, metals and other resources from asteroids and planets. The ship's processing facilities remove valuable materials from the rock or dirt being mined and jettison the tailings. When a planet is mined, the mining ship sends several shuttles (carried in the miner's cargo hold) down to the surface, where the digging and processing takes place. Only the valuable materials are brought back to the ship. When an asteroid is mined, the processing takes place in the mining ship. Digger robots are used to bore into the asteroid and carry the raw ore back to the mining ship .

### **Scientific Research Ship**

Hull Size 3-7. Research ships are basically self propelled laboratories. They are used to explore, map and analyse the planets, asteroids, moons and stars of a given star system as well as deep space phenomena.

### **Scout**

Hull Size 3. Less firepower than a fighter but with the ability to make interstellar trips. They also serve as rescue ships and combat vessels.

### **Shuttle**

Hull Size 2. Shuttles are small ships that can land on the surface of a planet and take off again. They can fly into orbit around planets, fly between planets and in some cases between stars. Shuttles are the least expensive spaceships to build. Shuttles are used to transport passengers and supplies from starships or space stations to a planet's surface, and from planets to ships in orbit.

### **Spaceliner**

Hull Size 6-15. Passenger transports come in a wide variety of sizes and are fast, capable of providing the wealthy with any conceivable luxury.

### **Space Station**

Hull Size 20-60. These are large outposts that orbit planets and serve as a base of operations for other ships. They have no means of propulsion aside from station keeping thrusters. They are constructed in orbit around a planet and stay there through their entire service. Space stations vary widely in size and cost. Most spin so that centrifugal force will simulate gravity around the station's outer rim. It is not uncommon for a station to have a population of several thousand more or less permanent residents.

Space station hulls are ring-shaped, with a dock for space ships at the centre of the ring. Any type of ship may dock with a station depending on its size and may use its weapons to help defend the station. Starships and large system ships cannot land on planets, so they transfer cargo and passengers while docked at space stations. Shuttles are used to transport goods and passengers between

the station and the planet's surface. Larger stations carry large quantities of supplies that are loaded onto ships as they are needed. Space stations usually serve as bases for spaceship operations and as links for space-planetary communications and travel. At major starship air docks and military bases, as many as six or eight Type 25 stations may be linked in a line, but these orbiting giants are rare. The types of ships that can be docked at various stations are listed below. Not all space stations fit the descriptions above. Such stations are designed and built to serve a specific purpose, and are not equipped to serve as bases for spaceships. Space stations can be used for agriculture, scientific research and planetary defence. Stations designed for planetary defence are designated fortresses and can serve as bases for military ships. A fortress may even have a small complement of fighters that can be launched and re-armed there.

Spaceships can be built only at Spacestation Factories. Every construction centre is rated as a Class I, Class II or Class III centre. All centres consist of at least one Type 20 space station. The docking bays of these Spaceship Construction Centres are large, open areas. Often, specific docks in the bay may be enclosed to contain air pressure, so workers do not need to wear spacesuits; these are called airdocks.

Class I Centres can construct any type of military or civilian ship.

Class II Centres can construct any Military hulls of type 6 or smaller, and hulls for civilian purposes of type 14 or less.

Class III Centres are used only for the construction of system ships, since installing and adjusting jump engines requires equipment that is not available at these smaller centres. Any size civilian system ship can be built at a Class III centre, but these centres will never be used for the construction of military vessels.

### **Faster than Light Travel Drives**

There are various different ways for a ship to travel faster than light;

- 1) Making space into waves, and skipping between the crests ( Jump Drive).
- 2) Bringing points in space closer together (Fold Drive).
- 3) Changing the speed of light around the ship (Warp Drive).
- 4) Reducing the ship's mass is reduced to 0, and it can go any speed (Contra Gravity, or Anti Gravity).
- 5) Leaving our universe, and going through a parallel dimension (Hyperspace Drive).
- 6) Entering subspace, and taking a bubble of real space with you (Warp Drive).
- 7) Compressing space around the ship to make the distance shorter (Warp Drive).
- 8) Converting the ship to a type of energy when it leaves and reconverts to matter at it's end destination (Transmat Drive).

### **Accretion Drive**

Also known as the "rubber band" principle. You have a rubber band looped around your right index finger, then you take your left index finger and stretch the rubber band. Then let go of the rubber band with your right index finger. The rubber band hasn't actually moved (in the normal sense), but now it's on your other hand. Apply this

principle to a spaceship moving through space.

### **Astral Drive**

A form of dimensional travel within the same universe. Since the Astral plane is connected to every part of the universe, any point in real space can be reached almost instantaneously by a brief trip through Astral space.

### **Fold Drive**

The following scenarios present themselves as space folding methods;

1. The vessel creates a wormhole and travels through it to another location.
2. The vessel instantly swaps places with another object at a distant location, it must be exactly same mass for it to work.
3. The vessel brings two points in space together, co-existing in both locations for a brief moment.

By AJ Pickett and Joshua Bell

### **Hyperspace Drive**

This involves the ship entering a parallel universe where there is a higher speed of light. When the journey is complete the ship returns to real space.

### **Jump Drive**

Another spacial distortion effect, causing the sheet of space/time to ripple, creating peaks and troughs that the ship can skip across, kind of a skipping stone on the pond of space. The range and propagation rate of this effect determines how long it takes before the Jump drive can move, the enormous energy charge takes a while to generate and very tricky navigation requires a big computer to work out, but, travel between two locations can happen very quickly, with the ship appearing and vanishing in a stuttered fashion across space, the crew seeing the universe in a series of flashing

teleports, speeding along from point to point and ignoring the areas in between. Normally, local curvature of space caused by massive objects and gravity effects can prevent the safe use of a jump drive, but they are great across the void between stars. Some Jump drives are capable of dropping in and out of intersecting subspace wormholes, navigating the contorted space using pure mathematics, because the reality outside the ship is beyond the ability of the senses to understand. One miscalculation and the ship drops into a black hole or becomes trapped in a recursive time loop. One miscalculation and the ship drops into a black hole or becomes trapped in a recursive time loop.

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### **Parallax Drive**

The ship doesn't actually go anywhere, it just shifts over to a universe where you're already at your destination. From there you can then shift back into your own universe. Of course some universes are more dangerous than others.

