

HEROES

UNLIMITED

UNIVERSE

Core Rules BHU25



Superhero roleplaying in the Beyond Heroes Unlimited Universe

Classes

The Beyond Heroes Roleplaying Game Book XXV/25: The Book of Classes

Writing and Design: Marco Ferraro

The book of Classes Copyright © 2023 Marco Ferraro, all Rights Reserved

This is meant as an amateur free fan production. Absolutely no money is generated from it. All material in this pdf is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast.

The various Beyond Heroes pdfs are non-commercial, fan-produced articles. There is no intention to infringe on anyone's rights, and in particular not on those of Wizards of the Coast, which holds all rights to the original material on which the magazine is based.

All Beyond Heroes pdfs are available for FREE download from the Beyond Heroes website at <http://users.tpg.com.au/marcoferraro/>.

Copyright © 1990, 2005 and 2018 Palladium Books Inc. & Kevin Siembieda; all rights reserved world wide. No part of this work may be sold, distributed or reproduced in part or whole, in any form or by any means, without written permission from the publisher. All incidents, situations, institutions, governments and people are fictional and any similarity to characters or persons living or dead is strictly coincidental.

Rifts®, The Rifter®, RECON®, Splicers®, Palladium Books®, Phase World®, The Palladium Fantasy Role-Playing Game®, Megaverse®, Nightbane®, The Mechanoids®, The Mechanoid Invasion®, Coalition Wars® and After the Bomb® are Registered Trademarks of Palladium Books Inc. Heroes Unlimited, Beyond the Supernatural, and other published book titles, names, slogans and likenesses are trademarks of Palladium Books Inc. and Kevin Siembieda. Nightlands™, Heroes Unlimited™, Villains Unlimited™, Powers Unlimited™, Aliens Unlimited™, Beyond the Supernatural™, Boxed Nightmares™, Dead Reign™, Warpath: Urban Jungle™, Ninjas & Superspies™, Mystic China™, Triax™, Arzno™, MercTown™, Mindwerks™, Vampire Kingdoms™, Federation of Magic™, Juicer Uprising™, Phase World™, Wormwood™, Psyscape™, Cyber-Knight™, Glitter Boy™, Juicer™, Mind Melter™, Psi-Stalker™, Coalition States™, Northern Gun™, Dog Boy™, SAMAS™, Wilk's™, Erin Tarn™, Emperor Prosek™, Naruni™, Naruni Enterprises™, Splugorth™, Mega-Damage™, M.D.C., S.D.C.™, I.S.P.™, P.P.E.™, O.C.C., R.C.C., is a trademark owned and licensed by Palladium Books, Inc. and Kevin Siembieda.

Contents

Foreword	3
Atlantean Era	4
Ancient Era	89
Pulp Era	322
Modern Era	384
Cosmic Classes	874
Appendix: List of Cosmic Powers	887

Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

In tabletop games and video games, a character class is a job or profession commonly used to differentiate the abilities of different game characters. In role-playing games (RPGs), character classes aggregate several abilities and aptitudes, and may also detail aspects of background and social standing, or impose behavior restrictions. Classes may be considered to represent archetypes, or specific careers. RPG systems that employ character classes often subdivide them into levels of accomplishment, to be attained by players during the course of the game. It is common for a character to remain in the same class for its lifetime; although some games allow characters to change class, or attain multiple classes.

In fantasy games, Fighter, Mage, and Thief form a common archetypal trio of basic classes, each ones' abilities offsetting the other's weakness. The Fighter is strong and focuses on weapon based combat, Mage is a ranged fighter with a variety of magic and Thief is physically frail but focuses on speed or stealth. Thus it is usual to find one (or more) classes that excel in combat, several classes (called spell-casters) that are able to perform magic (often different kinds of magic), and one or more class that deals with stealth.

In science fiction and other non-fantasy role-playing games the role of magic user is often filled with a scientist or other intelligence based class, while the cleric becomes a medic or similarly supportive role, and the rogue and/or ranger with an explorer or assassin. Some science fiction and supernatural-themed RPGs also use psychic powers as a stand in for magic.

Atlantean Era

Long ago on the Beyond Heroes Earth Atlantis was the prominent power on the planet. However, like all empires, it eventually slipped into decadence, with even part of the island being allowed to revert to wilderness. These are the Classes that were available during the period 100,000 BC - 70,000 BC.

76-80 Officer (Other)
81-85 Saurial Militia
86-90 Saurial Technician
91-95 Soldier (Other)
96-00 Thief

01-50 Altered, Supernatural

01-08 Aspect Knight
09-16 Astral Hunter
17-24 Dreamlord
25-32 Keeper of Letters
33-40 Malachite Warrior
41-48 Path of the Chained
49-56 Spirit Warrior
55-64 Stalker of Shadows
65-72 Vampire
73-82 Walker of Paths
83-91 Warrior of Flowers
92-00 Weaver of Fables

51-00 Mysticis Disciplinis

01-16 Atlantean Cleric
17-32 Dimensionalist
33-49 Elementalist
50-66 Stormwarden
67-83 Tribal Shaman
84-00 Whisperer of Symphonies

76-00 Trained

01-05 Assassin
06-10 Atlantean Royal Officer
11-15 Atlantean Royal Guard
16-20 Atlantean Royal Naval Officer
21-25 Atlantean Royal Naval Sailor
26-30 Atlantean Royal Skyship Officer
31-35 Atlantean Royal Skyship Sailor
36-40 Atlantean Royal Soldier
41-45 Barbarian
46-50 Lemurian City Guard
51-55 Lemurian Pilot
56-60 Lemurian Scientist
61-65 Merchant Trader
66-70 Naval Officer (Other)
71-75 Naval Sailor (Other)

Aspect Knight

The Atlantean Council draws these elite guardians of the city from a select group of knights. They seek out truth, defeat injustice, and track people and information. They investigate the presence of the infernal and bring it to light, whether it is a rising dark side threat or a dangerous crime lord. Using stealth and guile, they root out infernal activity and other threats to Atlantis, and its citizens. Aspect Knights are always watching, always listening, ever vigilant against threats that may arise to try and strike a blow against justice and peace.

Knights may travel far and wide watching, waiting, gathering all manner of information that may or may not be relevant to current affairs everywhere in the world. A Knight is a skilled insurgent, not above using guile, deception, and force to insinuate himself into a group or organization for the purpose of gathering information. Upon discovering a threat to the city the Knight may attempt to neutralize the threat before widespread conflict erupts. This is much easier to accomplish from within, particularly when he has no one to help him.

Step 1: Attributes

Roll attributes as normal but +D6 to IQ and ME. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Intel

Investigate

Orienteering

Survival

Unarmed Combat Martial Arts

1 Weapon Group Specialty

Step 3: Abilities

The character gains the following free;
Patriot - All supplied weapons and equipment are replaced for free if the Knight visits Atlantis or a city which is friendly to Atlantis.

He also starts with 30 points to spend on any of the abilities below.

Adrenalin

Cost: 5

The Knight can trigger short bursts of energy: For 1 round per PE 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 1 round per PE. The booster cannot be activated again for an amount of minutes equal to how many rounds it was used.

Create PPE Weapon

Cost: 10

The character can create a PPE melee weapon in his hands. Types may include; swords, axes, machetes, staves, maces, etc. The weapon does D6 damage per 5 ME upon physical contact, +D6 per level.

Precognition

Cost: 5

This power gives the character sufficiently clear insight into upcoming events that he might be able to use that foreknowledge to his advantage. Short range precognition can be useful in combat. The character 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. If he wants to hide something he can glance into the

future and see where his adversaries are likely to look for it then use that knowledge to improve his chances to hide that object. If he's planting a bomb he can look into the future to see what types of methods his enemies will try to disarm it then counteract them in advance. If he's trying to pick a lock he can look into the future and see all the methods he's tried that failed making it easier to pick the right method.

By glancing a few seconds into the future he can see where his pursuers will look for him and what they'll do to find him, then all he has to do is be somewhere they're not looking. He could be standing right next to them but they'll never know it because they're always looking the wrong way. The possibilities are practically endless. The character can see up to ME x1 minute ahead. If rebought he can see up to ME x5 minutes ahead. If rebought again then ME x10 minutes ahead. Then ME x30 minutes ahead. ME x1 hour ahead. ME x1 day ahead. ME x1 week ahead. ME x1 month ahead. And finally ME x1 year ahead.

Psychometry

Cost: 5

The character can touch an object and read images and the history about any who have previously held it. He 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. 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.

Pull/Push

Cost: 5

The character can telekinetically attract or repel any physical objects within his line of sight. Up to 45kgs per ME +5kgs per level can be attracted or repulsed. Victims who fail to dodge will be dragged towards (or pushed away) from the character. Anyone hit also suffers knockdown.

Regenerate

Cost: 10

The ability to heal oneself at phenomenal rates. +6 vs. Poisons, Gases, Drugs, and Diseases. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

Sense PPE

Cost: 5

The Knight can sense how PPE within a ME x1 metre radius of him. He can even sense how much PPE within each object or being.

Suggestion

Cost: 5

This allows the character to implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat. He can also block a specific memory in another for 1 week per ME, can save at start and once per week.

Telekinetic Leap

Cost: 5

The character can telekinetically boost his normal leap, jumping up to 1 metre per 2 ME up by 1 metre per ME across.

Translate

Cost: 5

The character automatically magically translates any language the character hears.

Step 4: Careers

Knights are part of the Royal Atlantean Guard.

Assassin

Assassins are men and women who carry out the murder of individuals in exchange of monetary gain or for political reasons. Unlike mercenaries, who wage war on behalf of their employers, assassins carry out surprise attacks using subterfuge and deceit. The Guild of Silence are a group of assassins whose members range far and wide across the continent. They command exorbitant fees, but have a reputation for success that is unparalleled by any comparable organization.

They consider themselves servants of Kali, a goddess of death who is unknowingly worshiped by all religions in the world, in the form of one god or another. Assassins are trained to relinquish their former identities and become "no one", which allows them to become entirely different people, all in service to Kali. They also believe that, as servants of death, they must serve above all else and that they must deliver upon certain people the "gift" of death.

Assassins are gifted the ability to physically change their faces, shapeshifting so that they appear as an entirely new person. Killing for personal gain or out of anger or hate are forbidden, they only assassinate targets they have been hired to kill and may not choose who is worthy of the 'gift' by themselves.

The Guild's fee is for a precise assassination, and the death of anyone other than the intended target is avoided whenever possible. They usually go so far as to try to make their assassinations look like accidents, adding to the mystery surrounding their order.

Assassins are not complete shapeshifters, they cannot grow drastically taller or shorter, though they can dramatically change their appearance within their own physical limitations. Either men or women can become Assassins.

Step 1: Attributes

Roll attributes as normal but +1 PP. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Disguise

Set/Remove Traps

Stealth

Toxicology

Tracking

1 Weapon group specialty

Step 3: Abilities

Assassins gain the following ability free; **Alter Face** – The assassin can change their face to resemble anyone they have been looking at for 10 minutes, -1 minute per 2 ME (minimum of 30 seconds). Once they have copied someone once, they can reuse that face at will so long as they recall it at least once per week. After that it becomes forgotten.

Assassins start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Armour Bonus

Cost: 10

The less armour the Assassin wears the higher his combat bonuses. With studded leather armour he gains +1 Strike and AR. Gain a further +1 if the armour is normal leather.

Backstab

Cost: 5

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.

Exceptional Balance

Cost: 10

Assassins gain +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Hide

Cost: 5

As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Knockout

Cost: 5

The assassin know where to hit an enemy in order to render him unconscious. He gains +1 to his attempt to knockout, +1 each time rebought.

Natural Climber

Cost: 5

+1 to natural climbing, an additional +1 if using equipment.

Poison Immunity

Cost: 5

The assassin gains total immunity to one type of poison, toxin or venoms for every 3 PE. +1 per level.

Stealth

Cost: 5

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.

Strike Bonus

Cost: 5

+1 Strike with melee or thrown weapons.

Step 4: Careers

Only one; killing.

Step 5: Disadvantages

The character is hunted by the family of someone he killed at Extreme level. This person or group wants the character dead. +20 points. The GM will need to determine how they found out who the assassin was and who is tracking him.

Astral Hunter

Astral Hunters can transition between the Mortal Realm and the Astral Planes by relying on the power of the void. They hunt forces that escape from the Aether and Astral Planes to our realm.

Step 1: Attributes

Gain +2 to IQ and ME. Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Knowledge Artifacts
Knowledge Astral
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Planar

Step 3: Abilities

The character gains the following free;
Astral Manipulation - This character can tap into the astral plane to create, shape and manipulate astral energy, allowing him to manifest it in our realm in various ways. He can also tap into aether power but only while in the aether realm, it cannot be projected into our reality. He can tap into astral PPE at a rate of IQ + ME x4. This is doubled if he is within the astral realm. Aether can be tapped at a rate of IQ + ME x4 if within the aether realm.

He also starts with 30 points to spend on any of the abilities below.

Aetherwalk

Cost: 5

The ability to shift the character's body into the aether plane. He can affect himself or another and ME x10kgs, +10kgs per level.

Aether Familiar Link

Cost: 5

The Hunter may summon and permanently psionically link with a companion from the aether. At any point he may see through its 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.

Aether Shift

Cost: 5

The Hunter can shift part way into the aether, just enough to become unsolid but still visible. This enables him to pass harmlessly through any object. He can render himself + an additional 3kgs per IQ, +3kgs per level unsolid. The character is only vulnerable to mind attacks. Once he lets go of an object it is lost in between dimensions. Further while in this state he can draw PPE from the aether for spells he can then cast in our world. He can draw on an additional $(IQ + ME) \times (20 + D20)$ PPE though the GM is free to increase this for a particularly rich area.

Aether Sight

Cost: 5

At any time the character can look into the aether realm and see anything near him in that plane. While using this power though he cant use his normal vision.

Astral Familiar Link

Cost: 5

The Hunter may summon and permanently psionically link with a companion from the astral realm. At any point he may see through its 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.

Astral Sight

Cost: 5

At any time the character can look into the astral realm and see anything near him in that plane. While using this power though he cant use his normal vision.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

See PPE

Cost: 5

The character can see PPE or Ley Line power anywhere within his normal sight range.

Tracking

Cost: 5

The character can track anything or one he has seen while within the aether or astral realms.

True Sight

Cost: 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, and the exact nature of the magic.

Atlantean Cleric

Completely dedicated to the dark gods and their demonic servants, Clerics rally the followers into fanaticism. They draw on the strength of their faith and their abilities are derived from the power of their respective deities. Each god provides unique aspects to their followers, from the lethal poisons of the snake god Set to the elemental powers of nature itself.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and ME 14 is necessary. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Religion

Knowledge Undead

Step 3: Abilities

Priests gain all the following free;

Spellcast - Clerics don't pay for the Spellcast ability as they automatically are bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities.

Clerics can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

+1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Additionally Clerics start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Damage Bonus

Cost: 5

+1 or +25% damage from spells each time bought (whichever is highest).

Demonic Familiar

Cost: 5

The Cleric may summon and permanently psionically link with a demon companion. At any point he may see through it'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. The GM will need to create a demon for the player.

Destroy Undead

Cost: 5

This power releases a burst of light within a 10 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. If they do save they lose half their HPs in damage. See the table below.

Extend Duration

Cost: 10

Spell duration increases by +1 round.

Healing Hands

Cost: 5

This 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 HPs regardless of how many hit points were lost. It can only be used once every 24 hours per 3 ME.

Inspire

Cost: 5

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.

Range Boost

Cost: 10

+25% range for spells.

Trauma

Cost: 5

Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 ME.

True Sight

Cost: 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, and the exact nature of the magic.

True Speak

Cost: 5

The Cleric instantly learns the language of any supernatural being he comes into contact with and he can then converse with it. This only lasts until they are

separated, at which point he forgets the language.

Step 4: Careers

There is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Cleric you answer to your deity and must obey all of its rules 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 +20 points.

Turning Undead Table

This table shows what types of Undead the Cleric can begin affecting with his Destroy Undead ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

Atlantean Royal Guard Officer

Atlantean military officers are always from important families and hold positions of authority within the Royal Guard. They command from a rearward vantage point, and will try not to wind up at the front where they may die. An officer is usually accompanied by a second in command, with a lance of bodyguards and messengers.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as an officer he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Endurance

Etiquette

Intimidate

Survival

Weapon Group Specialty Short Blades

Weapon + Shield

Step 3: Abilities

Officers gain following ability free;

Patriot - All supplied weapons and equipment are replaced for free if the character visits a city which is a part of or friendly to the Atlantean Empire. Further other Atlantean soldiers will recognize his authority and influence, and defer to him if they are of a lower rank. Using this the character can invoke his rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use.

Officers start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in

Endure

Cost: 5

The character can convince his soldiers to go beyond their normal endurance and continue fighting or forced marches. All within sight and hearing of him gain +2 to PE rolls for the purpose of fatigue and pain only.

Favour

Cost: 5

The character saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact. You have one of these for one time only for each time you take this ability.

Influence

Cost: 5

The character's troops are inspired by his combat prowess and gain +1 Strike, dodge and action for the duration of that melee.

Inspire

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reactions to him. He is immune to intimidation. Any within sight of him gain +2 to ignore fear and rout. And he can rally any routed troops who can see and hear him.

Motivate

Cost: 5

The character and any ally who can see and hear him gain a +2 bonus to Initiative, Insight and Perception checks.

Social Chameleon

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly

Wealthy

Cost: 5

The character comes from one of the wealthier noble families. Whenever he runs out of money he can visit anywhere they have invested money and withdraw up to D6 x1000 gold up to once per day per level.

Weaponsmaster

Cost: 5

This grants the character the following additional skills; Weapon Group Specialty Axes, Bows, Pistol, Long Blades, Rifles and Spears.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

There is only one career, the Atlantean milita. However advancement is possible such as to Tribune, Legate or becoming part of the Praetorian guard in Rome.

Step 5: Disadvantages

As an officer you are a part of the Roman Legion and must answer to it and your emperor. Gain the disadvantage of Watched at +10 points.

Atlantean Royal Guard

Soldier

The backbone of the Royal Guard is the standard soldier, all must be citizens. They are uniformly armed and equipped with a lasersonic pistol and short sword.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as a Soldier he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Endurance

Survival

Weapon Group Specialty Bows

Weapon Group Specialty Pistols

Weapon Group Specialty Short Blades

Weapon + Shield

Step 3: Abilities

Soldiers gain following ability free;
Patriot - All supplied weapons and equipment are replaced for free if the soldier visits a city which is a part of or friendly to the Atlantean Empire.

Soldiers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6

attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

HPs Bonus

Cost: 10

PE +12 HPs instead of 10, +12 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and

authority, +1 to reaction. He is immune to intimidation.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Strike Bonus

Cost: 10

+1 Strike

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

There is only one career, the Atlantean army.

Step 5: Disadvantages

As a Soldier you are a part of the Atlantean army and must answer to it and your king or queen. Gain the disadvantage of Watched at +10 points.

Atlantean Royal Naval Officer

While Atlantean noble first borns take the family title any other men must join the military. Officers are always from important families and hold positions of Captain or their assistant.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as an officer he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Etiquette

Navigation

Pilot Marine Sailboat

Rope Use

Swim

Weapon Group Specialty Short Blades

Step 3: Abilities

Officers gain the following ability free; **Patriot** - All supplied weapons and equipment are replaced for free if the character visits a city which is a part of or friendly to the Atlantean Empire. Further other Atlantean soldiers will recognize his authority and influence, and defer to him if they are of a lower rank. Using this the character can invoke his rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use.

Officers start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in

Endure

Cost: 5

The character can convince his crew to go beyond their normal endurance and continue fighting or forced marches. All within sight and hearing of him gain +2 to PE rolls for the purpose of fatigue and pain only.

Influence

Cost: 5

The character's crew is inspired by his combat prowess and gain +1 Strike, dodge and action for the duration of that melee.

Inspire

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reactions to him. He is immune to intimidation. Any within sight of him gain +2 to ignore fear and rout. And he can rally any routed troops who can see and hear him.

Motivate

Cost: 5

The character and any ally who can see and hear him gain a +2 bonus to Initiative, Insight and Perception checks.

Social Chameleon

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly

Wealthy

Cost: 5

The character comes from one of the wealthier noble families. Whenever he runs out of money he can visit anywhere they have invested money and withdraw up to D6 x1000 gold up to once per day per level.

Weaponsmaster

Cost: 5

This grants the character the following additional skills; Weapon Group Specialty Axes, Bows, Pistol, Long Blades, Rifles and Spears.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

There is only one career, the Atlantean navy.

Step 5: Disadvantages

As an officer you are a part of the Roman Legion and must answer to it and

your emperor. Gain the disadvantage of Watched at +10 points.

Atlantean Royal Naval Sailor

The sailor, to some people's surprise, is a man of arms trained in the arts of seafaring. This usually includes swimming, sailing, rope works, astronomy and fishing, as well as combat. They are tough and hardy men of adventure who long to feel the ocean spray on their cheeks and wind through their hair. The sailor works hard, plays hard and fights hard. Storms, rough waters, high winds, fog, rocks, ice, heat, cold, lost direction, hunger, loneliness, and despair, are all enemies of seafaring men.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as a Sailor he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Climb

Navigation

Pilot Marine Sailboat

Rope Use

Swim

Weapon Group Specialty Short Blades

Step 3: Abilities

Sailors gain following ability free;

Fine Balance - The character has no fear of heights and has incredible balance even with walking along ropes or unstable surfaces. +2 to any roll requiring a balance check.

Soldiers start with 50 Points to spend on any of the following abilities. As they

earns more experience they may buy or rebuy more abilities.

Agile Bonus

Cost: 5

This character is incredibly nimble and receives +1 dodge.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Animal Assistant

Cost: 10

Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Thief's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation. At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard.

Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend

D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so. Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog requires some scent information about the object being tracked and a general location of the trail.

A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a + 1 or +2 to this particular ability. Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects. Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack

round). Or this may be used with thrown weapons which likewise have a skill in.

HPs Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Leap of Death

Cost: 10

In combat the warrior may leap over intervening combatants one metre per 5 PP 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 enemy. He may continue to attack for as long as he has attacks until he misses her first monster.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's Willpower saves.

Strike Bonus

Cost: 10

+1 Strike

Step 4: Careers

There is only one career, the Atlantean navy.

Step 5: Disadvantages

As a Sailor you are a part of the Atlantean navy and must answer to it and your king or queen. Gain the disadvantage of Watched at +10 points.

Atlantean Royal Skyship Officer

Recently Atlantis learned that the sky was a place where wars could be won or lost. Skyships of great power, magical beasts, giant birds, and awesome spells brought warfare to the skies, and the rulers decided to establish a special force of the greatest of their navy to watch the sky against dangerous invaders. A Skyship officer is someone who has proven himself either in the Royal Army of Navy.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as an officer he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Etiquette

Navigation

Pilot Skyship

Rope Use

Weapon Group Specialty Short Blades

Weather Sense

Step 3: Abilities

Officers gain the following ability free;

Patriot - All supplied weapons and equipment are replaced for free if the character visits a city which is a part of or friendly to the Atlantean Empire. Further other Atlantean soldiers will recognize his authority and influence, and defer to him if they are of a lower rank. Using this the character can invoke his rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use.

Officers start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in

Endure

Cost: 5

The character can convince his crew to go beyond their normal endurance and continue fighting or forced marches. All within sight and hearing of him gain +2 to PE rolls for the purpose of fatigue and pain only.

Fearless

Cost: 5

The character has no fear of heights no matter how far up. +3 with balance save, and +2 to willpower save.

Influence

Cost: 5

The character's crew is inspired by his combat prowess and gain +1 Strike, dodge and action for the duration of that melee.

Inspire

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reactions to him. He is immune to intimidation. Any within sight of him gain +2 to ignore fear and rout. And he can rally any routed troops who can see and hear him.

Motivate

Cost: 5

The character and any ally who can see and hear him gain a +2 bonus to Initiative, Insight and Perception checks.

Reduce Fall

Cost: 5

This allows him to fall a large distance without suffering harm. The character suffers damage from any fall as though it were 10 metres less. At each subsequent level, this ability increases so that he ignores 5 more metres when determining falling damage.

Social Chameleon

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly

Wealthy

Cost: 5

The character comes from one of the wealthier noble families. Whenever he runs out of money he can visit anywhere they have invested money and withdraw

up to D6 x1000 gold up to once per day per level.

Step 4: Careers

There is only one career, the Atlantean navy.

Step 5: Disadvantages

As a Sailor you are a part of the Atlantean navy and must answer to it and your king or queen. Gain the disadvantage of Watched at +10 points.

Atlantean Royal Skyship

Sailor

Recently Atlantis learned that the sky was a place where wars could be won or lost. Skyships of great power, magical beasts, giant birds, and awesome spells brought warfare to the skies, and the rulers decided to establish a special force of the greatest of their navy to watch the sky against dangerous invaders. A Skyship sailor is someone who has distinguished himself in battle either in the Royal Army or Navy.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as a Sailor he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Climb
Navigation
Pilot Skyship
Rope Use
Weapon Group Specialty Short Blades
Weather Sense

Step 3: Abilities

Sailors gain following ability free;
Fine Balance - The character has no fear of heights and has incredible balance even with walking along ropes or unstable surfaces. +3 with balance save, and +2 to willpower save.

Sailors start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Agile Bonus

Cost: 5

This character is incredibly nimble and receives +1 dodge.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Animal Assistant

Cost: 10

Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Thief's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation. At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks.

Animals can be trained to retrieve specific types of items from a general area such as a room or yard. Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is

discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so. Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal.

The dog requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a + 1 or +2 to this particular ability.

Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects. Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

HPs Bonus

Cost: 10

PE +12 HPs instead of 10, +12 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Leap of Death

Cost: 10

In combat the warrior may leap over intervening combatants one metre per 5 PP 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 enemy. He may continue to attack for as long as he has attacks until he misses her first monster.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Reduce Fall

Cost: 5

This allows him to fall a large distance without suffering harm. The character suffers damage from any fall as though it were 10 metres less. At each subsequent level, this ability increases so that he ignores 5 more metres when determining falling damage.

Strike Bonus

Cost: 10

+1 Strike

Step 4: Careers

There is only one career, the Atlantean navy.

Step 5: Disadvantages

As a Sailor you are a part of the Atlantean navy and must answer to it and your king or queen. Gain the disadvantage of Watched at +10 points.

Atlantean Royal Wyvern

Rider

Wyvern riders are heroic figures with the power to bond with wyverns, gaining lifelong steeds, companions and allies. This bond is more than simply a close friendship, it is a mystic connection between rider and wyvern, creating a permanent link.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 PS, +2 PP and +3 PE. To qualify he must have a minimum PS of at least 15, PP 14, and PE 14. If he wants to use magic also at least IQ 12 and ME 11 is necessary. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
Animal Care (Wyvern)
Horse Archery
Navigation
Ride Air Animal
Choose 1 Weapon Specialization
Weather Sense

Step 3: Abilities

Riders gain the following ability free;
Mount - At first level, the rider can bond with a Wyvern which he has personally trained to bear him in combat as his companion. This is a process which takes 8 hours of interaction with it. The process can also replace a bonded companion that has perished or been released from service.

Upon completion he becomes permanently psionically linked with his mount. At any point he may see through its, 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.

Riders start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Agile Bonus

Cost: 5

This character is incredibly nimble and receives +1 dodge.

Aerial Manoeuvres

Cost: 5

The rider can move his mount in complex aerial patterns to make him harder to hit. If he makes a successful evade roll against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used even if he is wearing medium or heavy armour. A helpless rider does not gain the benefit of evasion. He gets a +1 Dodge bonus per 5 PP when doing this. He can also withstand the sudden high-G forces of extreme acceleration for short periods, +1 per 5 PE on any roll to avoid the effects. The character is also immune to wind shear.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Fearless

Cost: 5

The rider has no fear of heights no matter how far up. +3 with balance save, and +2 to willpower save.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Patriot

Cost: 5

All supplied weapons and equipment are replaced for free if the rider visits a city which is a part of or friendly to Atlantis.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Reduce Fall

Cost: 5

This allows him to fall a large distance without suffering harm. The Sky Knight suffers damage from any fall as though it were 10 metres less. At each subsequent level, this ability increases so that the Sky Knight ignores 5 more metres when determining falling damage.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

True Sight

Cost: 10

Thanks to the character's link to his Wyvern he 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.

Step 4: Careers

There is only one career, the Atlantean milita.

Step 5: Disadvantages

As part of the Atlantean navy you must answer to it and your king or queen. Gain the disadvantage of Watched at +10 points.

Barbarian

This is not the barbarian of history, but the barbarian of fantasy fiction. Beyond the walls of cities and towns, and well beyond the bounds of civilization, dwell the barbarians. From windy steppes to mountaintops, from deep jungles to arid plains, barbarians live in freedom, a part of their environment rather than a slave to it.

Banded together in family clans or tribal nations, they are a free people ruled by strength and custom alone, subject to no state or empire. They judge others by action and deed, not the more corrupt values of civilization, like race, occupation, education or wealth. Neither ignorant nor savage, barbarians are masters of their own destiny.

Barbarian characters are the fearsome warriors of their particular tribe. They spend their time making war to protect their people. Renowned for their ability to enter berserk rages and ignore the pains and damages that often fell lesser men, barbarians make fearsome opponents or stalwart allies in battle. Barbarians rely upon their individual skills and instincts to carry them through difficult tasks or demanding ventures while drawing upon primeval instincts and powers to overcome foes.

As their cultures are usually uneasy with the supernatural, barbarians generally distrust magic and those who employ it, although some barbarians will use magic in dire circumstances.

A barbarian's self-reliance and solitary nature does not, however, lead them to abhor the company of others. Oft times, their strengths are given to the preservation of their clans or tribes, for

only in them are like-minded people found. And when a barbarian comes to trust others and call them friends, no stronger ally can be found in the entire world. Barbarians are born and raised in the wilderlands, outside the influences of civilization.

They are found in every climate and every terrain, and have an acute knowledge of the environment in which they are raised, possessing a general knowledge of its plants and animals in order to survive the rigors of life in the wilderness. Living in the wilds and at the whims of uncaring nature takes great fortitude and barbarians become inured to the physical demands of this life and suffer its inflictions and its pains with steely determination.

Possessed of staggering constitution, barbarians are capable of absorbing damage that would quickly fell others of a more civilized bent. Barbarians are generally free of the bonds and fetters that tie down most peoples, even the brethren in their tribal nations. Above all else, barbarians value their independence and often maintain their own codes or beliefs.