### **Quantum Drive**

This involves the ship travelling backward in time to a point where the universe is sufficiently small that your starting and destination points are close to each other. You then move to your destination point and return to your original time zone. The problem is that you have to get your position in the small universe exactly right, or you might be two or three galaxies away from where you want to be. Then of course there's the various temporal hazards.

### Subspace Drive

According to the Encyclopedia, it is a continuum with different laws than our own. The best explanation is that subspace is the "substrate" within which our universe exists. A subspace field is either a forced or natural intrusion of this domain into our own space, altering the behaviour of things within our space-time. The "subspace barrier" is the albeit flimsy dividing line between the two continuums.

Manifold is a term used to describe the form our own universe takes when viewed from a higher (theoretical) dimension. This is also called a deeper level of subspace; another universe which is connected to ours by subspace. Whenever our space-time is distorted or torn, or large amounts of energy released (explosions) there are subspace effects; wormholes and Transwarp Conduits are good examples where subspace plays a part in the effect.

Subspace fields (the kind that move starships around) are intentional manifestations of subspace in our space-time, caused by the controlled release of energy in a warp field coil. These fields have many effects, often depending on the intensity.

\* They leave subspace distortions behind even when they're gone.

\* An object placed in a subspace field has a reduced inertial mass relative to things outside the field.

\* A symmetrical field ("Warp bubble") with enough power can create an entirely new universe, but it may not be stable.

\* An asymmetrical field can propel the generating ship at the speed of light; nested fields propel the ship at the speed of light relative to the field beyond.

\* A subspace Soliton wave can carry a ship at the propagation speed of the wave.

\* A field can be embedded in an object.

\* Overlapping static warp shells can create an artificial subspace barrier in a localized region of space-time.

You can think of subspace as being the "medium" in which our space-time exists. The nearest parts (nearest being measured by the energy it takes to access them) are tightly coupled to our own universe, and can be thought of as being mapped to our space-time. This is what sensors generally read, and what the subspace fields of warp drive are interacting with. Slightly deeper parts can connect points in our universe to others. Wormholes and Transwarp Conduits are this sort of thing. Deeper still are the "untamed wilds", and, even further down are entirely separate universes, all held together by subspace. Subspace is not in an alternate reality, or "place", or space-time where things go or at least, they don't go in the world of Star Trek. It is not entered by a starship at warp. A ship creates a subspace field which acts like another universe very tightly coupled to our own. If I was inside such a field and you were outside, we could conduct a conversation, shake hands, etc. But when the field is powerful enough and asymmetric, it is propulsive.

Nested, decoupling fields magnify the effect considerably. But the ship still interacts with everything in our universe, and vice versa, as the level of subspace in which the field exists is so tightly coupled to our own that it appears no "fancier" than, say, a magnetic field, if you're looking closely at it.

The weakest subspace fields do appear very similar to traditional fields, like magnetic fields.

They have associated particles, Tetryons and Verterons, which are only of importance when dealing with subspace..

basically, Verterons mess up an equipment trying to create or manipulate subspace, and Tetryons are only stable within subspace, but highly unstable in normal space.

To keep Special Relativity happy, subspace doesn't need to follow the rules of relativity. Subspace might have a unique reference frame, and everything enclosed in a subspace field has the reference frame of subspace.

By AJ Pickett and Joshua Bell

### **Transmat Drive**

Simply matter/energy/matter conversion. The object/ship/person is converted into pure energy, zips across space, faster than light, and is received and converted back, or converts itself back (ships drive) into matter again. The idea is teleportation, and believe it or not, it's not that improbable, just very hard to get right.

By AJ Pickett and Joshua Bell

### **Warp Drive**

Warp: In the world as we know it, nothing but sub-atomic particles have been found to travel faster than light, so to move ships the warp drive creates a warp field, a subspace "bubble" that changes the nature of time, movement and gravity around the ship. Using warp coils very large amounts of energy and very careful engineering, the ship can attain speeds many times that of light. A powerful, asymmetric subspace field is established around the ship by the warp nacelles. The field is composed of nested layers, each pushing against the one beyond it. This drives the ship forward, at a super-luminal velocity. The nacelles are powered by a tuned plasma stream from the warp core Matter/Antimatter Reactor (M/AMR). Injectors feed the plasma into warp field coil segments at

specific times, causing pulses to run the length of the nacelle, front to back. This peristaltic flow causes the push of the nested warp fields, and moves the ship forward.

The warp field wraps around the ship in a two-lobed bubble, with the locus at Main Engineering (by design).

Meanwhile, the subspace field reduces the inertial mass of the ship, aiding in manoeuvring. In fact, a small subspace field is kept around the ship at Impulse speeds, so the Impulse drives have less mass to push around. However, this is only a side effect and is NOT the mechanism used to allow FTL travel.

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## **Construction Costs**

### **Size**

The basic framework costs 10,000 x Hull Size.