Many have died from voicing opposition to tribal leaders, but are respected all the more, for they spoke or acted upon their beliefs. This makes most barbarians willful in nature, with a temperament that many view as chaotic and ill-disciplined.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +2 PS, and PE. To qualify as he must have a minimum PS of at least 13, PP 12, and

PE 13. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Endurance

Fish

Hunting

Survival

Tracking

1 Weapon Specialty

Step 3: Abilities

Barbarians gain following ability free; **Berserker** - Barbarians have the ability to call upon a reserve of strength and rage once per day per 5 PE + once per level. Barbarians can direct this rage to devastating effect in combat. This ability manifests itself differently across barbarian cultures and societies, and each names it differently. It is commonly known as the fury, or berserker rage. The origins of it are unclear and the different manifestations between tribes are unexplained.

Some barbarian cultures believe there is a mystical or divine connection at the root of the berserker rage ability and, in certain tribes, barbarians assume near-animalistic shapes when the fury erupts. Other barbarian tribes train their warriors from birth to call upon and control the fury. When using this ability, the barbarian enters a state of fury and rage directed at enemies.

Entering a rage takes no time itself, though a barbarian can do it only during his action. While enraged the character temporarily;

Become immune to Sleep, Charm, Fear, Hold and Confusion
+4 vs all other spells

Immune to knockout
+2 actions, +2 PS, +2 Strike, +4 SPD but IQ ½. Lasts for 1 round per PE or until all dead at which point he collapses and needs to rest for double that time.

Barbarians start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Blurred Attack
Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Charge Attack
Cost: 5

+2 damage, enemy must make morale check or be -1 that round

Defense Bonus
Cost: 10
+1 dodge

Inured to pain
Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Poison Resistance
Cost: 10
+1 save vs poison

Presence
Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Strafe
Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Strike Bonus
Cost: 10
+1 Strike

Whirlwind
Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

The character can be part of his country's militia, a mercenary or a raider.

Step 5: Disadvantages

As a Soldier you are a part of the Atlantean army and must answer to it and your king or queen. Gain the disadvantage of Watched at +10 points.

Dimensionalist

This uncommon specialist is a student of magic that relies on the manipulation of space, time, and dimension. The dimensionalist is familiar with all kinds of extradimensional pockets, planes, and sources of power. While other wizards can make use of these dimensions, the dimensionalist has a much clearer understanding of what he is doing and why when he casts spells of this school.

Though the Dimensionalist and Summoner both focus on spells relating to the planes, it is in their particular area of expertise that they differ. Summoners specialize in calling creatures from other realms to do their bidding.

Dimensionalists focus on spells that directly draw energy from or manipulate the barriers between other planes - they are masters of teleportation, planar travel and spatial warping, amongst other aspects of extraplanar magic. They are not much for direct combat, but when it comes to avoiding trouble or circumnavigating obstacles, there's none better. It's all but impossible to keep a dimensionalist from going where they want to go.

Step 1: Attributes

Non-Euclidean geometry and planar relationships are difficult material, even for a wizard; roll attributes as normal but raise IQ to 16, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Astral
Knowledge Demons
Knowledge Geomancy

Knowledge Magic
Knowledge Planar

Step 3: Abilities

Dimensionalists gain all the following free;

Spellcast - The first sphere is free and must be from Translocative, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells +4\ per\ level$. The spells can come from any sphere of magic and in any combination (except Divine).

Dimensionalists can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Additionally Dimensionalists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Anchor

Cost: 5

The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925

x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Bonus Package

Cost: 10

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18+1 Spell Bonus at levels 7, 11, 15 and 19.

Dimensional Pocket

Cost: 5

The dimensionalist gains the power to disappear by stepping into a pocket dimension once per day. While in the pocket dimension, he is detectable only by spells that can discern dimensional openings and is immune to any attack, but he also has no way of knowing what's happening in the place he left until he chooses to step back into the real world. The dimensionalist may remain for up to one hour before he is forced to exit and can take any actions he desires (sleeping, reading, drinking a potion, or so on) while inside. Note that the pocket dimension's point of exit is always the exact same place the dimensionalist entered the dimension. Also, no spells that would allow the dimensionalist to leave the pocket without first reentering the real world can function in the extradimensional place, including teleport, dimension door, shadow walk, and similar enchantments. The dimensionalist may bring a person or object of up to 10kgs per ME.

Dimension Sense

Cost: 5

He can perceive wormholes, gates, planar portals, etc and where they go. Including exactly which dimension or

universe.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Planar Adaptation

Cost: 5

The character's exploration through dimensions requires that he travel to inhospitable lands. Gain +1 to all PE saves and as he becomes more attuned to the nature of the planes he visits he also gains a temporary respite from the natural effects of a specific plane. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself. It does not provide protection against creatures, native or otherwise, nor does it protect against spells, special abilities, or extreme and nonnatural formations within the plane.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

True Speak

Cost: 5

The character instantly learns the language of any being he comes into

contact with and he can then converse with it. This only lasts until they are separated, at which point he forgets the language.

Step 4: Career

Dimensionalists are highly sought after, especially with the major empires.

Dream Lord

The masters of sleep and distillers of fear; dream lords are the Warriors of Morality, supplanting their own ideas on what is right and wrong. While suggestive by nature, most dream lords are in fact advents of good, punishing evildoers through nightmares or other forms of suffering.

Dream Lords are very powerful on the field of battle, controlling the body or mind of their enemies. In combat, most lords either force their enemies to sleep – fighting them in a more controlled atmosphere – or give key monsters lessons in fear.

Step 1: Attributes

+2 to ME and +1 to IQ. Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Orienteering
Survival
Unarmed Combat Martial Arts
3 Weapon Group Specialties

Step 3: Abilities

The character gains the following free;
Enter Dream - This character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. 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 character 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 character's real body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.

He also starts with 30 points to spend on any of the abilities below.

Create Dream

Cost: 5

This requires the character to construct, in his mind, a dream or nightmare. The character then enters into the mind of the subject and implants that dream sequence within the subject's imagination. If the subject is asleep then he has the dream immediately. If the subject is awake, the subject has the dream the next time he falls asleep. The character maintains a telepathic link with the dreamer for the duration of the dream, seeing everything he experiences. This can be useful into tricking information out of someone. It can also be used to send a series of bogus divine visions. The subject may or may not be convinced that these divine visions are genuine, but if he does not believe them genuine, he may suspect some malign force within himself producing the visions. It can also be used to send a

series of dreams featuring horrible atrocities.

Dream Trainer

Cost: 5

This requires the character to construct, in his mind, a dream that demonstrates and teaches a skill he has. The targeted individual will experience the dream the next several times they sleep. No more than the initial percentage of the skill may be learned in this manner.

Dreamless

Cost: 5

This causes its target to skip dreaming during his next sleep. If a character does not dream in a number of days exceeding one third of his ME he must save versus insanity or lose a point of ME for one day. The victim will continue losing ME until he starts dreaming again. The save is -1 after the first night and an additional -1 each night of no sleep after that, cumulative. As the ME continues to drop the character will become irritable, unable to concentrate, unstable and eventually psychotic.

Insomnia

Cost: 5

This causes its target to skip dreaming during his next sleep. If a character does not dream in a number of days exceeding one third of his ME he must save versus insanity or lose a point of ME for one day. The victim will continue losing ME until he starts dreaming again. The save is -1 after the first night and an additional -1 each night of no sleep after that, cumulative. As the ME continues to drop the character will become irritable, unable to concentrate, unstable and eventually psychotic.

Mass Dream

Cost: 5

This causes the target to share their next dream with everyone who is asleep within an area of ME x 1 metre.

Mass Sleep

Cost: 10

This causes all within the area of effect that can sleep to go to sleep. If they have a reason not to fall asleep then they get a save vs Will, at +3 if in combat or other high adrenaline type situations. The sleep lasts as long as it would normally or 10 minutes (whichever is longer), unless the subject is vigorously awakened. A character that takes damage will wake up immediately.

See Dreams

Cost: 5

The character can see what anyone is dreaming or daydreaming by looking at them.

True Sight

Cost: 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, and the exact nature of the magic.

Wake

Cost: 5

This will awaken a person or creature no matter how under they are. Used on injured people, this can be unhealthy. It will also force a person out of the dreamscape even if trapped.

Waking Nightmare

Cost: 10

This calls up a memory or image of the target's most terrifying dream. He will be

unable to do anything until the dream elapses.

Step 4: Career

Dream Lords are of high value to any army.

Elementalist

Elementalists are multi-faceted spellcasters that channel elemental forces, making fire, air, earth, and water do their bidding. What they lack in physical toughness, they make up in versatility and the ability to inflict massive damage in a single attack. Their powers of destruction are drawn from an affinity with the four elements that make up the world. The earth bends to their will, fire springs forth from their existence, the wind acts on their very whim, and water rises to their cause.

Elementalists view adventuring as their simplest connection to society. Often charismatic, they possess a wild allure, as well as a natural urge to explore. Adventures to elementalists have their own reasons for occurring. Some see it as a chance to grow, others see it as a way to further their attunement with the world, and still others take on adventuring as a way to cause chaos in society.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 is necessary. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Astral
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
1 Weapon Group Specialty

Step 3: Abilities

Elementalists gain all the following free;
Spellcast - Elementalists don't pay for the Spellcast ability as they

automatically are bestowed all the spells within a particular elemental sphere. They can receive spells from the spheres of Air, Earth, Fire and Water but no other. If they are dismissed by their elemental patron for some heinous act they will lose all their abilities.

Elementalists can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +1 Spell save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +10 PPE at levels 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19.

Elementalists start with one elemental sphere, either Air, Earth, Fire or Water. At fourth level they can make a new pact and choose one more elemental sphere. They can do this again at eighth and twelfth levels at which point they have access to all 4 elements.

Additionally Elementalists start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form

he can still use all his abilities and cast any of his spells.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Elemental Assistance

Cost: 5

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, it 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 an Elementalist unless first attacked by him.

Elemental Sign

Cost: 5

An Elementalist can sense his sign within a ME x10 metre radius, +10 metres per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense well, fire. He can also detect any elemental magic cast within his radius and what sign type it is.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Elemental Metamorph

Cost: 10

This allows the character to temporarily alter his body into that of his elemental sign. He can do this once per day per 5 ME.

Infuse Weapon

Cost: 5

This allows the character to temporarily infuse any weapon he is wielding with his sign. Once the character lets go of the weapon it will revert to normal; Air; The character can cause any weapon that he welds to fire a blast of rapidly spinning air molecules that hit like a ton of bricks to anything it touches. Any hit from this weapon will do an additional +D6 per 5 ME, +D6 per level, pushing the victim back 1 metre per ME.

Earth; The character can cause any weapon that he welds to expel shards of rock. Any hit from this weapon will do an additional +D6 per 5 ME +D6 per level, over 1 metre per ME + an equal increase in range per level.

Fire; The character can empower any weapon that he touches with fire.

Anything hit takes +D8 per 5 ME +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight.

Water; The character can cause any weapon that he welds to draw condensation from the air and direct it as a jet stream of water upon contact with an item. Any hit from this weapon will do an additional +D6 per 5 ME, +D6 per level, pushing the victim back 1 metre per ME.

Meditate

Cost: 5

Once per day per 5 IQ per level the character can meditate for one hour and recover all his PPE.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Elementalists are most popular with both farmers and warlords.

Keeper of Letters

The Keeper of Letters believes that the solution to any problem can be studied. They bristle at the term “dabbler,” as the Keeper is nothing if not serious.

Nonetheless, the Keeper's breadth of knowledge is just as impressive as its depth. Rarely at a loss for a theory, anecdote, or words of counsel, the Keeper is a constant inspiration and occasional frustration to her companions.

While ordinary sages and experts remain in their libraries and workshops, the adventuring Keeper is a questing soul, as daring, resolute, and curious as any knight, wizard, or treasure-hunter.

The Keeper is a learner of the world as much as a student of words, and never hesitates to borrow a few tricks learned from her companions and foes. While a Keeper is an expert at locating and retrieving wealth, magic, and information, the Keeper's greatest treasure is experience. The Keeper is an explorer and sage, identifying dangerous hazards and neutralizing them through knowledge. His logic, learning, and perceptions aid and protect his party members.

While not much of a straight-up combatant, a Keeper can bring to bear a number of impressive tactics in a tight spot. Additionally, with the right preparation, the Keeper is capable of substituting for a number of different roles, whether sniper, spell-caster, or negotiator.

Step 1: Attributes

Roll as normal.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

Language (choose 1, +1 per IQ point over 14)

Research

Speed Reading

Step 3: Abilities

The character gains the following free;

Gifted Reader - The character can read any standard language, even if he doesn't know it. Unusual or magical languages will take a bit longer; D6 hours -1 minute per IQ. This ability does not translate to speech or hearing.

He also starts with 30 points to spend on any of the abilities below.

Copy Spell

Cost: 5

The character can copy onto a scroll or magic book any spell he sees cast and in action, regardless of school.

Gifted Writer

Cost: 5

The character can write any standard language, even ones he doesn't know. Unusual or magical languages are not possible unless the person has previously read it. Once he has read a language, he can then write it at any time.

Intuit Truth

Cost: 5

The character can detect if anyone is lying to him or attempting to otherwise deceive him. Likewise when researching books he can 'read between the lines' and make an educated guess at what really happened.

Locate Information

Cost: 5

This is a special ability which allows the character to instantly find the information he needs from a book. All he needs to do is pick up the book, concentrate for a minute on what it is he is looking for, then drop the book. It will then fall open on the exact page which has the information he is looking for.

Manipulate Letters

Cost: 5

The character can alter the script of a magical, electronic or mundane nature from any surface it is inscribed on that he can touch or see. He can even add his own material. Finally he can simply erase the script altogether.

Penmanship

Cost: 5

This is the special ability to create a magical pen to write magic words, wards, circles, symbols, numbers, music and drawings. It can write underwater and is unaffected by gravity, pressure or other conditions in atmospheres. It will mark any object. It is used as a focus to directly transfer the character's PPE onto the object he is scribing on.

Preserve Book

Cost: 5

The character can shield a book, scroll or parchment from the effects of aging or weather for 1 day per ME each time used.

Sense Paper

Cost: 5

The character can sense any paper, scroll or parchment within 1 metre per ME radius.

Spellcast

Cost: 10

Caligramancy magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. Keepers can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Store Knowledge

Cost: 5

The character can memorize a large amount of knowledge within his own brain for the purpose of carrying it until it can be transferred to paper. He cannot access this knowledge himself, only carry it. He can store up to 100 pages per IQ point for 1 day per ME. At any point he can release this information by writing it into a book or a sufficient amount of paper. The writing will take up his full concentration until finished, at which point all the knowledge is removed from his mind.

Step 4: Career

Mainly as a historian or librarian with the Library of Atlantis.

Lemurian City Guard

The Lemurian Guard are all highly trained soldiers. They are uniformly armed and equipped with a lasersonic pistol and sunsword.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Endurance

Short Hand (used for when silent communications are necessary)

Survival

Weapon Group Specialty Bows

Weapon Group Specialty Pistols

Weapon Group Specialty Short Blades

Step 3: Abilities

Guards gain following ability free;

Presence - The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Soldiers start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6

attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

HPs Bonus

Cost: 10

PE +12 HPs instead of 10, +12 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Strike Bonus

Cost: 10

+1 Strike

Weaponsmaster

Cost: 5

This grants the character the following additional skills; Weapon Group Specialty Axes, Crossbows, Long Blades, Rifles, Small Thrown and Spears.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

There is only one career, the Lemurian Guard.