### **Armour**

#### Soft Steel

Cost: 1000 x Hull Size  
+1 per SDC, max of +50% standard

#### Hard Steel

Cost: 2500 x Hull Size  
+2 per SDC, max of x2 standard

#### Composite Alloy

Cost: 5000 x Hull Size  
+5 per SDC, max of x3 standard

#### Crystallion

Cost: 10,000 x Hull Size  
+10 per SDC, max of x4 standard

#### Dwarf Matter

Cost: 20,000 x Hull Size  
+20 per SDC, max of x5 standard

#### Bonded Dwarf Matter

Cost: 40,000 x Hull Size  
+40 per SDC, max of x6 standard

#### Coherent Dwarf Matter

Cost: 80,000 x Hull Size  
+80 per SDC, max of x7 standard



**Engine**Batteries

Cost: 100 x Hull Size

Fuel Cell

Cost: 100 x Hull Size

Fusion 500 x Hull Size

Internal Combustion

Cost: 150 x Hull Size

Nuclear Fission

Cost: 400 x Hull Size

Solar Cells

Cost: 300 x Hull Size

Turbine

Cost: 200 x Hull Size

**Drives**Maneuvering Thrusters

Cost: 100 x Hull Size

Chemical Drive

Cost: 1000 x Hull Size

Ion Protolight Drive

Cost: 10,000 x Hull Size

Impulse Drive

Cost: 100,000 x Hull Size. Tech level 8 only

Antimatter/ Warp Drive

Cost: 1,000,000 x Hull Size. Tech level 9 only

Intergalactic Jump Drive

Cost: 10,000,000 x Hull Size. Tech level 10 only

Extragalactic Star Drive

Cost: 100,000,000 x Hull Size. Tech level 11 only

**Equipment**Advanced Controls

Cost: 5000

Astrogation Computer

Cost: 2000

Atmoprobe

Cost: 20,000

Atmospheric Shielding

Cost: 500 x Hull Size

Automatic Pilot

Cost: 7500

Automated Hull Sealing

Cost: 2000 x Hull Size

Auxiliary Controls

Cost: 5000

Basic Conn

Cost: 1000

Basic Ops

Cost: 1000

Basic Tactical

Cost: 1000

Beamer Cooling Booster

Cost: 20,000

Boarding Tube

Cost: 40,000

Bomb Dispenser

Cost: 40,000

Cargo Bay Life Support

Cost: 10 x amount of Hull Size utilised

Cloak

Cost: 100,000 x Hull Size

Colony Module

Cost: 50,000 x amount of Hull Size utilised

Computer Core

Cost: 3000

Cryogenic Chamber

Cost: 50,000

Docking Clamp

Cost: 25,000

Docking Hatch

Cost: 4000

Drive Cloud Analyser

Cost: 100,000

Drive Dampener

Cost: 500,000

Drive Disruptor

Cost: 1,000,000

ECM

Cost: 10,000

ECM Decoy Probe

Cost: 30,000

Electromagnetic Detection

Cost: 10,000

Elevators

Cost: 250

Emergency Beacon

Cost: 500

Energy Booster Unit

Cost: 15,000

Escape Pod

Cost: 10,000

Factory ModuleCost: 10,000 x amount of Hull Size  
utilisedGalley

Cost: 1000 per person to cater for

Grappler mags

Cost: 10,000

Grav Plates

Cost: 5000 x Hull Size

HangarCost: 7000 x amount of Hull Size  
utilisedHardened Circuits

Cost: 2000 per unit

Holding Cell

Cost: 5000 per person per unit

Hull Autorepair System

Cost: 2000 x Hull Size

HydroponicsCost: 1000 x amount of Hull Size  
utilisedInertial Compensators

Cost: 4000 x Hull Size

Interior Lighting

1 x Hull Size

Internal Security Systems

Basic - Cost: 1000 x Hull Size

Intermediate - Cost: 2500 x Hull Size

Advanced - Cost: 5000 x Hull Size

LaboratoryCost: 2000 x amount of Hull Size  
utilisedLanding Drone

Cost: 50,000

Landing Gear

Cost: 5 x Hull Size

Life Boat

Cost: 100,000

Life Support

Cost: 10 x Hull Size

Magnetic Shield

Cost: 1000 x Hull Size

MedlabCost: 4000 x amount of Hull Size  
utilisedMilitary ECM

Cost: 40,000

Mine Dispenser

Cost: 50,000

Mining Droid

Cost: 100,000

Naval Shields

Cost: 5000 x Hull Size

Passenger Cabin

Cost: 1000 per cabin

Radar

Cost: 5000

Radar Mapper

Cost: 5000

Radio, Subspace

Cost: 5000

Radio, Videocom

Cost: 1000

Ramscoop

Cost: 1500 x Hull Size

Reflective Hull

Cost: 1000 x Hull Size

Remote Handling Arms

Cost: 5000

Repair Drone

Cost: 15,000 each

Running Lights

Cost: 1 x Hull Size

Self Destruct System

Cost: 500

Slave Circuits

Cost: 1000

Solar Shields

Cost: 2000 x Hull Size

Stairway/ Ladder

Cost: 100 each

Tachyon Radar

Cost: 15,000

Tractor Beam

Cost: 35,000

<u>Translator</u>
Cost: 2500
<u>Transponder</u>
Cost: 1000
<u>Transponder, Variable</u>
Cost: 25,000
<u>Transporter (Personal) Orbit to Surface</u>
Cost: 250,000
<u>Transporter (Cargo) Orbit to Surface</u>
Cost: 100,000
<u>Water Flotation System</u>
Cost: 20 x Hull Size
<u>Winch/Crane</u>
Cost: 7500
<u>Workpod</u>
Cost: 30,000
<u>Workshop</u>
Cost: 3000 x amount of Hull Size utilised

<u>Type</u>	<u>Cost</u>
Mass Driver Shell	500,000
Meson Battery	60,000
Mine	25,000
Particle Cannon	40,000
Plasma Cannon	45,000
Point Defence	10,000
Point Defence Shell	100
Proton Battery	25,000
Rail Gun I	2000
Rail Gun II	4000
Rail Gun III	6000
Rail Gun IV	8000
Rail Gun V	10,000
Rail Gun Shell	500
Rocket Battery	40,000
Rocket Battery Salvo (5)	5000
Sandcaster	4000

**Screens**

<u>Type</u>	<u>Cost</u>
Beam	2000 x Hull Size
Disruptor	3000 x Hull Size
Electron	1500 x Hull Size
Fission	3000 x Hull Size
Ion	1000 x Hull Size
Meson	6000 x Hull Size
Particle	4000 x Hull Size
Plasma	5000 x Hull Size
Proton	2500 x Hull Size

Additional Screen Generators may be bought for each type to serve as back up for an identical cost to the original.

**Weapons**

<u>Type</u>	<u>Cost</u>
Accelerator	50,000
Beam Cannon	20,000
Disruptor Battery	35,000
Electron Battery	15,000
Fission Cannon	30,000
ICMs	10,000
ICM Missiles (15)	1000
Ion Cannon	10,000
Mass Driver	1,000,000

## **Section 25: Rifts**

### **Dimension Tables**

The material in this section was designed entirely by Eclipse and has been presented here in its original unedited form.

#### **Step 1: Type**

In the time before the Cataclysm, in the twentieth century and the golden age that followed, stories of other worlds were dismissed as mere science fiction or fantasy. Scientists working at the Lone Star Facility discovered otherwise, having developed a machine capable of generating a dimensional portal. They had just turned on the machine for preliminary trials when the cataclysm struck. Was this a coincidence?