Step 5: Disadvantages

As a Guard you are a part of Lemuria and must answer to it. Gain the disadvantage of Watched at +10 points.

Lemurian Pilot

With Atlantis and other empires attempting to dominate the sky it was inevitable that Lemuria would have to follow if only to protect itself.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PP and PE. To qualify as a Pilot he must have a minimum PP and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Navigation
Pilot Fixed Wing
Pilot Rotor Wing
Technical Aircraft Mechanics
Weapon Group Specialty Pistols
Weather Sense

Step 3: Abilities

Pilots gain following ability free;

Aerial Manouevres - The pilot can move his craft in complex aerial patterns to make him harder to hit. If he makes a successful evade roll against an attack that normally deals half damage on a successful save, he instead takes no damage. He gets a +1 Dodge bonus per 5 PP when doing this.

Pilots start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Agile Bonus

Cost: 5

This character is incredibly nimble and receives +1 dodge.

Acceleration Tolerance

Cost: 5

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for atmospheric and space fighter pilots where it can sometimes be possible (for instance) to dodge a missile. This advantage gives a +1 on any roll to avoid the effects of acceleration and G forces. +1 to stun and trauma.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Fearless

Cost: 5

The pilot has no fear of heights no matter how far up. +3 with balance save, and +2 to willpower save.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving vehicles so long as the character performs no other actions than melee.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Strike Bonus

Cost: 10

+1 Strike

Step 4: Careers

There is only one career, the Lemurian Guard.

Step 5: Disadvantages

As a Guard you are a part of Lemuria and must answer to it. Gain the disadvantage of Watched at +10 points.

Lemurian Scientist

Lemurian Scientists are the most technologically advanced of this era. They enjoy advancing current science and discovering new ones.

Step 1: Attributes

Roll attributes as normal but IQ is +6 and ME is +4. A PP of at least 14 is desirable. Hit points = PE +4, +4 per level.

Step 2: Skills

This character is a natural scholar and any course can be done within ½ the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Science Biology
Science Botany
Science Chemistry
Science Mathematics
Science Medicine
Science Physics

Step 3: Abilities

Scientists start with the following abilities free;

Specialization – Scientists have eight different areas they can specialize in. In each case they can build, repair, custom modify and design the item the ability applies to. Weapons can have their damage and range increased up to +50%, and SDC, and speed increased up to +50% prior to attaching any armour.

Choose one of the following special areas;

Androids - This character specializes in creating androids, robots and cybernetic organisms which don't require physical pilots. He can build, repair and modify them.

Bonus free skills: Science Nanotech, Technical Bionics/Cyber, Technical Robotics and Technical Artificial Intelligence.

Cybernetics - This character specializes in creating, repairing and modifying bionic organs and limbs and the specialized neural circuitry which allows the recipient to control cybernetic parts. He is a specialist in cybernetics, bionics and surgery. He can remove limbs and organs and surgically attach cyber replacements (artificial organs and prosthetics). He can also repair cyber prosthetics.

Bonus free skills: Science Biotechnology, Engineer Computer, Engineer Electrical and Technical Bionics/Cyber.

Eugenics - This character specializes in manipulating DNA (genetic material) in order to change heredity traits or produce biological products. He can analyse, alter and recreate any genes he has previously studied. Genetically engineered products include bacteria, drugs, plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities, and of course animal and human mutations. He can also clone an existing or missing limb or organ.

Bonus free skills: Science Genetics, Science Zoology, Science Agriculture and Science Horticulture.

Fabrication - This character specializes in creating buildings. He can increase a building's strength, resources and any fortifications.

Bonus free skills: Knowledge Architecture, Engineer Civil, Engineer Structural and Fortifications.

Mechanised Armour - This character specializes in creating exoframes, power armour and mechanised vehicles. He can build, repair and modify them.

Bonus free skills: Metallurgy, Engineer Undersea, Technical Radio Systems and Technical Robotics.

Medicine - This character specializes in healing the body. He 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.

Bonus free skills: Science Chemistry, Science Biology, Science Botany and Science Zoology.

Vehicles - This character specializes in creating fantastic vehicles. He can build, repair and modify any vehicle he has a skill in to increase its speed, range and armour.

Bonus free skills: Technical Aircraft Mechanics, Technical Auto/Bike/Truck Mechanics, Technical Rail Mechanics and Technical Seacraft Mechanics.

Weapons - This character specializes in creating destructive armaments and protection from them. He can increase the damage of any weapon or ammunition by an additional +1 and increase the range of any weapon by an additional +50%. He can also increase the AC of any armour by an additional 1, the bonuses can be added at any time.

Bonus free skills: Bowyer, Armourer, Weaponsmith and Demolitions.

Additionally Scientists start with 30 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Additional Specialty

Cost: 10

This buys the character another Scientist specialty.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Fast Reader

Cost: 5

The character can read much faster than most, 1000 words per minute with 97% comprehension rate.

Followers

Cost: 10

The character can have one assistant per 5 MA.

Genius

Cost: 5

The character has a chance of understanding any alien equipment, blueprints, gene or drugs from his specialty that he comes across. The

chance is equal to his ME x2%, +5% each time retaken.

Keen Eye

Cost: 5

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.

Mathematician

Cost: 5

The character can perform basic and extended math in mere seconds in his head, allowing him to do math without pen and paper or a slide ruler. +4 on any maths rolls.

Micronization Expert

Cost: 5

The hero can remake anything that exists to a reduced size while retaining all of its functions. With this talent the character can reduce items to 10% of their original size without losing any of their initial performance. Anything from modified cell phones and strap on gizmos to super powerful microscopes built into a pair of goggles.

Unbelievable

Cost: 5

The Scientist can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

ME Bonus

Cost: 5

+1 to ME

Step 4: Career

You work for the Lemurian City.

Malachite Warrior

Part of the mystic soldier program to enhance humanoids during the demonic invasion of 79,990 BC these soldiers had their blood magically replaced with liquefied magic crystals which can be used to enhance humans without altering their genetic code or causing any biological harm. Once implanted they also cause the skin to turn crystal hard.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +2 to PS, PP and PE. +4 to SPD and +50 SDC. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Orienteering
Reflex Mastery
Unarmed Combat Martial Arts
3 Weapon Group Specialties

Step 3: Abilities

The character gains the following free;
Malachite Body - The character's skin is transformed into pure malachite. +150 HPs per ME, AR 12, PS +6 for every additional 100 SDC. Radiate no heat. Is immune to hold, cold, heat and normal fires. Armour piercing projectiles, explosions, electrical, 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.

He also starts with 30 points to spend on any of the abilities below.

Bonus Agility

Cost: 10

For each additional +1 to dodge.

Bonus Constitution

Cost: 5

For each additional +1 PE.

Bonus Dexterity

Cost: 5

For each additional +1 PP.

Bonus Strength

Cost: 5

For each additional +1 PS.

Bonus SDC

Cost: 5

For each additional +50 SDC.

Enhanced Antibodies

Cost: 5

The tiny crystals in the body can fight off the most powerful viruses. They grant a bonus to all checks against illnesses and poisons of +5.

Enhanced Hearing

Cost: 5

The crystals in the character's ears pick up more resonance and as a result have a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.

Enhanced Sight

Cost: 5

The crystals in the character's eyes allow him to see clearly at night and overlap it with night and infravision. This also gives bonuses to all skills of +1 where visual acuity plays an important role, also negating penalties for darkness and distance.

Enhanced Regeneration

Cost: 10

The crystals in the character allow him to heal at phenomenal rates by physically touching a any form of earth or mineral. Recover 1 HPSper ME per minute and heal any broken bones x4 faster with no skin scarring.

Truesight

Cost: 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, and the exact nature of the magic.

Step 4: Career

Malachite Warriors are created by and serve the Mage's Guild of Atlantis, usually in its defence.

Merchant Trader

The trader class is a starting point for various types of merchants plying their trade across the world and beyond. Whether plying the sea routes or traveling the planes of existence, traders are everywhere – chasing profit and adventure.

A trader's bread and butter is mercantilism. They see it as their right to seek out profits and help shape the future of the world. Traders are skilled linguists and have the ability to appraise most mundane items to their exact value in gold pieces.

Traders usually come from a middle class background and may or may not have close ties with local artisans such as blacksmiths, bookbinders, carpenters, leatherworkers, stonemasons, weaponsmiths, and weavers. Other traders may come from a powerful trading house and have decided to forego their family business to strike out on their own.

Rarely will a trader come from lower or upper class family. Those of lower station are usually trying to strike it rich, while traders with roots in upper society are often rebelling from their noble family.

Traders do tend to work together when profits are high enough. However, most traders are loners for much of their lives, unwilling to share valuable trading routes with those that could become their competition. As they age and gain experience, traders have matured enough to understand that the best profits come when they create their own trading houses.

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. Not all merchants are out-and-out thieves (despite the protestations of many cash-poor PCs to the contrary). Many however are friendly, willing to do business, and try not to steal too much from their targets (after all poor targets don't have that much to steal the next time). They may be found anywhere at sea, in a desert caravan, or operating a small booth in a bazaar.

Merchants tread a fine line between honest trade and swindling and their definition of both is quite loose. Ultimately however trade is their lifeblood not outright theft. Success in the marketplace may cover up a multitude of smaller sins but if those sins get out of hand they stifle the very trade that makes them possible.

Merchants are as honest as they have to be; if they obviously cheat their customers and fellow businessmen they'll soon have no trade left. Further the forces of law and order tend to frown on wholesale gouging, the diluting of goods and cheating the public. While there are good profits to be made in sales there are even better fortunes to be made in the company of brave adventurers who slay monsters and have first dibs on treasure.

Step 1: Attributes

Roll attributes as normal but a ME of at least 15 is necessary. Hit points = PE +6, +6 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Bluff
Bribe
Bureaucracy
Charm
Diplomacy
Fast Talk

Step 3: Abilities

Merchants gain the following ability free;

Haggler - Reduce price by 10% when buying and increase price by 10% when selling for every 3 ME. Merchants are very capable hagglers, and even in the hurry of adventuring life, they can often make good deals on things that they need. They are also skilled at dumping off all the loot their group finds. They can sell any magical object to another merchant for +5% of it's market value, and can buy such objects at 5% less than their market value. This ability increases to 10% at 2nd level, and by 5% each level thereafter, up to the maximum of 25% at 5th level.

The character gains 35 points to spend on any of the abilities below.

Agent

Cost: 5

Traders are also natural leaders and gains special followers known as agents. These agents are vital towards the trader becoming successful and eventually forming his own trading house. The Merchant can have one agent per 5 MA. The first one should be a manager. Others can be drivers, muscle, guards, etc.

Approachable

Cost: 5

You appear friendly and non-threatening. Passers-by will ask you for directions, and old women ask you to help find their lost cats. This advantage can be helpful when trying to make a good impression, giving the character a +2 effect bonus when trying to win someone's trust. Of course, this veneer of amicability needn't be a reflection of your true personality: many sociopaths display an approachable persona.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be anywhere. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Hide Body Language

Cost: 5

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to MA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Sell

Cost: 5

A skilled merchant can make people need things they really don't need, like selling a magical ancient weapon to the town's cleric who has never fought in his life. In the same vein, he can always find a way to buy what he needs, whatever it is. Merchant of 5th level or higher treats any settlement as two sizes larger when it comes to available goods and gold. Merchants have a knack for knowing exactly what their customer wants to hear. Many customers have been idly passing by when merchants have offered the a price that the customer simply couldn't pass up. Merchants receive a bonus to sense motive skill roll of +4 at second level, +6 at sixth level and +8 at tenth level. This bonus stacks with any other bonus the Merchant may possess.

Social Chameleon

Cost: 10

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly.

Trade

Cost: 5

Can only be used outside of combat. By rolling under MA may trade any item of own for any item of victim's.

Wealthy

Cost: 5

Whenever the Merchant runs out of money he can visit anywhere he has invested money (including an outlet of his own business) and withdraw up to D6 x1000 sestertii up to once per day per level.

Step 4: Career

Smuggler, Trader, Pawn Dealer, Antiquities Acquirer, Fence.

Optional Monthly Trading Checks

This table may be used if desired to keep track of how the Merchant's business is doing. A few disastrous rolls could turn into an adventure for the player to discover why he is losing money.

01-05 Disaster, 10 xD10% of the money currently invested in the business is lost. This could result in some serious debts.

06-15 Malady and poor business decisions made in your stead have hurt the firm. 5D10% of the value of investments is lost.

16-35 A slow season, nothing to panic about, but D20% of all money invested is lost.

36-65 There is a regular turnover of funds but little advancement. No money is lost this month but no profits are gained.

66-85 Business is livelier, the funds invested in the company increase by D20%.

86-95 Business is quite good, the funds invested in the company increase by 5D10% percent.

96-0 Business is excellent, your goods

are delivered into the hands of the needy at the exact moment that they are willing to pay for them. Money invested in the company increases by 10 xD10%%.

Naval Officer, Other

This class covers the Officers of the Stygian, Toltec and Turanian navies. They are always from an important or noble family.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, and PE. To qualify as an officer he must have a minimum PS of at least 12, PP 12, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Bluff
Navigation
Pilot Marine Sailboat
Rope Use
Swim
Weapon Group Specialty Short Blades

Step 3: Abilities

Officers gain the following ability free; **Patriot** - All supplied weapons and equipment are replaced for free if the character visits a city which is a part of or friendly to his empire. Further other soldiers will recognize his authority and influence, and defer to him if they are of a lower rank. Using this the character can invoke his rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use.

Officers start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ambidextrous
Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in

Endure

Cost: 5

The character can convince his crew to go beyond their normal endurance and continue fighting or forced marches. All within sight and hearing of him gain +2 to PE rolls for the purpose of fatigue and pain only.

Influence

Cost: 5

The character's crew is inspired by his combat prowess and gain +1 Strike, dodge and action for the duration of that melee.

Inspire

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reactions to him. He is immune to intimidation. Any within sight of him gain +2 to ignore fear and rout. And he can rally any routed troops who can see and hear him.

Motivate

Cost: 5

The character and any ally who can see and hear him gain a +2 bonus to Initiative, Insight and Perception checks.

Social Chameleon

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly

Wealthy

Cost: 5

The character comes from one of the wealthier noble families. Whenever he runs out of money he can visit anywhere they have invested money and withdraw up to D6 x1000 gold up to once per day per level.

Weaponsmaster

Cost: 5

This grants the character the following additional skills; Weapon Group Specialty Axes, Bows, Pistol, Long Blades, Rifles and Spears.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

Either as part of his country's navy, a privateer or pirate

Naval Sailor, Other

This class covers the standard sailors of the Stygian, Toltec and Turanian navies.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, and PE. To qualify as a Sailor he must have a minimum PS of at least 12, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Climb

Navigation

Pilot Marine Sailboat

Rope Use

Swim

Weapon Group Specialty Short Blades

Step 3: Abilities

Sailors gain following ability free;

Fine Balance - The character has no fear of heights and has incredible balance even with walking along ropes or unstable surfaces. +2 to any roll requiring a balance check.

Soldiers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Agile Bonus

Cost: 5

This character is incredibly nimble and receives +1 dodge.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Animal Assistant

Cost: 10

Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Thief's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation. At the GM's approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard.

Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so.

Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog

requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc).