The Palladium Megaverse can be compared to a fishbowl containing striped fish and speckled fish. The striped fish are the scientific realms or universes where scientific law holds, while the speckled fish are the primal or mythological realms that obey themes, like Light versus Dark, Good versus Evil or Chaos versus Order, to name just a few. Continuing the analogy, the water in the fishbowl represents the places between worlds like the Astral plane or the Dreamstream that are dimensional highways, but are also destinations in their own right. It is theorized that there are other megaverses, but that they are inimical to beings from this one, as they are as fundamentally incompatible as matter and anti-matter are with each other. The Anti-Space spell of the spatial mage seems to support this theory.

#### **01-02 Vacuum:**

Hurricane-fast winds toward or away from the rift, GM's option. Approaching it too closely in the first case will fling

the characters into the world on the other side of the rift. In the latter case, there's a good chance that there will be stranded inhabitants of that other world wandering nearby. See the spell Turbulence for a stronger version of this. Reroll for appearance

#### **03-04 Unusual Orientation of Rift Opening**

01-25 Horizontal Opening at Ground Level: Entering the rift requires stepping onto it. The characters will slowly sink into the opening, disappearing from view. When entering a dimension, this process is reversed, making for spectacular entrances. Reroll for appearance

26-50 Horizontal Opening Above Ground Level: Usually about 20ft (6m) above the ground on average, those wishing to enter this portal must fly up and through it. If exiting through the portal, the characters will fall through, landing awkwardly. Reroll for appearance

51-75 Horizontal or Vertical Opening below Ground Level: The opening is below the ground, in a cave system or below the surface of a body of water. If this side is at ground level, then the other side of the rift will be placed below. Reroll for appearance

76-00 Vertical Opening on a Vertical Surface: This opening appears on a wall or similar vertical surface and typically mimics the closest type of entrance. If a green door is close by for example, the rift opening will appear just like that door

#### **05-06 Two-tone:**

Each opening/side of the rift has a different appearance, reroll for each side on this table

#### **07-08 Permeable to Water and Gas:**

If the other end of the rift is underneath a large body of water like an ocean, sea or

lake, water will gush forth from the rift, filling any enclosed spaces and sweeping away most flimsy S.D.C. structures. The further beneath the surface, the faster the water will flow. Vampires will flee wildly at such a sight and not look back. If the other side of the rift is in a poisonous atmosphere, the characters will need breathing apparatus or fully environmental armor when next to the rift in order to avoid receiving half the normal damage they would receive if they were fully immersed in the foreign atmosphere. Reroll for appearance

**09-10 One-way:**

Travellers will appear in the next dimension apparently from nowhere and be unable to return unless they stumble upon another rift. Reroll for appearance

**11-20 Hole:**

A circular opening, visible only from the front, leading to a short tunnel composed of solid energy, with a dimension at either end. Only when within the tunnel can both worlds be seen.

**21-30 Sphere:**

A sphere of pulsing, coloured light engulfing those that enter it, momentarily glowing brighter. All sense of time and location is lost but only a few seconds pass. The other side cannot be seen

**31-40 Shadow:**

A two-dimensional plane of darkness, usually a vertical rectangle

**41-50 Liquid Surface:**

A circle of shimmering liquid, usually hanging vertically in the air

**51-80 Spindle:**

A vertical spindle of blue-white energy, impossible to see through

**81-90 Invisible:**

Cannot be seen by any means, including see the invisible, but can still be sensed by anyone with the sense rifts ability.

This is how some people accidentally stumble into another dimension

**91-00 Unnatural:**

A portal created by a sentient being, it can have virtually any appearance the G.M. decides. Alternately, it can be placed upon an existing opening or doorway

**Step Two: Size and Duration of Rift**

The rift created by the Dimensional Portal spell ranges from tiny to huge, according to the desires of the caster. Most mages prefer to make the portal only as large as necessary, to hinder pursuit through the rift by large creatures. Natural rifts occur often at ley line nexuses or triangles, uncommonly along ley lines and rarely anywhere else. When their duration elapses, there is a 40% chance that they will shrink by one size level rather than closing (calculate the new duration according to the new size), however tiny rifts will always close when their duration has elapsed. The below durations are for naturally occurring rifts, not those created by spells. For those, use the duration listed in their description, and they will always close when this has been reached

**01-05 Tiny:**

A few feet high at most, 1D4 feet (0.3 m to 1.2m). Impossible for most beings to enter. Remains open for 2D6 minutes

**06-40 Small:**

Size of a human doorway, approximately 7 feet high by 3 feet across (2.1 m by 0.9 m). Remains open for 6D6 minutes

**41-79 Medium:**

Large D-Bees and heavy cyborgs pass through easily, 12 feet by 8 feet (3.7 m by 2.4 m). Remains open for 1D6 x 10 minutes.

**80-92 Large:**

Big enough to drive a truck through, approximately 20 feet high by 20 feet

across (6.1 m by 6.1 m). Remains open for 2D6 x 10 minutes

**93-98 Huge:**

As large as a house or a small building, 20 to 100 feet high (6.1 m to 30.5 m). Remains open for 1D4 hours.

**99 Gigantic:**

Anywhere from a few hundred feet to a few thousand feet high. Only occurs at ley line nexuses or permanent anomalies like The Devil's Gate at the St Louis Memorial Park Gateway. The colour illustration in the main Rifts book of a swarm of Xiticix pouring out of a gigantic rift is a perfect example. Remains open for 1D6 days unless permanent

**00 Stupendous:**

A few miles high or even larger and only possible for rifts at ley line nexuses and triangles during peak periods and unfortunate experiments like the one that caused the downfall of Atlantis. Remains open for 1D4 weeks unless permanent

**Step Three: Destination of Rift**

Naturally occurring rifts are normally created by immense concentrations of magical energy (PPE) that rupture the 'walls' between dimensions and different times and places. Potential psychic energy is an energy of life, and is lacking in those places that are devoid of it. Thus it is that natural rifts will virtually never appear in outer space, the heart of a sun, the centre of a planet or on a completely lifeless planet and other places inimical to all or most life. The three galaxies in the Phase World dimension are an anomaly that defies this rule due to the cosmic ley line systems that stretch between the stars therein. Dimensional portals, or rifts created by spells, can be targeted anywhere the caster wills, however, so opening a rift to one of the orbital

colonies, provided the caster was aware of their existence, or indeed, just opening a rift a few hundred miles above the caster's head would be possible.