Dogs specially bred for this (including many hounds) gain a +1 or +2 to this particular ability. Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects. Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

HPs Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's Willpower saves.

Strike Bonus

Cost: 10

+1 Strike

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

Either as part of his country's navy, a privateer or pirate

Path of the Chained

This is a special class exclusive to Atlanteans. Bonding is a weave which creates an enduring psychic link between two individuals. Akin to familiar bonding the magic user creates a link between himself and another being. The recipient of the link gains strength, agility, faster healing and an bevy of other powers but is limited to serving the mage. The mage gains a fighter that is loyal to him and a slight increase in magical abilities.

A bonded fighter (more commonly known as a Duine Sidhe) is generally a character that made a conscious decision to serve a magic user (also known as a Aes Sidhe) to the best of his capacities. Atlantis has a specific school set up to teach people to be Duine (not unlike a martial arts monastery) and when they have completed their training they are paired off with a suitable Aes Sidhe.

The bond gives the Duine heightened abilities to go without food, water, and rest, and the ability to withstand wounds that would kill ordinary people. They also appear to gain some semblance of the truesight ability. Both individuals are able to detect certain emotional and physical states about the other, and they have an unerring ability to locate the others' relative direction and vague distance from their current location. It has also been theorized that Duines are important to Aes Sidhe for psychological protection, as well as physical.

This is due to the emotions only the Duine can see behind each Aes Sidhe's calm facade. Only the Duine can understand what his Aes Sidhe is feeling. The ability of Duines to protect their respective Aes Sidhe through these

heightened abilities is paramount for them, for if she dies, he will most likely go insane with a sense of fatalistic vengeance not stopping until he is dead or those responsible are. It is also possible to create a switch in bonding if an Aes Sidhe knows they are going to die.

If a Duine dies, his Aes Sidhe grieves deeply but does not go insane. It has recently been confirmed that Duines can be released from their bonds, although it is done rarely under normal circumstances. However, if an Aes Sidhe is able to prepare for an unavoidable death, she may release her Duines to spare them the uncontrollable desire for revenge and death, and in rare instances a Duine may be released voluntarily while both are still hale and hearty.

Those outside of Atlantis see the Aes and Duines as either a supernatural race, the spirits of nature, or the spirits of ancestors. They are said to live underground in ley line areas, or in an invisible world that coexists with the world of humans. In folk belief and practice, they are often appeased with offerings, and care is taken to avoid angering or insulting them.

Step 1a: Attributes Aes Sidhe

Roll as normal. Hit points = PE +4, +4 per level.

Step 1b Attributes Duine Sidhe

Roll as normal. Hit points = PE +12, +12 per level.

Step 2a: Skills Aes Sidhe

Skills are chosen in the normal manner but also gain the following free ones;
Knowledge Artifacts
Knowledge Astral

Knowledge Demons
Knowledge Geomancy
Knowledge Magic
1 Weapon Group Specialty

Step 2b: Skills Duine Sidhe

Skills are chosen in the normal manner but also gain the following free ones;
Orienteering
Survival
Unarmed Combat Martial Arts
3 Weapon Group Specialties

Step 3a: Abilities Aes Sidhe

The character gains the following free;
Bond - Aes get to add all of the Duine's PPE to their own. As his PPE regenerates it is automatically passed through to the Aes. Each of the pair can feel, generally, what the other character is feeling and also can find the other without much difficulty (unless somehow shielded). The Aes also gets +1 to their IQ and ME.

He also starts with 35 points to spend on any of the abilities below.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Control

Cost: 5

The bond that gives power to the Duine also gives control to the Aes. When or if

necessary the Aes can force the Duine to do things that he does not want to. Generally this is a simple task, each rolls a D20 and adds their ME score to it and the higher one wins (a Duine is -6 to do this).

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 5

The Aes may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Meditate

Cost: 5

Once per day per 5 IQ per level the Aes can meditate for one hour and recover all his PPE.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

Spellcast

Cost: 5

The cost is for each sphere of magic the Aes wants to learn from. The first sphere is free, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Aes can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Step 3b: Abilities Duine Sidhe

The character gains the following free; **Bond** - Duine can heal twice as fast, +1 on initiative, strike, parry and dodge, +1 attack per melee. Gain +2 to PS, PP and PE. +4 to SPD and +50 SDC. The Duine only needs to sleep 4 hours a night to be refreshed.

He also starts with 25 points to spend on any of the abilities below.

Adrenalin

Cost: 5

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 1 round per PE. The booster cannot be activated again for an amount of minutes equal to how many rounds it was used.

Emergency Transfer

Cost: 5

With the agreement of the Aes the Duine can transfer her PS, PP, PE, SPD or HPs to his own temporarily. He can only transfer one type per round but given enough time could transfer all of them (eg. round 1 transfers PS, round 2 SDC, etc). But the Aes attributes can never drop to below 1. He can also do this without her consent if she is unconscious.

Enhanced Antibodies

Cost: 5

These are magically tailored antibodies designed to fight off the most powerful viruses. They grant a bonus to all checks against illnesses and poisons of +5.

Enhanced Fortitude

Cost: 5

This magical process deactivates things like hunger, pain and sleep. It can be very dangerous to deactivate it (injuries might kill the character without having been noticed).

Enhanced Hearing

Cost: 5

The Duine has a much higher hearing range than normally and can hear sounds outside the human spectrum. This

gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.

Enhanced Lungs

Cost: 5

This modifies the lung tissue as well as the structure of the blood vessels in order to allow the user to spend more time underwater, including fully functioning gills. 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.

Enhanced Muscle

Cost: 5

This magical process toughens up existing muscle. The result is an increase in strength (+4 PS) and toughness (+20 SDC). The skin's AR is increased by 1. +1 each time rebought.

Enhanced Sight

Cost: 5

The user can trigger a magnification effect of double normal and overlap it with night and infravision. This also gives bonuses to all skills of +1 where visual acuity plays an important role, also negating penalties for darkness and distance. It also provides a bonus of +1 on the usage of ranged weapons.

Enhanced Speed

Cost: 5

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. +5 to initiative and an extra attack.

True Sight

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, and the exact nature of the magic.

Step 4: Career

Aes and Duine are part of the Royal Atlantean Guard.

Officer, Other

This class represents the Officers who lead the armies of the Toltecs, Turanians, Hyperboreans, Polarians, Rmoahalians, and Stygians. Officers have to be literate (to be able to read written orders), have connections (letters of recommendation), and be from an important family.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Bluff

Endurance

Orienteering

Survival

Weapon Group Specialty Short Blades

Weapon + Shield

Step 3: Abilities

Officers gain following ability free;

Patriot - All supplied weapons and equipment are replaced for free if the character visits a city which is a part of or friendly to his empire. Further other soldiers will recognize his authority and influence, and defer to him if they are of a lower rank. Using this the character can invoke his rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use.

Officers start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in

Endure

Cost: 5

The character can convince his soldiers to go beyond their normal endurance and continue fighting or forced marches. All within sight and hearing of him gain +2 to PE rolls for the purpose of fatigue and pain only.

Favour

Cost: 5

The character saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact. You have one of these for one time only for each time you take this ability.

Hard to read body language

Cost: 5

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to CHA rolls for lying, bluffing and persuasion.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Intimidate

Cost: 5

This character has the natural ability to seemingly look right through people. He can do this to put people on edge, make them nervous or even to get people to back down. +2 on any interviews, intimidation and interrogation when the game master indicates that it would be appropriate.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Lightsleeper

Cost: 5

This character sleeps very lightly, and can get by with less sleep than most. He awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have.

Weaponsmaster

Cost: 5

This grants the character the following additional skills; Weapon Group Specialty Axes, Bows, Fencing Blades, Long Blades, Siege and Spears.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

The character can serve his army, be a mercenary or a raider.

Saurial City Militia

These are the soldiers who protect Nova Sauropolis. They are uniformly armed and equipped with a firelance and force rod.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Endurance

Navigation

Survival

Weapon Group Specialty Clubs

Weapon Group Specialty Rifles

Weapon Group Specialty Short Blades

Step 3: Abilities

Guards gain following ability free;

Presence - The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Soldiers start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Endure Hunger and Thirst

Cost: 5

The character is able to function for long periods of time without food or water, and incurs only half the normal losses when under such conditions. The maximum amount of time the human body can survive without water is four days. Dehydration sets in at two days, bringing on headaches, hallucinations and the cessation of perspiration. After the third or fourth day without fluids, it

is likely that dementia will set in and the character will die.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

HPs Bonus

Cost: 10

PE +16 HPs instead of 12, +16 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Strike Bonus
Cost: 10
+1 Strike

Weaponsmaster
Cost: 5

This grants the character the following additional skills; Weapon Group Specialty Axes, Crossbows, Long Blades, Pistols, Small Thrown and Spears.

Whirlwind
Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

There is only one career, the Lemurian Guard.

Step 5: Disadvantages

As a Guard you are a part of Lemuria and must answer to it. Gain the disadvantage of Watched at +10 points.

Saurial Technician

Saurial Technicians are tasked with maintaining and repairing the various equipment which protects the city. They enjoy creating new devices.

Step 1: Attributes

Roll attributes as normal but IQ is +6 and ME is +4. A PP of at least 14 is desirable. Hit points = PE +10, +10 per level.

Step 2: Skills

This character is a natural scholar and any course can be done within ½ the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Engineer Computer
Engineer Electrical
Engineer Mechanical
Engineer Weapon
Science Mathematics
Science Physics

Step 3: Abilities

Scientists start with the following abilities free;

Specialization – Technicians have five different areas they can specialize in. In each case they can build, repair, custom modify and design the item the ability applies to. Weapons can have their damage and range increased up to +50%, and SDC, AR and speed increased up to +50% prior to attaching any armour.

Choose one of the following special areas;

Androids - This character specializes in creating androids, robots and cybernetic organisms which don't require physical pilots. He can build, repair and modify them. Bonus free skills: Science Nanotech, Technical Bionics/Cyber,

Technical Robotics and Technical Artificial Intelligence.

Fabrication - This character specializes in creating buildings. He can increase a building's strength, resources and any fortifications.

Bonus free skills: Knowledge Architecture, Engineer Civil, Engineer Structural and Fortifications.

Mechanised Armour - This character specializes in creating exoframes, power armour and mechanised vehicles. He can build, repair and modify them.

Bonus free skills: Metallurgy, Engineer Undersea, Technical Radio Systems and Technical Robotics.

Vehicles - This character specializes in creating fantastic vehicles. He can build, repair and modify any vehicle he has a skill in to increase its speed, range and armour.

Bonus free skills: Technical Aircraft Mechanics, Technical Auto/Bike/Truck Mechanics, Technical Rail Mechanics and Technical Seacraft Mechanics.

Weapons - This character specializes in creating destructive armaments and protection from them. He can increase the damage of any weapon or ammunition by an additional +1 and increase the range of any weapon by an additional +50%. He can also increase the AC of any armour by an additional 1, the bonuses can be added at any time.

Bonus free skills: Bowyer, Armourer, Weaponsmith and Demolitions.

Additionally Technicians start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Additional Specialty

Cost: 10

This buys the character another Scientist specialty.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Fast Reader

Cost: 5

The character can read much faster than most, 1000 words per minute with 97% comprehension rate.

Followers

Cost: 10

The character can have one assistant per 5 MA.

Genius

Cost: 5

The character has a chance of understanding any alien equipment, or blueprints from his specialty that he comes across. The chance is equal to his ME x2%, +5% each time retaken.

IQ Bonus

Cost: 5

+1 to IQ.

Keen Eye

Cost: 5

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.

Mathematician

Cost: 5

The character can perform basic and extended math in mere seconds in his head, allowing him to do math without pen and paper or a slide ruler. +4 on any maths rolls.

Micronization Expert

Cost: 5

The hero can remake anything that exists to a reduced size while retaining all of its functions. With this talent the character can reduce items to 10% of their original size without losing any of their initial performance. Anything from modified cell phones and strap on gizmos to super powerful microscopes built into a pair of goggles.

Unbelievable

Cost: 5

The character can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Step 4: Career

You work for Nova Sauropolis.

Soldier, Other

This class represents the standard soldiers who serve the armies of the Toltecs, Turanians, Hyperboreans, Polarians, Rmoahalians, and Stygians.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as a Soldier he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Endurance

Orienteering

Survival

Weapon Group Specialty Short Blades

Choose 2 other Weapon Group

Specialties

Step 3: Abilities

Soldiers gain following ability free;
Patriot - All supplied weapons and equipment are replaced for free if the soldier visits a city which is a part of or friendly to the Roman Empire.

Soldiers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack

round). Or this may be used with thrown weapons which likewise have a skill in.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Strike Bonus

Cost: 10

+1 Strike.

Weaponsmaster

Cost: 5

This grants the character the following additional skills; Weapon Group Specialty Axes, Bows, Fencing Blades, Long Blades, Siege and Spears.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

The character can serve his army, be a mercenary or a raider.

Spirit Warrior

A spirit warrior is a mighty champion who embraces the spirits, to assist him in his battles. He strengthens his spiritual connection until he can feel the spirits flowing within his body and thoughts, strengthening his arms and quickening his mind. Whispered fragments impart insight into battle as ancestors speak of ways to overcome all foes. The spirit champion ceases to fight for his own reasons; he battles to honour the spirits and to further their wishes.

Often these wishes coincide with his own, but occasionally the spirit champion embarks on a path for reasons that are unclear to him. He does so faithfully, trusting in the spirits to point him in the right direction. The spirit warrior is a deadly melee combatant. His spiritual nature strengthens his mind in ways that most warriors ignore.

Insight grants him speed and accuracy, and he can call upon native spirits to lend him aid. He is a contemplative warrior, likely to meditate through the dawn before silently lifting his sword or totem and walking calmly into battle.

Spirit Warriors rely on the spirits to protect them, through insight and wisdom as well as direct intervention. To wear heavy armor is to insult them. They focus on the mind, and with their focus they can transcend physical limitations.

The spirits protect the spirit champion, providing him with instinctual insights to avoid blows. He swings his weapon up and steps to the side, not really knowing why, and an instant later he parries a blow from an unseen source.

Ancestral spirits whisper in the spirit warrior's mind. Since the spirit champion is a being of combat, many of these ancestors are mighty warriors, perhaps spirit champions in their day. They speak of maneuvers and tactics, of feints and cleaving blows, and their whispers bypass the normal means of understanding and bleed into the spirit champion's subconscious mind.

Step 1: Attributes

Roll as normal but gain +1 to IQ and ME. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Knowledge Astral
Knowledge Undead
Orienteering
Survival
Unarmed Combat Martial Arts
1 Weapon Group Specialtiy

Step 3: Abilities

The character gains the following free;
Summon Spirit - The character is able to recruit spirits to guide him or in some cases render more direct aid. He can recruit 1 spirit per 2 ME, once per day per ME. He can see and talk to any spirits in the area and attempt to convince them to join his cause. Use the table below for creating them.

He also starts with 30 points to spend on any of the abilities below.

Banish Spirit

Cost: 5

The character can banish any spirit he can see within a 1 metre per ME radius. The spirit will either return to its home plane or pass on to the after life.

Bestow Attribute

Cost: 5

Any spirit can add their attributes to the character at a rate of +1 per 5 points in that attribute. But he can only add to one attribute each time.

Harm Spirits

Cost: 10

The character can empower any weapon he is holding into doing damage to any spirit.

Immune

Cost: 10

The character is immune to 1 specific form of spiritual undead attack. Eg. drain.

Keep Going

Cost: 5

This ability may be given to one spirit each time it is bought. It triggers as soon as the character is rendered unconscious, summoning the spirit to take over his body. The spirit remains in control of the body until the character wakes up.

Skilled Aid

Cost: 5

When summoned the spirit may bestow any skills he had on the character until he leaves. If the character already had one of the skills then there is a +1 bonus with it.

Spellcaster

Cost: 5

When summoned this spirit bestows any spells he had on the character until he leaves. The character uses his own PPE but may cast any spell the spirit knew. This can only be bought if the spirit was a mage or priest class.

Spirit Sight

Cost: 5

This spirit will allow the character to see all spirits and ethereals near him.

Spirit Weapons

Cost: 5

The spirits manifest into a spiritual weapon for the warrior. It ceases to exist if it leaves the user's hands and the spirits poured into that weapon are not regained. For each additional spirit poured into this ability a +2 bonus is given to damage, though for every 2 poured in to this ability a second weapon floating beside the character that attacks as a bonus action can be gained instead. The max number of weapons is equal to half his ME. +1 damage per level.

Watchdog

Cost: 5

This ability grants the spirit a certain amount of mobility. He may move up to 1 metre per ME of the character, away from the character in order to scout around or gather intelligence.

Step 4: Careers

This is yet another Atlantean class so he would be part of the Guard.

Spirit Creation Table

Roll in each of the sections for each spirit the character has. Determine his disposition, era, passable skills, any magic and attributes.

Step 1: Personality

Roll at least twice on the table below to work out your ancestor's personality.

- | | |
|-------|-------------------------------------|
| 01 | Sullen or morose |
| 02-03 | Sombre or serious |
| 04-05 | Light hearted, cheerful or joyous |
| 06 | Unrestrained, reckless or indulgent |
| 07-08 | Stubborn or obstinate |

09-10 Uncaring, mean, ruthless or cruel
 11 Docile, amenable or cooperative
 12-13 Paternal/maternal or over protective
 14-15 Intimidating, overbearing, bully
 16 Radical or open minded
 17-18 Orthodox or conservative
 19-20 Loving, friendly or amicable
 21 Quarrelsome, hostile or antagonistic
 22-23 Prudent, patient or cautious
 24-25 Impatient, impulsive, reckless or rash
 26 Nervous or apprehensive
 27-28 Confident, sanguine or secure
 29-30 Extrovert, outgoing or talkative
 31 Reserved, shy, timid or introvert
 32-33 Envious, possessive or jealous
 34-35 Dependant or clinging
 36 Self reliant or independent
 37-38 Tolerant or open minded
 39-40 Snobbish, prejudiced or intolerant
 41 Creative, inventive or original
 42-43 Optimistic or upbeat
 44-45 Uncertain, fatalistic or pessimistic
 46 Quick tempered or hot headed
 47-48 Calm or even tempered
 49-50 Forceful, enthusiastic or excitable
 51 Passive or detached
 52-53 Loyal, faithful or reliable
 54-55 Treacherous or disloyal
 56 Honourable or highly principled
 57-58 Dishonourable, shift, deceitful or dishonest
 59-60 Pious, devout or religious
 61 Merciful, compassionate or kind
 62-63 Pacifist, non violent or peaceful
 64-65 Meek, self effacing, modest or humble
 66 Proud, conceited, cocky, pompous or arrogant
 67-68 Lethargic, idle, lazy, easy going or laid back

69-70 Vibrant, energetic, enterprising or ambitious
 71 Deferential, respectful, courteous, polite or civil
 72-73 Impolite, rude, impudent or insolent
 74-75 Charitable or forgiving
 76 Vindictive or vengeful
 77-78 Benevolent, generous or giving
 79-80 Selfish, miserly or greedy
 81 Honest, direct or trustworthy
 82-83 Practical, pragmatic or cynical
 84-85 Sceptical, suspicious or paranoid
 86 Curious or inquisitive
 87-88 Focused or attentive
 89-90 Distracted or absent minded
 91 Lustful, lecherous, flirt or exhibitionist
 92-93 Valorous, brave, bold or audacious
 94-95 Timid, cowardly or craven
 96 Antisocial or cold
 97-98 Idealistic, gullible, trusting or martyr
 99-00 Quiet or mysterious

Step 2: Era and Skills

What era does the character's ancestor come from? This also determines the ancestor's available knowledge and skills. This is important later on if he is able to bestow any skills or advice on the character.

Roll	Era
01-06	200 BC Naval Sailor - Climb, Navigation, Pilot Marine Sailboat, Rope Use, Rowing and Swim.
07-12	100 BC Any Mage Type - Knowledge Artifacts, Knowledge Demons, Knowledge Fey, Knowledge Magic, Knowledge Undead, and Language Stygian. From the Mysticis Disciplinis class choose either Alchemist, Arcanist, Artificer, Biomancer, Chirographer, Chronomancer, Dabbler, Illusionist,

Magus, Mirror Master, Necromancer, Sojourner, Sorcerer, Summoner, Urbainmancer or Warlock.
 13-18 *400 AD Thief* - Appraise, Forgery, Knowledge Street, Loot, Pick Locks, and Pick Pockets.
 19-24 *1096 AD Desert Nomad* - Heat Protection, Horse Archery, Language Persian, Orienteering, Ride Land Animal and Water Find.
 25-30 *1495 AD Any Priest Type* - Knowledge Artifacts, Knowledge Demons, Knowledge Religion, Knowledge Magic, Knowledge Undead, and Knowledge Philosophy. PPE is IQ + ME x4. PPE is recovered at a rate of 20 per hour if asleep. From the Mysticis Disciplinis class choose either Bard, Druid, Houngan, Mystic, Priest, Shaman or Wicca.
 31-36 *1544 AD Diplomat* - Bluff, Bribe, Bureaucracy, Charm, Diplomacy and Etiquette.
 37-42 *1630 AD Merchant/Trader* - Appraise, Bargain, Bribe, Bureaucracy, Charm, and Knowledge Street.
 43-48 *1700 AD Explorer* - Alertness, Direction Sense, Notice, Survival, Tracking and Weather Sense.
 49-54 *1890 AD Sheriff* - Alertness, Fast Draw, Investigate, Knowledge Law Criminal, Ride Land Animal (horse) and 1 Weapon Specialization.
 55-60 *1922 AD Occult Investigator* - Investigate, Knowledge Mythology, Knowledge Religion, Research, Science Anthropology and Science Archaeology.
 61-66 *1932 AD Archaeologist* - Investigate, Knowledge Conspiracies, Knowledge Demons, Knowledge Monsters, Knowledge Mythology and Knowledge Religion.
 67-72 *1944 AD Naval Sailor* - Navigation, Pilot Marine Submersible, Pilot Marine Warship, Pilot Marine

Freighter, Pilot Marine Sailboat and Weapon Group Specialty Sea Vehicle.
 73-79 *1958 AD Doctor* - Forensics, Knowledge Alternative Medicine, Knowledge Drugs, Knowledge First Aid, Research, and Science Medicine.
 80-86 *1965 AD Spy* - Bluff, Disguise, Fast Talk, Gather Info, Intel and Stealth.
 87-93 *1970 AD Army Grunt* - Alertness, Endurance and 4 weapon skills.
 94-00 *1983 AD Air Force Pilot* - Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.

Step 3: Attributes

Roll up as normal. HPs are PE +4, +4 per level. Then determine what level the spirit was when he died so you can work the total amount of HPs he had.

Stalker of Shadows

The Shadow Stalker is an enhanced warrior who has sworn to track, find and slay any fiend or undead. Exhibiting superior mobility and a preternatural sense of awareness, Stalkers can tap into d'arque powers at times of dire need, allowing him to go toe to toe with even the most powerful undead. They prefer close combat, and will use their weapons and spells to do maximum harm. Their tenacity in combat with the effective use of finesse and magic makes them very deadly.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +2 to PS, PP and PE. +4 to SPD and +50 SDC. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Knowledge Demons
Knowledge Monsters
Knowledge Undead
Survival
Unarmed Combat Martial Arts
One Weapon Group Specialty (must be melee) or 1 Weapon Specialization

Step 3: Abilities

The character gains the following free;
Undead Enemy - The Stalker has been tasked with destroying all Undead (includes spirits) and supernatural evil entities wherever and whenever he encounters them. As a result he receives +4 to all combat rolls against them (Strike and AC). This increases by +1 per level. Further he can empower any weapon he is holding into doing damage to any undead or spirit.

He also starts with 30 points to spend on any of the abilities below.

Adrenalin Surge

Cost: 5

The character 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 1 round per PE. The booster cannot be activated again for an amount of minutes equal to how many rounds it was used.

Hearing

Cost: 5

When in the dark hearing increases by x1 normal range per 5 ME with an additional x1 per level (eg. ME 15 = x3 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.

Hide

Cost: 5

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.

Immunity

Cost: 10

To any form of undead special attacks (including fear) and all types of Possession. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18.

Preserve

Cost: 5

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.

Project

Cost: 5

This ability allows the character to send his astral form through walls to see what's ahead to a maximum distance of ME x 90 centimetres. He remains intangible and invisible but can see and hear others.

Speech

Cost: 5

This power allows the hero to speak to someone he knows by talking through the recipient's shadow. This is auditory only, there is no visual. However if the hero prefers he need not speak and instead just listen in to what's going on near the recipient. Range is line of sight or within a 1 kilometre radius per ME. However, the recipient must have a shadow present for this to work. He can also see into an area by looking through that person's shadow.

Spellcast

Cost: 10

A Stalker who can cast spells is automatically bestowed all the spells within the D'arque sphere and cannot ever learn spells from any other sphere. Stalkers can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Vision

Cost: 5

The character can see in absolute darkness at a distance equal to his normal sight.

Step 4: Careers

This is yet another Atlantean class so he would be part of the Guard.

Stormwarden

A Stormwarden's eyes are ever cast to the skies and the endless expanse of blue, channeling the most raw and untamed aspects of nature.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 is necessary. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

1 Weapon Group Specialty

Step 3: Abilities

Stormwarden gain all the following free;

Spellcast - Stormwardens don't pay for the Spellcast ability as they automatically are bestowed all the spells within a particular elemental sphere.

They can receive spells from the spheres of Air and Water but no other. If they are dismissed by their elemental patron for some heinous act they will lose all their abilities.

Stormwardens can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +1 Spell save at levels 3, 6, 9, 12, 15, 16, 18 and 18. +10 PPE at levels 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Stormwardens start with one elemental sphere, either Air or Water. At fourth level they can make a new pact and choose one more elemental sphere.

Additionally Stormwardens start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Air Pocket

Cost: 5

The character can surround himself or any within his line of sight with a pocket of air of up to $ME \times 10$ centimetres radius (+30 centimetres per level) and an SPD equal to ME (+1 per level). Air supply lasts 1 minute per ME, +1 per level. This can also act to purify air, removing 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.

Air Wall

Cost: 5

The ability to manipulate a swirling mass of air currents (10 centimetres per

ME thick, +30 centimetres per level) x (30 centimetres per ME tall, +30 centimetres per level) x (15 centimetres per ME radius, +30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The field adds -10 to the casters 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 STR of 18, +1 per 5 PPE, and people must make a strength roll to force their way through the vortex to grab the caster.

Breathe Water

Cost: 5

He can breathe any true water which has oxygen in it.

Control Water

Cost: 5

He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME, +3 metres per level within line of sight while concentrate. The size of the wave can be up to ME x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, +2 metres per level until his concentration is broken.

Control Wind

Cost: 5

The character can change the wind's direction and even increase its speed or stop it altogether 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. Using this he can ride the wind at ME x2kph (+2kph per level),

lifting himself and an extra ME x5kgs, +5kgs per level. One final side effect is he can 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.

Create Whirlwind

Cost: 5

The character 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. Damage to those within is D6 per ME per round.

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 -2 to his physical elusiveness against hurled missiles like arrows and spears. This increases to -5 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -1 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.

Purify Water

Cost: 5

The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. 2 metre radius per ME, +3 metres per level. As a side effect he can also remove toxins from 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.

Storm Sight

Cost: 5

The character can see through fog, smoke, and other obscuring vapours as if they did not exist. This ability functions underwater as well, allowing him to see through thick silt and other aquatic precipitates.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Stormwardens are most popular with both farmers and sailors.

Thief

One of the oldest professions in the world Thieves specialize 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: Attributes

Roll attributes as normal but +1 PP. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acrobatics
Climb
Knowledge Street
Pick Locks
Pick Pockets
Stealth

Step 3: Abilities

Thieves gain the following ability free; **Backstab** - 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.

Thieves start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Assistant

Cost: 10

Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its

chance of performing the task are determined by rolling under the Thief's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation.

At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard. Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so.

Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including

many hounds) gain a + 1 or +2 to this particular ability.

Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects.

Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Appraise

Cost: 5

A thief can assay an item to determine its exact worth. This is identical to the Appraise skill but works automatically with no roll required. If taken twice this includes magical items and artifacts.

Armour Bonus

Cost: 5

The less armour the Thief wears the higher his combat bonuses. With studded leather armour he gains +1 Strike. Gain a further +1 if the armour is normal leather.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when in a city or village.

Double Jointed

Cost: 5

A double-jointed person has extremely limber muscles, flexible bones, can pop bones in and out of their sockets with ease, and can twist, bend and fold themselves into normally impossible positions. These contortions enable the

character to collapse the bones in his hands to easily slip out of handcuffs or PPEcles, temporarily and painlessly dislocate joints to wiggle out of ropes or straight jackets, slip through small openings and fit into small areas (suitcase, trunk, etc).

Exceptional Balance

Cost: 5

The Thief gains +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Hide

Cost: 10

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

Natural Climber

Cost: 5

+1 to natural climbing, an additional +1 if using equipment.

Stealth

Cost: 5

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.

Strike Bonus

Cost: 5

+1 Strike with melee or thrown weapons.

Step 4: Careers

Acrobat, Assassin, Bandit, Bounty Hunter, Burglar, Cutpurse, Fence, Footpad, Investigator, Outlaw, Scout, Smuggler, Spy, Thug.

Tribal Shaman

A Tribal Shaman is a spiritual leader of a group or tribe who adhere to the belief in Shamanism which incorporates a range of beliefs, customs, ceremonies and rituals regarding communication with the spiritual world in which their religious leader, the Shaman, enters supernatural realms particularly when the tribe is facing adversity or need to obtain solutions to problems afflicting the community including sickness.

Shamanism is not a specific religion but a doctrine based on a belief that physical nature might be brought under the control of man, in the person of a Shaman. The Shaman is believed to have a spiritual connection with animals, supernatural creatures and all elements of nature.

The Shaman helps members of the tribe to identify personal Animal Totems that are spirit guides who walk through life with them and sometimes appear in dreams or Vision Quests or on a Spiritual Journey in the form of an animal. Shamanism is mixed with other beliefs such as Animism, Totemism, Ritualism, and Fetishism and these beliefs, taken as a whole, have strong religious connotations.

The shaman used appropriate words, objects and rituals to protect men from evil spirits - his role is that of opponent to the bad spirits and of guardian to the ordinary man. The role of the Shaman differs from tribe to tribe as there are some regional and tribal variations to their beliefs in Shamanism.