Conversely, the high concentrations of PPE at both locations vastly increases the chance that supernatural or magical creatures are at either end, and likely to step through.

**01-10 GM's Option:**

Either reroll on this table, ignoring future rolls of 01-10, or the GM can insert a table of dimensions. Useful for including new or missing dimensions or those created by the GM or players. Perhaps the GM wants the players to be able to visit a world in another RPG

**11-13 Time Warp:**

Only possible for naturally occurring rifts or perhaps fourth dimensional beings. GM approval required. Those who travel back in time generally become a part of history or split off a parallel dimension that incorporates the results of their meddling, if it is significant enough. Returning to their original time/dimension is only possible by returning through the rift before it closes (pray it wasn't one-way). Alternatively, the GM can arrange a return portal to conveniently appear before too much time has passed.

Direction of Time Travel: 95% of the time, the rift leads to the future.

Otherwise a trip to the past occurs.:

01-60 Less than a day bypassed  
61-90 Less than a month  
91-97 Less than a year  
98-99 Less than a generation (20-30 years)

00 However much time the GM desires. Perhaps thousands or even millions of years, visiting an ancient civilisation or frolicking with the dinosaurs. If it leads to the future, maybe

a pre-rifts character visits the world after the rifts, 300 years later

**14-16 Time and Space Warp:**

Roll on both the Time Warp and Space Warp subtables. Once again GM approval is required

**17-30 Space Warp:**

The rift leads somewhere else in the same dimension:

01-30 Same Country:

Less than 100 miles (160 km) away, e.g. less than the distance from Los Angeles to San Diego as the crow flies

31-60 Same Continent:

Less than 1000 miles (1600 km) away, e.g. less than the distance from New York to Minneapolis as the crow flies

61-94 Same Planet:

Anywhere on the planet. If on Earth, roll on the following table:

01-03 Antarctica

04-08 North America

09-12 South America

13-19 Africa

20-29 Asia, including the former Russian Federation and the Caspian Sea

30-31 Australia

32-47 Indian Ocean, including the Red Sea

48-82 Pacific Ocean, including the East and South China Seas among others

83-00 Atlantic Ocean, including the North and Mediterranean seas.

Unfortunately for land-bound creatures, approximately 69% of the Earth's surface is covered by water. GMs may instead wish to treat an ocean result as the option to roll again

95-97 Same Star System:

Out of all the planets in Earth's solar system, Mars is the next most survivable. In the solar system of Rifts Earth, part of Mars can support human life, but is overrun with mutant insects. Perhaps creatures with immunities to heat and other extremes may find the

other rocky planets pleasant, but massive gas planets tend to crush most lifeforms. Mega-heroes who are impervious to pressure (and are protected against other environmental extremes of course), entities without physical form and creatures evolved in such environments are likely to be the only ones visiting the latter. Remember, natural rifts almost never open in completely lifeless environments as it is the presence of life and therefore of PPE., that is normally responsible for their generation. If the destination planet supports life compatible with humans, proceed to step four.

98-99 Same Galaxy:

Almost 2000 years ago in Earth's past, an invasion fleet failed to conquer the planet, thanks to the magic employed by the Nazca civilization in South America. The Archons currently stranded in both South America and in the solar system are the Tlo-Arkhn clan, who tried to conquer Earth a second time. They came from the Arkhn Commonwealth, a collective of worlds under the dominion of the Arkhn Council, consisting of their fellow clans. Details about the Archons and the world they came from, can be found in the South America 2 book. This commonwealth of planets is just a small part of the many worlds that can be found in the Milky Way galaxy.

Proceed to step four to generate the details for a habitable world

00 Same Universe:

Once again, proceed to step four to generate a habitable world. This world can be located anywhere in the universe/dimension that the GM desires

**31-80 A World in another Universe:**

01-20 Parallel Dimension/Alternate Timeline:

Otherwise identical to another dimension, events have diverged at some

point in their common history. In the case of a parallel earth, the alternate history can include new civilisations arising, old civilisations falling, aliens invading, world war being averted or triggered, the disaster that wiped out the dinosaurs may never have occurred, leading to the evolution of reptiles into sentient creatures, and virtually an unlimited number of other possibilities. GMs have a great opportunity to be creative here. The differences may be vast or be as trivial as cars driving on the opposite side of the road. GMs may wish to proceed to step four to further define differences between the two dimensions. Chaos Earth, a parallel world to Rifts Earth where most of the pre-rifts powers survived, is an example of one such dimension, as of course are the other parallel Earths

21-40 Dimensional Nexuses and Well Known Worlds:

Characters passing through the rift can either appear at one of these locations, or anywhere else within the same dimension. Insert your own figures to suit your campaign;

xx-xx Rifts Earth

xx-xx Centre on Phase World, in the Three Galaxies

xx-xx Worldgate in Wormwood

xx-xx Robotech Earth

xx-xx The Palladium World

xx-xx Heroes Unlimited Earth

xx-xx Ninjas and Superspies/Mystic China Earth.

xx-xx Nightbane Earth or the Nightlands (nothing that is organic can survive the trip, unless simply travelling between the two - GM's option as to whether the rift simply bars the passage of those in possession of inorganic substances)

xx-xx Reroll, ignoring this result, or insert own creation here

41-60 Lesser Known Worlds:

(lesser mentioned dimensions in the books)

The Plain of Mist, The Scorched Lands, both on page 16, Phase World list from books plus a couple of made-up options like dragon homeworld

61-80 Homeworld of known D-Bee race:

This is the world of origin for one of the races listed in the books. Some like that of the Gene-Splicers or Xiticix can be a dangerous place to visit.

list a few notable ones Ugakwa (mindwerks), dragon homeworld

81-00 Obscure Worlds:

Decide on a name for the world, then roll on the Cosmic Creation tables

**81-00 Artificial or Just Plain Weird Dimension:**

01 Dungeon Dimension:

By some amazing fluke, the rift leads to the prison of one of the Unnamable Beings, perhaps one of the Old Ones. Normally unable to be reached by mortal magic, the anomalous portal will collapse in 1D4 minutes. During this time, the player characters may enter if they can overcome the overpowering sense of supernatural evil that radiates from the gateway. Psychic sensitives will collapse into the fetal position, clutching their head as they desperately try to shut out the sensation. Mind blocks are ineffective and even those without psionic powers will perceive the portal as having a horror factor of 20. Only nega-psychics and those completely closed to the supernatural will be oblivious to the great danger lying beyond. Those who make it through the portal will see great huddled shapes in the gloom pervading this dark corner of creation. Closer inspection will reveal that these are tentacled monstrosities, each the size of a hill, and this discovery will trigger the need to



once again save versus a horror factor of 20, failure meaning a character must roll twice on the random insanity table and once on the phobia table for permanent insanities, in addition to suffering an immediate phobic reaction to the creatures. If the characters make it back out through the portal, all they have to worry about is a few weeks of nightmares, but if they don't, they will be stranded in the dimensional prison until Brahma or one of his fellow wardens returns to strengthen the spells that keep these beings asleep. Attacking the sleeping beings is futile as their regenerative abilities combined with the power of the spells that bind them, keep them from being disturbed. Magic and psionics will also fail, if targeted at them, for similar reasons. When Brahma returns, assuming that he wasn't there when the characters entered, and discovers the player characters trespassing, he will use magic beyond mortal ken to do one of the following:

01-90 Wipe the memory of the visit from the characters' minds and deposit them in a random dimension.

91-98 Take the characters with him on his departure and imprison them until he decides what to do with them.

99 Kill the entire party.

00 Extend the binding spells to affect the characters, sinking them into the enchanted sleep, only to wake when the Unnamable Beings do. Probably just in time for a most unpleasant end

#### 02-12 Deific Realm:

This dimension is inhabited by a god or pantheon of gods. The PPE. from their worshippers is channelled here and they are at full strength and MDC. In this state, they are a more than a match for the average alien intelligences.

01-20 Olympus/Megalopolis

21-40 Asgard

41-60 Pantheon of Brahma's realm??

61-80 II

81-00 Other

Only those creatures who are native to those dimensions (i.e. born there, either given birth to by a native, or if given birth to by a visitor, will grow to full size during puberty) are of unusual size, visitors do not change. Do not apply the strength and hit point/S.D.C. increases listed in this category to the deities themselves as they are instead enhanced under category C below. Deities can adjust their size to match the scale of a deific realm by spell, natural ability or simply by willing it, unless the creator(s) of the realm chooses, under the Physical Laws category of realm creation, to prevent it. Particularly arrogant gods may do this to embarrass visiting deities, creating an illusion of superiority through the size difference. Also, when they leave the realm, the inhabitants return to the size they are supposed to be. For example, a party of characters may flee from a fox in a Colossal or Gargantuan realm, but if they were to flee through a rift to a 'normal' world, the pursuing fox would shrink to its normal size, suddenly turning the tables. Such situations can be highly comical.

1. Diminutive: The inhabitants are tiny, roughly six inches tall. Essentially, it is as if the spell Reduce Self Six Inches is in effect. Picking on them is likely to attract the attention and wrath of the resident deity.

2. Heroic: The inhabitants are the same size as Earth's. No changes are necessary.

3. Epic: The inhabitants are twice normal height, approximately 10 to 13 feet tall. Hit points and S.D.C. are doubled, strength becomes supernatural.

4. Colossal: The inhabitants are triple normal height, approximately 20 feet

tall. Hit points and S.D.C are quadrupled, strength is doubled, becoming supernatural.

5. Gargantuan: The inhabitants are ten times normal height, about sixty feet tall. Hit points and S.D.C. are multiplied by ten, strength is tripled and becomes supernatural. From the point of view of the characters, it appears as though they themselves have been shrunken by the spell Reduce Self Six Inches.

PPE. Recovery for Gods: The PPE. recovery rates for Heroic, Epic and Colossal Realms are listed in Dragons and Gods (PFRPG). As a rough guide, Diminutive Realms funnel half the PPE. of Heroic Realms, while Gargantuan Realms funnel twice the PPE. of Colossal Realms. Sometimes, the scale of a realm is deliberately less than the corresponding level of worship that a god or pantheon receives (which is what really determines the rate of PPE. recovery), but never greater.

#### **Special Abilities:**

1. Tap Ley Line: The domain taps into a ley line in a dimension where the god is worshipped. However, only the creator may tap into this ever-renewing font of magical energy. The boost provided by the line is not limited merely to a doubling of range, duration and damage of spells cast by the god. Gods can be thought of as an organized batch of PPE. and consequently, are personally enhanced as well, at least while in their home realm. The following characteristics of the resident god are doubled: strength - damage and lifting/carrying capacity; natural abilities and deific powers – their range, duration and damage. Psionics and MDC. (or hit points and S.D.C.) are not enhanced, but remember, the latter is at maximum already.

2. Tap Nexus: The domain taps into a ley line nexus in a dimension where the pantheon is worshipped. The effects are the same as for the ley line but instead of doubling, tripling occurs. Periods of enhanced energy at the nexus in the originating dimension will boost the abilities and spells of the members of the pantheon accordingly.

Physical Laws: The deity or pantheon has the option to make the dimension MDC. or S.D.C. If MDC, natives of Epic, Colossal and Gargantuan realms will be MDC, even if they are S.D.C. in nature outside the realm. Simply add hit points and S.D.C. to convert to MDC. It is important to note that gods and godlike entities can draw upon some of the permanent PPE. of their worshippers or from sacrifices made to them, to build and extend their realm. Because of this practically unlimited energy, no PPE costs are listed for purchasing the above categories. GMs may assign appropriate costs if they allow category A to be extended to mortals

#### 13-20 Shadow Sibling:

Sometimes natural worlds develop a supernatural twin, usually situated in a pocket dimension. Dyval and the Nightlands are shadow siblings of the Palladium World and Nightbane Earth respectively. Despite the name, not every shadow sibling is a world of darkness, some are full of light and goodness. The dimensional barriers that separate Nightbane Earth from the Nightlands are known as the Mirrorwall, although the term can be extended to any dimensional division

#### 31-30 Astral Plane:

The rift leads to a layer of the Astral Plane. More information on the Astral Plane and its inhabitants can be found in Between the Shadows (Nightbane)

31-75 Random:

Roll on the Dimension Creation Tables

76-80 Spatial Mage Realm:

Realm creation rules can be found for each in Rifter #3 and Between the Shadows (Nightbane) respectively. Can only visit if there is free accessibility

81-85 Astral Mage/Lord Realm:

Practically the same as the spatial mage realm, except that it is situated somewhere on the astral plane

86-90 Known Domain of Demons:

list from books: Splugorth Worlds: Atlantis on Rifts Earth, Level 3-A in Center, Splugorth Planets: p.86 Phase World plus made-up table. Hell of the Yama Kings e.g. apocalypse demons denizens are best rolled on the random monster tables at the back of the main Rifts book

91-94 Shadow Realm:

This is where shadow beasts originate. The rift leading here looks like a rectangle of shadow (if this was not the appearance rolled, change to this). Those entering the rift initially encounter the first layer of the realm and one of two things happen. If the rift did not overlap an area of shadow, the visitors entering it will, notice that none of their surroundings have changed, except that suddenly everything seems enveloped in deep shadow. Everything around them is seen as a blend of grey. The visitors can move around just as they would in the real world. The only sign of what is occurring in the real world is the shadows that creatures and objects within it cast. Correspondingly, the visitor's shadow can be seen in the real world as well. The shadow meld spell will have no effect except to allow the caster to choose to conceal himself in either of the worlds: if the real world, his shadow cannot be seen from there any more, and if the shadow realm, he

becomes invisible as per the spell Invisibility Superior. Shadow blasts do double damage and light or laser blasts do one tenth damage. The Nightbane talent, Shadow Slide, behaves similarly to the shadow meld spell.

95-96 Dreamstream:

The world of dreams, generated by the sleeping minds of sentient beings, each of whom has a dream pool that contains his or her dreams. Anything at all can happen in this realm. For more information, consult the Nightbane book Between the Shadows

97-98 Elemental Realm:

The dimensions of earth, fire, water and air where elementals come from. Elemental intelligences create their own personal realms within. Fire is the most hazardous realm, but all are dangerous, simply because the elementals that populate these realms take no notice of most intruders and can easily squash them by accident. If they are attacked, they and their elemental kin will strike back with the full fury of nature. Warlocks visiting these realms will be afforded the protection of a minor elemental which will take good care of it's little brother or sister, even granting magical protection from the surroundings and acting as a guide. Warlocks who harass the natives, or overstay their welcome are tossed out of there on their ear, landing in a random dimension. An hour per level for warlock visitors who are merely sightseeing is typical, but greater periods of time may be petitioned for from an elemental lord. If they are accompanied by non-warlock companions, no guide will be provided. Getting to the dimension under their own steam is necessary, but the guide will be able to send the warlock back home. The elemental realm of Earth consists of

caves, all manner of landscapes covered in vegetation, rock and earth unsurprisingly. Water is like an ocean without a surface, Fire like a vast flame and Air like an infinite sky filled with air and clouds. All contain a little of the other elements, reinforcing the idea that they all are a part of nature

99-00 Unclassifiable Dimension:

Strange energies permeate this dimension and almost nothing within it is recognizable. Events and denizens, if any, are as confusing to 3-D beings as Zurvan's motives and natural form. Known examples are the rift at Azlum, or that which created the Sea Titans. Perhaps the Great Old Ones were formerly run-of-the-mill intelligences who, in their search for ultimate power, constructed a power circle that tapped into, or transformed them so that they could establish a link to, a dimension of almost unlimited power, in a similar fashion to the way that Gods draw PPE. from their followers or use the Consume PPE. deific ability to feed upon ley lines/nexuses. Almost anything can happen to those that enter such a dimension, sometimes even just standing in front of a rift opening into one, being irradiated by the energies within, can cause incredible transformations. Perhaps even gods and the like were once mortals who stumbled into such a dimension. G.M.s can decide what the properties of this dimension are. Entering the dimension is risky however, and those who survive, have two things happen to them. Firstly, they are deposited in a random dimension. Secondly, they almost always develop one or more insanities and are typically unable or unwilling to talk about their experience, and that's if they even remember anything about it

**Step Four: Is the Destination MDC or SDC in nature?**

This will determine what happens to creatures and machines that reside in the dimension or who visit from another dimension. Rifts Conversion Book One gives guidelines for GM's to convert hit points and S.D.C. to MDC., and vice versa.

01-70 S.D.C.:

Everything is measured in hit points and S.D.C. Natural Armor Ratings reflect extreme toughness. The World of Palladium and Heroes Unlimited Earth are examples of this

71-85 Low MDC.:

1 MDC. = 10 S.D.C. Remember, the only S.D.C. attacks that will affect MDC. creatures and structures are high explosives and missiles

86-90 High MDC.:

1 MDC. = 100 S.D.C. Remember, the only S.D.C. attacks that will affect MDC. creatures and structures are high explosives and missiles

91-00 Other:

Roll again, ignoring this result, or the GM can use his or her own rule

**Step Five: Location of the other end of the Rift within the Destination Dimension**

Roll on the terrain table in step 4 if the world has varied conditions like Earth Landscape at location - pick a terrain table at step four.

## **Section 26: The Environment**

### **Water**

Land-based creatures can have considerable difficulty when trying to fight in the water. Water affects a creature's attacks rolls, damage, dodge, and Movement. In some cases, a creature's opponents may get a bonus to attack the creature. Creatures without a swim speed (or a freedom of movement spell, or similar effect) suffer a -2 penalty on attacks and damage underwater. Further, any melee weapon also deals half damage. Water modifiers apply when wading in water at least waist deep, swimming, or walking along the bottom. Off balance creatures lose PP bonuses and give opponents a +2 attack bonus against them. Characters can swim at PS x3 metres per melee, and can maintain this for PE x 1 minute.

Characters swimming, floating or treading water on the surface, or wading in water at least chest deep, have one quarter cover against melee or ranged attacks from landbound opponents. A completely submerged creature has one half cover against landbound opponents.

Non magical fire (including alchemist's fire) does not burn underwater. Fire spells or with spell like effects are ineffective underwater unless the caster makes a successful Spell Strength check. If successful, the spell creates a bubble of steam instead of its usual fiery effect. Supernatural fire effects are ineffective underwater unless their descriptions state otherwise. The surface of a body of water blocks line of effect for any spell.