There are, however, several common roles that are shared by every Shaman. A Shaman is a healer, communicator,

educator, prophet and mystic. He provides help and advice to members of the tribe. He is the keeper of myth, tradition and tribal wisdom. The Shaman had Spiritual Healing powers and the ability to treat sickness caused by evil spirits. Most importantly he possesses the ability to communicate with the spirit world, leave the body and enter the supernatural world to search for answers.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Astral
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Religion
Knowledge Undead

Step 3: Abilities

Shaman gain all the following free;

Spellcast - Choose 1 animal Totem as his spirit guide and mentor. As well as advising him the totem will from time to time teach him a spell.

The first sphere the shaman learns from is free and must be from DreamSpeak, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Faerie, DreamSpeak, Geomantic, Common and any Elemental. Shaman can tap into the world's natural PPE at a rate of IQ + ME x4.

Additionally Shaman start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Empathy

Cost: 5

Shaman 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 then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. 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.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Banish Spirit

Cost: 5

The character can banish any spirit he can see within a 1 metre per ME radius. The spirit will either return to its home plane or pass on to the after life.

Magic Bonus

Cost: 10

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 5, 8, 10, 12, 14, 16 and 18. +1 Spell Bonus at levels 1, 4, 7, 9, 12, 14, 16 and 19. Pick 1 extra spell at levels 3, 6, 9, 13, 15 and 18.

Medium

Cost: 5

This character can see and talk to spirits and ghosts. Specifically he can;

- 1) Listen to and relate conversations with the departed.
- 2) Go into a trance and allow a spirit to enter his body in order to speak through it.
- 3) Sense the emotional state of the departed and whether they are being truthful.

Nature Heal

Cost: 5

A Shaman may select a particular type of terrain as his specialty area for healing. Whenever in this terrain the Shaman can heal another life form at phenomenal rates. He must touch the organism for 1 minute uninterrupted to perform the following healing; restore 1 HPS per IQ, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ; negate all pain for 1 minute per IQ, +1 minute per level; or immediately bring a comatose patient up to 1 HP per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. He may choose an

additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Shaman may choose a new terrain.

Save Bonus

Cost: 10

+1 Sanity save at levels 3, 5, 7, 10, 13, 15 and 17. +1 Willpower save at levels 2, 4, 6, 8, 11, 13, 17 and 20.

Spirit Sight

Cost: 5

This will allow the character to see all spirits and ethereals near him.

Spiritual Assistance

Cost: 5

The character is able to recruit spirits to guide him or in some cases render more direct aid. He can recruit 1 spirit per 2 ME, once per day per ME. He can see and talk to any spirits in the area and attempt to convince them to join his cause. Use the table below for creating them. Some spirits may also be used to scout around or gather intelligence.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Just caring for his tribe, although a shaman who has lost his tribe may choose to wander the land aiding others.

Vampire

The original evil Elder Gods of Earth fled the Earth, or were imprisoned or destroyed. One of these imprisoned gods kept watch to try and escape. Eventually the demons on earth contacted him and through them he created the vampires for some unspeakable reason.

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.

In this game a player Vampire is someone who has somehow had his human soul restored to him. Presumably

he has at some point been guilty of murder and the torture and now his restored soul torments him with guilt and remorse.

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

Roll attributes as normal but then add +6 to all physical attributes, and +3D6 SDC. Fangs do 2D6 bite damage. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Vampires start with the following abilities free;

Vampire Form - 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.

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 greater 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 its reaction times. 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. They are immune to Paralysis, Sleep and Charm based attacks and invisible to thermal and infravision. Vampires of this earth do cast reflections, can cross

running water, can enter without invitation and are not held at bay by garlic (unless the player chooses such things as a disadvantage).

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. The process also creates 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.

Additionally Vampires start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Animal Form

Cost: 5

This is the ability to transform into 1 animal type while retaining one's own memories, powers and attributes. Requires 1 action to transform. Choose 1 animal form each time this ability is bought.

Hearing

Cost: 5

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.

Insect Form

Cost: 5

This is the ability to transform into any 1 insect form while retaining one's own memories, powers and attributes. Choose 1 insect form each time this ability is bought.

Mind Control

Cost: 10

Choose either Mental Control, Animal Control, Insect Control or Undead Control. The Control type should compliment any Form types, eg. animal form and animal control, etc.

Mist Form

Cost: 10

The ability to transform all or part of one's body into a living mist. He has no SDC, and gives no heat signature. He can move through the tiniest crack or space, and is immune to all gases. He can move at SPD x3kph, and spread out over an area of IQ x2 metre radius.

Shadow Form

Cost: 5

The ability to transform all or part of one's body into a living shadow. 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% Stealth, 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.

Sight

Cost: 5

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.

Smell

Cost: 5

Can smell any blood within normal olfactory range and identify the blood type. Note this allows him to smell unexposed blood still within a person or animal.

Spellcast

Cost: 10

The cost is for each sphere of magic the Vampire wants to learn from, however the first sphere must be Necromancy. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. Vampires can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 10

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.

Step 5: Careers

Anything, so long as noone realizes what he really is.

Step 6: Disadvantages

Vampires have all the following disadvantages;

Chemicals

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.

Feeding

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. +20 points.

Sunlight

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. Sunlight does 6D6 damage per round of exposure, solar attacks do double their normal damage. +20 points.

Symbol

A holy symbol used by one who believes in it will keep any vampires from approaching within holder's ME x1 metre. However they must BELIEVE in their religion for it to work. +5 points.

Water

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. +5 points.
Wood 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. +5 points.

Walker of Paths

Walkers are those who seek the unknown. They don't seek combat. They explore ruins, ancient tombs, deep caverns and forests to find treasures and unknown information. When they do enter combat, however, they use the primal powers to crush those who disturb their explorations.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +2 to PS, PP and PE. +4 to SPD and +50 SDC. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Orienteering
Survival
Unarmed Combat Martial Arts
3 Weapon Group Specialties

Step 3: Abilities

The character gains the following free;
GPS - The character always knows exactly where he is in relation to where his current home is.

He also starts with 30 points to spend on any of the abilities below.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities.

Danger Alert

Cost: 5

This ability automatically warns the character about impending danger. It shows him the footprint or footprints of hostiles which are about to intersect his own path. He will receive a warning time of 1 minute per 5 ME, +1 minute per level. The footprints will reveal the direction they are approaching from, how many and what race.

Pathway

Cost: 5

Creates a temporary path in the trackless undergrowth. As a bonus it is more difficult to track you, which makes this a great way to escape outraged locals.

Reduce Damage

Cost: 5

When attempting to cross a hazardous area in which damage cannot be avoided, this allows the character to reduce his injuries. The path will reduce any damage taken by -1 per ME, -1 per level.

Safety

Cost: 5

When attempting to flee a combat zone the character can find the safest way out. He may not be able to avoid all combat but he can avoid most of it. While using this ability he also gains +1 per 5 ME to evade any attacks.

Shortcut

Cost: 5

The character can find the shortest possible accessible route to his destination. The shortcut will cut his travel time by 1% per ME, +5% per level.

Track

Cost: 5

The Walker can find a chosen target anywhere by following his psychic footprints. To the Walker they will appear as glowing footprints on the ground which only he can see.

Translate

Cost: 5

The character can understand and speak any language he hears. He does not retain the language once the person he was talking to leaves the area.

True Sight

Cost: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility and recognize what dimension or universe they originate from. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Victory

Cost: 10

This helps the character in combat by showing him a path to move along around his enemy which will give him the greatest amount of bonuses. Receive +1 Strike and +1 Dodge per 5 ME.

Step 4: Careers

Walkers are popular as explorers for merchants, families and governments.

Warrior of Flowers

These fighters are woodsmen skilled at surviving in the wild. Archery is generally their favoured skill, although they can fall back on swordplay if necessary. Flower Warriors may also be skilled in some form of wilderness or nature magic, and sometimes capable of utilizing their terrain or surroundings to their advantage.

Knowledgeable, patient, and skilled hunters, they hunt man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game, even fugitives among their own people.

Step 1: Attributes

Gain +1 to PS, PP and PE. +4 to SPD.
Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acute Hearing
Knowledge Fauna
Knowledge Flora
Knowledge Magic
Orienteering
1 Weapon Group Specialty

Step 3: Abilities

The character gains the following free;
One with Nature - Warriors can blend into and render themselves invisible in any nature surrounding. This ability to hide works equally well in fields of tall grass, clumps of bushes, city parks, rocky hills, sand dunes, or any other non urban area. While in this environment

they may also move with a minimum of sound, almost as if walking on air.

He also starts with 30 points to spend on any of the abilities below.

Adrenalin Boost

Cost: 5

For 1 round per 5 PE the character can boost his PS, PP and PE by +1. +1 round per level.

Animal Friend

Cost: 5

Warriors 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 then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. 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.

Elemental Arrow

Cost: 10

Every non-magical arrow fired by an Archer gains one of the following elemental themed weapon qualities: flaming (can ignite material), frost (cold burn damage), or shock (electrical damage).

Emergency Heal

Cost: 10

Whenever surrounded by plants or trees the character may perform an emergency heal on himself. It immediately restores all lost Hit Points and cleanses any toxins, venoms and poisons from his body. He may only attempt this once per day. Plus once more every third level.

Enhance Arrow

Cost: 5

Every nonmagical arrow the Warrior nocks and lets fly becomes magical, gaining a +1 enhancement bonus just for that shot. However, his magic arrows only function for him. Every time this is rebought he gains another +1.

Enhanced Hearing

Cost: 5

The Warrior has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.

Enhanced Sight

Cost: 5

The Warrior can trigger a magnification effect of double normal. This also gives bonuses to all skills of +1 where visual acuity plays an important role, also negating penalties for darkness and distance.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Mainly as scouts, especially in dangerous areas.

Weaver of Fables

The Weaver is a gatherer and keeper of stories. He is often obsessed by the written word, with cryptic and arcane lore serving as his devoted mistress. Holding to the adage that knowledge is power, the loremaster often forsakes material wealth and personal glory for rare or unusual information, an endless quest that brings him ever closer to his unattainable goal: perfection through edification.

Often rejecting what he views as the pointless affectations and transitory pleasures of his short-sighted neighbors, the Weaver believes that the only worthwhile goal in life is the acquisition of intellectual might. After all, wealth is spent, passions fade, and the power of the body is limited by age, while the mind's capacity to grow greater with time is infinite.

Weavers' lives are spent in study, research, and fieldwork. While the first two lend themselves to their reputation as a bookish recluse, the latter oftentimes forces a Weaver to seek out the aid of adventurers who, through a mutually beneficial arrangement, might provide a degree of protection to the scholar while he seeks whatever knowledge he is after.

For his part, the Weaver provides a wealth of information and arcane firepower to a party. Some Weavers actively deride those of their kind who fear to leave the safety of the temple or library, pointing out that only old lore can be discovered in books—new lore must be sought out in the world. These more active types might join up with an adventuring party for the benefit of the journey, content with whatever

knowledge might be picked up along the way.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15 and PP to 14, or if already over add +1 to each one which is over. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Artistry
Prose

Cryptography

Knowledge Artifacts

Knowledge Geomancy

Knowledge Literature

Knowledge Magic

Step 3: Abilities

Weavers gain all the following free;

Amazing Memory – Weavers can remember absolutely everything one thinks, feels, encounters, and experiences. He can remember and recall everything that he has ever experienced, encountered or learned in his lifetime. He needs only to read, hear or see something once and he will never forget it.

Weavers continue to learn for the rest of their lives and their brain will simply compress neural synapses to contain it all, allowing memory of every event, experience or bit of knowledge from birth to the present. Their mind is also entirely immune to memory manipulation, unless the ability is first negated or stolen.

Additionally Weavers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Body Language

Cost: 5

The power to intuitively read others' body language and anticipate their actions. The user can intuitively read others' body language, allowing them to anticipate their actions and respond accordingly, often allowing the user to predict opponent's attacks.

Book Worm

Cost: 5

The user can read at unrealistic speeds while still retaining all of the information read. They have intuitive knowledge on how to pronounce any word in a language that they know.

Calculate

Cost: 5

The user can solve, measure, and calculate problems through numbers without using mathematical operations, but through pure intuition. They have an intuitive understanding of all forms of mathematics, perceive reality as a numerical construct and instinctively identify the variables/quantum possibilities in any situation. User can isolate/analyze/calculate any/all variables, to solve any/all problems, they possess flawless accuracy/precision, and allow them to always calculate the optimal choice/tactic in any situation, etc. instantly. They can tell how many bullets there is inside a gun and how many have been shot, the measurements of areas or coordinates without having data of it or any information, etc.

An advanced user can tell the numbers of stars in a galaxy, know how many atoms in a certain body, and even determine the material percentage of any chemical compound or physical structure, tell the right time including

hour, minutes, seconds and milliseconds with the slightest thought, which are winning numbers in a lottery, determine the speed and velocity of any object, calculate and predict every outcome related to cause and effect, etc. In the battlefield they can tell the number of incoming armies without counting them.

Comprehension

Cost: 5

The user can gather and assimilate any kind of knowledge and understand it fully and instantaneously, this can happen in two ways:

Passively: when the user reads, sees or hears any concept they will understand it completely, whether it is natural or supernatural. If the user comes into contact with any piece of “information” that is wrong, they intuitively know this and can discern what is correct and what is wrong.

Actively: when the user wants information/knowledge they acquire it instantly and use it perfectly, e.g. the user can gain the skills and knowledge of a doctor to heal someone or gain the experience and skills of a master martial artist for fighting.

Deduce

Cost: 5

The user can process information at incredible speeds, allowing them to analyze and come to conclusions at an unprecedented rate and perceive everything at a faster time frame. User has amazing deductive and information processing ability of anything they've seen, which allows them to figure out connections in whatever they are investigating and process them extraordinarily fast. If they see someone moving their hands to draw something the user can create an image of what

they are drawing in their head without being able to see the canvas.

Fast Learner

Cost: 5

The character catches on quicker than many. Skills cost one point less and are all at +1.

Hardened

Cost: 5

+1 Sanity save at levels 7, 11, 15 and 19.
+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Multitask

Cost: 5

User can partition/transfer any/all calculations to someone or something else, forcing them to do the work instead of you and allowing you to stay clear headed and focused. This allows them to easily multitask while still getting all the necessary work done at the same time. Even calculations or problems that would normally take years or longer to solve can be done in half the time or more by simply transferring the calculations to someone else.

Spellcast

Cost: 10

This character is not a true spellcaster but due to his extensive knowledge of all things is capable of learning magic. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells +4\ per\ level$. The spells can come from any sphere of magic and in any combination (except Divine). He can tap into the world's natural PPE at a rate of $IQ + ME \times 4$.

Spell Bonus

Cost: 10

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Step 4: Career

Weavers are useful for spreading teachings to other communities as well as archivists in their own cities.

Whisperer of Symphonies

The power of music and words has long been acknowledged as an important source of inspiration and amusement. The Whisperer concentrates on spoken spells, using the wizard's skill at weaving melody, lyrics, and rhythm to create enchantments of great power. Musical proficiency or knowledge is required as the subtleties of pitch and expression can have tremendous effect in the casting of the spell.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and MA 14 is necessary. Hit points = PE +6, +6 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Knowledge Artifacts
Knowledge Geomancy
Knowledge Magic
2 Musical Instruments
Sing

Step 3: Abilities

The character gains the following free;
Spellcast - Half the spells should always be from Aria magic. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Aria, Illusion, Tantric, Common and Urbain. Whisperers can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 7 per hour if remain active (but not using magic) and 15 per hour if asleep.

He also starts with 30 points to spend on any of the abilities below.