Creatures have firm footing when walking along the bottom, braced against

a wall, or the like. You can walk along the bottom only if you carry enough to weigh you down. The amount of weight required depends on your size. The items you carry to weigh yourself down must be non-bulky and non-buoyant.

**Holding Your Breath** Any character can hold his breath for a number of rounds equal to twice his PE. After this period of time, the character must make a PE check every round in order to continue holding his breath. Each round, the penalty to his roll increases by -1. When the character finally fails his PE check, he begins to drown. In the first round, he falls unconscious (0 SDC and HP). In the following round, he drops to negative hit points and is dying. In the third round he drowns. Vigorous activity, such as fighting (but not swimming) strains the character, reducing the time a character can hold his breath.

Thrown weapons are ineffective underwater, even when launched from land. Other ranged weapons, apart from crossbows, suffer a -2 to strike penalty for each 1.5 metres of water they pass through (in addition to the normal penalties for range).

Submerged or swimming creatures may also gain concealment from the water, depending on how clear it is. Even perfectly clear water obscures vision (all Vision types except Xray) beyond 60 metres. All creatures have one quarter concealment at 15 meters (-1 to hit), one half concealment at 30 metres (-2 to hit), three quarters concealment at 45 metres (-3 to hit), and nine-tenths concealment at 60 metres (-4 to hit). Beyond 60 metres creatures have total concealment (-6 to hit), and opponents cannot use sight to locate the creature. Murkier

water allows less sighting distance, and creatures become completely concealed more quickly. The maximum sighting distance in murky water is 30 metres. At half the listed distance creatures have one half concealment, at the listed distance creatures have nine tenths concealment, and they have total concealment beyond the listed distance. For example, if murky water allows vision to 12 metres, creatures have one half concealment at 6 meters, nine tenths concealment at 12 metres, and total concealment beyond 12 metres. Water can be so murky that it allows vision to 1.5mtrs or none at all. Aquatic creatures can see twice as far through the water as other creatures (but twice nothing is still nothing).

Invisible creatures displace water and leave a visible bubble though such creatures still have half concealment (-2 to hit).

### Heat

Temp	Effect
31C	Discomfort. Shortness of breath. Sweating.
40C	Blurry vision. Breathing is difficult. 50% chance of fainting every 8 minutes. -1 strike, dodge, etc.
50C	Can't open eyes. 80% chance of fainting every minute. D6 damage every 2 rounds. -3 strike, dodge, etc.
110C	Blind while in the area. 80% chance of fainting every 30 seconds. 2D6 damage per round. Can't do anything.
150C	Unbearable pain. Can't breathe. 90% chance of fainting per round. 3D6 damage per round. Anything combustible ignites in 4 rounds. Extreme heat also reduces IQ thinking ability by -1 point per 10C over 40C when in direct exposure.

Thermal and Infravision is useless once the temperature reaches over 50C due to all the thermal drafts in the air.

Water boils at 100C causing steam within the immediate area and reducing visibility to 15 metres or less.

### Humidity

The body attempts to maintain a constant temperature of 37C at all times. In hot weather, the body produces sweat, which cools the body as it evaporates. As the humidity or the moisture content in the air increases, sweat does not evaporate as readily. Sweat evaporation stops entirely when the relative humidity reaches about 90 percent. Under these circumstances, the body temperature rises and may cause illness.

Humidity	Effect
50-59%	30C to 36C; Heat rash, or prickly heat, occurs when blocked sweat glands become inflamed. This painful rash reduces the body's ability to sweat and to tolerate heat. -1 on all combat rolls, -5% on skill rolls.
60-69%	37C to 39C; Heat cramps are painful spasms of the muscles. The muscles used in doing the work are most susceptible. The spasms are caused by the failure of the body to replace its lost body salts and usually occur after heavy sweating usually in the leg or abdomen muscles. -2 on all combat rolls, -10% on skill rolls.
70-89%	40C to 45C; Heat exhaustion results when the body loses large amounts of fluid by sweating during work in hot environments. The skin becomes cool and clammy. Symptoms include profuse sweating, weakness, dizziness, nausea, and headaches. The pulse becomes weak. Fainting and vomiting accompanies heat exhaustion. -5 on all combat rolls, -25% on skill rolls.

Over 90% Over 45C; Heatstroke is the most serious condition and requires immediate medical attention. The body stops sweating, and its temperature becomes very high (even exceeding 41C). Symptoms include hot and dry skin, and can progress to delirium, convulsions, coma and death.

Unconsciousness is possible. No bonuses may be used with combat rolls, -50% on skill rolls.

Extreme heat also reduces IQ thinking ability by -1 point per 10C over 400C when in direct exposure.

Thermal and Infravision are useless once the humidity reaches over 80% due to all the moisture in the air.

### **Cold**

#### Temp Effect

0C Shivering. Uncomfortable.

-10C Rasped breathing. D4 damage per minute. 50% chance of fainting every 8 minutes. -1 strike, dodge, etc.

-30C Eyes half shut. 70% chance of fainting every minute. D6 damage every 2 rounds. -3 to strike, dodge, etc.

-50C Can;t open eyes. 80% chance of fainting every minute. D10 damage every 2 rounds. -5 and -50% to do anything.

-75C Breathing slow. Can't move. 90% chance of fainting per round. 2D6 damage per round. cant do anything.

For every 1C below -3C reduce PP and IQ by 1.

Reduce temperature by an additional -2C if wet, and -1C for every 1kph of wind speed.

Treat normal clothes as reducing the effects of cold by +1C, heavy clothes +2C, a parka +3C, winter garments +4C, military winter garments +6C, and eskimo clothing +10C.

### **The Weather**

Roll	Precipitation	Wind
01-19	Clear	Calm
20-29	Partly Cloudy	Breeze
30-39	Mostly Cloudy	Light Wind
40-49	Cloudy	Windy
50-59	Misty/Drizzle; Maximum duration 14 days. Heavy Wind; Maximum duration 6 days.	
60-69	Rain/Sleet; Maximum duration 10 days. Gale; Maximum duration 3 days.	
70-79	Thunderstorm/Snow; Maximum duration 6 days. Cyclone/Tornado; Maximum duration 6 hours, also fast-moving phenomena.	
80-89	Deluge/Blizzard; Maximum duration 6 hours, also fast-moving phenomena.	
90-00	Hurricane/Monsoon; Maximum duration 1 day.	