Accelerated Hearing
Cost: 5

The power to hear everything at an accelerated rate. The character's senses process sound information at such speeds that they can hear every bit of an entire song, even if the length of the whole song was accelerated from a few minutes to one second, since they can process the whole song despite its speed. This also allows one to hear sounds that may be short, allowing them to discern the sound with enough time to react to whatever caused it. +1 to Initiative, with +1 more every third level.

Alter Input

Cost: 5

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 for the before mentioned duration.

Determined

Cost: 5

Gain +1 save per level against any Aria magic and any forms of vocal charm or persuasion.

Enhanced Hearing

Cost: 5

Hearing increases by x1 normal range per 4 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. He can also 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.

Feel Sound

Cost: 5

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.

Infuse Weapon

Cost: 10

The character can cause any weapon that he wields to emit concentrated sound upon contact. Any hit from this weapon will do an additional +D6 per 5 ME +D6 per level, over 10 metres per ME per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. As a side effect he is immune to the effects of loud noises but not the physical damage from sonic attacks. Once the character lets go of the weapon it will no longer produce sound

Pleasant Voice

Cost: 5

When speaking the character gains +1 MA, especially when trying to manipulate others into seeing things his way. Victims must roll to save versus mind control or wind up completely agreeing with him.

Project Voice

Cost: 5

The character's normal voice range is doubled. 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).

Remove Sound

Cost: 10

The character can remove all sound from within a 3 metre per ME range, +3 metres per level over a 1 metre per ME radius +1 metre per level. This also allows him to absorb any kind of sonic attack directed against him of up to 2 points of damage per ME, plus an equal amount per level. If he also has the sonic emission power he can add the damage he absorbs into the damage done by the blast.

True Sight

Cost: 5

When singing 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.

Step 4: Careers

This is basically the original Bard.

The Ancient Era

Rome began as a small town on the Tiber river and grew into a powerful force for civilization, law, and order in the ancient world. The Roman Republic, and its successor the Empire, was a federation of teeming cities linked by arrow-straight roads. Its peace and prosperity—the legendary Pax Romanum—were safeguarded by the invincible legions that held back the barbarian hordes. But Rome also had a darker side: the cruelty of mass slavery and the bloody arena, the greed and opulence of the upper class, the unruly mobs pacified by bread and circuses, and the tyranny of mad emperors, such as Caligula and Nero. The Empire fell into darkness, but its ghost haunted the Middle Ages and inspired the Renaissance. These are the Classes that were available during the period 12,042 BC - 160 AD.

01-25 Altered, Supernatural

01-03 Arcane Archer

04-06 Arcane Trickster

07-09 Arcane Warrior

10-12 Augmented Botanicum

13-16 Avatar of Discord

17-19 Avatar of Harmony

20-22 Avatar of Symmetry

23-25 Beastmaster

26-28 Blade Dancer

29-31 Clockwork Bionnik

32-34 Deep Ranger

35-38 Duke of Monsters

39-41 Dungeon Master

42-44 Essence Channeller

45-47 Fallen

48-50 Helix Warrior

51-53 Hexblade

54-56 Insect Lord

57-59 Invigorated Warrior

60-62 Juggernaut

63-65 Knight

66-68 Magebane

69-71 Monk
72-74 Oracle
75-77 Paladin
78-80 Plant King
81-83 Ranger
84-86 Saint of Pearl
87-89 Samurai
90-92 Sky Knight
93-94 Slayer
95-96 Stalker
97-98 Storm Warrior
99-00 Wandering Avenger
26-50 Mysticis Disciplinis
01-03 Aethermancer
04-06 Alchemist
07-09 Apprentice Wizard
10-12 Aquamancer
13-15 Arcanist
16-18 Astromancer
19-21 Bard
22-24 Biomancer
25-28 Cantor of the Current
29-31 Chirographer
32-34 Chronomancer
35-37 Dabbler
38-40 Defiler
41-43 Dracomancer
44-46 Druid
47-49 Illusionist
50-52 Loremancer
53-55 Magus
56-57 Mechanician
58-59 Mirror Master
60-61 Mutamancer
62-64 Mystic
65-67 Mystic Theurge
68-70 Necromancer
71-73 Novice Priest
74-76 Pharaoh Mage
77-78 Priest
79-80 Resonmancer
81-82 Runemancer
83-84 Sha'ir
85-86 Shaman
87-88 Sojourner
89-90 Sorcerer

91-92 Soulmancer
93-94 Summoner
95-96 Urbainmancer
97-98 Warlock
99-00 Wicca
51-75 Supernatural
01-00 Arcanus. Intelligence.
76-00 Trained
01-04 Agent, A.E.G.I.S.
05-08 Agent, Gaea's Shadow
09-12 Agent, Hammer of Stone
13-16 Amazon
17-20 Archiator
21-24 Assassin
25-28 Gladiator
29-32 Herald
33-36 Hooded Justice
37-40 Intelligencer
41-45 Jester
46-50 Merchant
51-55 Military Officer
56-60 Privateer
61-65 Rogue
66-70 Sheriff
71-75 Skulk
76-80 Soldier
81-85 Squire
86-90 Thief
91-95 Tinker
96-00 Waverider

Aethermancer

According to ancient and medieval science aether (Greek aithēr), also spelled æther or ether, is the material that fills the region of the universe above the terrestrial sphere. Aethermancers are able to see and tap into that higher plane.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Aethermancers gain all the following free;

Spellcast - The first sphere the Aethermancer learns from is free, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

Aethermancers can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save

at levels 2, 5, 8, 11, 14, 17 and 20. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally mancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Aetherwalk

Cost: 5

The ability to shift the character's body into the aether plane. He can affect himself or another and ME x10kgs, +10kgs per level.

Aether Familiar Link

Cost: 5

The mancer may summon and permanently psionically link with a companion from the aether. At any point he may see through its 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.

Aether Shift

Cost: 5

The mancer can shift part way into the aether, just enough to become unsolid but still visible. This enables him to pass harmlessly through any object. He can render himself + an additional 3kgs per IQ, +3kgs per level unsolid. The character is only vulnerable to mind attacks. Once he lets go of an object it is lost in between dimensions. Further while in this state he can draw PPE from the aether for spells he can then cast in our world. He can draw on an additional (IQ + ME) x (20 +D20) PPE though the GM is free to increase this for a particularly rich area.

Contact

Cost: 5

The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be related to magic or mythology somehow.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HPSBonus

Cost: 10

PE +6 HPS instead of 4, +6 per level.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

See PPE

Cost: 5

The character can see PPE or Ley Line power anywhere within his normal sight range.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Agent: Arcane. Espionage.
Government. Intelligence.
Service

AEGIS is an ancient ultra secret organization created to keep the earth safe from all threats supernatural and extradimensional, which might prove to be beyond the power of conventional forces to handle. The group consists primarily of Elves, Dwarves and Humans, though characters of any race can join, if they're good enough. Only high level members of the Elven, Dwarven and Human governments are aware of its existence.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD. HPs are an additional +5.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Orienteering
Survival
Unarmed Combat Martial Arts (a racial specific one may be chosen)
Weapon Group Specialty Blades Long
Weapon Group Specialty Blades Short
Weapon Group Specialty one other
Agents can also specialize in one area from the list below. All the skills listed in each category are gained free;

Arcane Specialist - Knowledge Artifacts, Knowledge Demons, Knowledge Geomancy, Knowledge Magic, Knowledge Undead, Use Magic Device.

Assassination - Ambush, Camouflage, Clayshot, Crackshot, Set/Remove Traps, Tracking.

Extraction/Rescue - Bluff, Fast Talk, Intimidate, Pick Locks, Set/Remove Traps and Stealth.

Intelligence Analyst - Appraise, Cryptography, Forensics, Intel, Investigate, and Research.

Infiltration/Sleeper - Artistry Acting, Bluff, Disguise, Gather Info, Impersonate and Stealth.

Step 3: Abilities

Agents gain the following ability free;

Presence - The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to torture. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Agents start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Ally

Cost: 10

The character has an Ally (see the Advantages section for how these work). The cost of building the Ally is free.

Alternate ID

Cost: 5

This character has an extra identity which to all appearances is legally established. He is registered under two different names, with the player having two sets of IDs, passports, birth certificates, bank accounts, etc.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Favour

Cost: 5

The character is owed either 4 minor favours, 2 major favours or 1 extreme favour (see the advantages section for how these work).

Fully Equipped

Cost: 10

The character has full access to Aegis's inventory (subject to the GM's discretion) and can resupply anywhere Aegis has an outlet.

Hide

Cost: 5

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

Money

Cost: 10

Whenever the character runs out of money he can visit anywhere Aegis has secretly invested money and withdraw up to D6 x1000 sestertii up to once per day per level.

Social Chameleon

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to

understand what's going on and respond correctly.

Stealth

Cost: 5

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.

Strike Bonus

Cost: 5

+1 Strike.

Step 4: Careers

Any which serves as a good cover.

Agent, Gaea's Shadow

Gaea's Shadow is an Elven espionage agency created to keep the Elves safe from all threats wherever they may be. They are exceptionally ruthless and methodical in removing anyone they consider a threat. They patrol wilderness areas in search of monster incursions or enemy invasions, repelling them if they can and reporting on them otherwise. They also spy on enemy troop movements, picking off soldiers and commanders whenever they can. Despite their name they have no affiliation with the entity Gaea. High level Dwarven and Human governments are aware of their existence.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD. HPs are an additional +5.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Orienteering

Survival

Unarmed Combat Martial Arts (a racial specific one may be chosen)

Weapon Group Specialty Blades Long

Weapon Group Specialty Blades Short

Weapon Group Specialty Bow

Agents can also specialize in one area from the list below. All the skills listed in each category are gained free;

Arcane Specialist - Knowledge Artifacts, Knowledge Demons, Knowledge Geomancy, Knowledge Magic, Knowledge Undead, Use Magic Device.

Assassination - Ambush, Camouflage, Clayshot, Crackshot, Set/Remove Traps, Tracking.

Extraction/Rescue - Bluff, Fast Talk, Intimidate, Pick Locks, Set/Remove Traps and Stealth.

Intelligence Analyst - Appraise, Cryptography, Forensics, Intel, Investigate, and Research.

Infiltration/Sleeper - Artistry Acting, Bluff, Disguise, Gather Info, Impersonate and Stealth.

Step 3: Abilities

Agents gain the following ability free;

Social Chameleon - The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly

Agents start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 10

The character has an Ally (see the Advantages section for how these work).

The cost of building the Ally is free.

Alternate ID

Cost: 5

This character has an extra identity which to all appearances is legally established. He is registered under two

different names, with the player having two sets of IDs, passports, birth certificates, bank accounts, etc.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Favour

Cost: 5

The character is owed either 4 minor favours, 2 major favours or 1 extreme favour (see the advantages section for how these work).

Fully Equipped

Cost: 10

The character has full access to Aegis's inventory (subject to the GM's discretion) and can resupply anywhere Aegis has an outlet.

Hide

Cost: 5

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

Money

Cost: 10

Whenever the character runs out of money he can visit anywhere the agency has secretly invested money and withdraw up to D6 x1000 sestertii up to once per day per level.

Presence

Cost: 10

The character has an iron will and radiates an aura of confidence and

authority, +1 to reaction. He is immune to torture. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Really Fast

Cost: 5

+6 SPD and +1 initiative.

Strike Bonus

Cost: 5

+1 Strike.

Step 4: Careers

Any which serves as a good cover.

Agent, Hammer of Stone

The Hammer of Stone organization is a Dwarven espionage agency created to keep the Dwarven empire (or what's left of it) safe from all threats. It is not affiliated with any single deity, despite its name, and does not follow the dictates of any clergy. Rather, it is an ever-changing group, who work deeds outside the normal behaviour of dwarves. For instance, they pillage human settlements, raid other dwarven holds, and ambush dwarven allies suspected of treachery. High level Elven and Human governments are aware of its existence.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. HPs are an additional +5.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Orienteering

Survival

Unarmed Combat Martial Arts (a racial specific one may be chosen)

Weapon Group Specialty Axes

Weapon Group Specialty Clubs

Weapon Group Specialty Crossbows

Agents can also specialize in one area from the list below. All the skills listed in each category are gained free;

Arcane Specialist - Knowledge Artifacts, Knowledge Demons, Knowledge Geomancy, Knowledge Magic, Knowledge Undead, Use Magic Device.

Assassination - Ambush, Camouflage, Clayshot, Crackshot, Set/Remove Traps, Tracking.

Extraction/Rescue - Bluff, Fast Talk, Intimidate, Pick Locks, Set/Remove Traps and Stealth.

Intelligence Analyst - Appraise, Cryptography, Forensics, Intel, Investigate, and Research.

Infiltration/Sleeper - Artistry Acting, Bluff, Disguise, Gather Info, Impersonate and Stealth.

Step 3: Abilities

Agents gain the following ability free;

Presence - The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to torture. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Agents start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 10

The character has an Ally (see the Advantages section for how these work). The cost of building the Ally is free.

Alternate ID

Cost: 5

This character has an extra identity which to all appearances is legally established. He is registered under two different names, with the player having two sets of IDs, passports, birth certificates, bank accounts, etc.

Contacts

Cost: 5

The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. The player

should determine this with the GM. Add an equal amount of contacts each time rebought.

Favour

Cost: 10

The character is owed either 4 minor favours, 2 major favours or 1 extreme favour (see the advantages section for how these work).

Fully Equipped

Cost: 5

The character has full access to Hammer's inventory (subject to the GM's discretion) and can resupply anywhere they have an outlet.

Hide

Cost: 10

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

Money

Cost: 10

Whenever the character runs out of money he can visit anywhere Hammer has secretly invested money and withdraw up to D6 x1000 sestertii up to once per day per level.

Social Chameleon

Cost: 10

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly.

Stealth

Cost: 10

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.

Strike Bonus

Cost: 5

+1 Strike.

Step 4: Careers

Any which serves as a good cover.

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: Attributes

Roll attributes as normal but an IQ of at least 15 and PP 14 is necessary. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Brew

Knowledge Herbalism

Knowledge Magic

Science Chemistry

Toxicology

Use Magic Device

Step 3: Abilities

Alchemists start with the following ability free;

Alchemical Concoctions - A potion is a magic liquid that produces its effect when imbibed. The Alchemist needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

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 PPE to research the formula, at a cost of 500 denarii per potion PPE 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.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Alchemists start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Create Scroll

Cost: 5

The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. To create a scroll the Alchemist must use writing implements and materials which are fresh and unused. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Enhanced Taste

Cost: 5

Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 10

The Alchemist may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

Spellcast

Cost: 5

The cost is for each sphere of magic the Alchemist wants to learn from. The first sphere is free and must be Transmutanic, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. However; spells can only ever be embedded into potions or objects, never cast externally like other

magicians. Alchemists can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: The 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 and a steady hand for experimentation.

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.

Forge: A forge is no laboratory but required for some item creation. It contains a forge plus working tools plus raw materials such as iron in small quantities. Cost of a forge is 1000 denarii and it takes at least one month to build it. Material cost is determined by the item produced, GM decision.

Fine Forge: A fine forge 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 forge 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.

Amazon, Ancient

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: Attributes

Roll attributes as normal but due to her hardy training she receives +2 PS, +3 PP and +2 PE. To qualify as an Amazon she must have a minimum PS of at least 13, PP 14, and PE 13. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Endurance

Ride Land Animal Horse

Weapon Group Specialty Bow

1 other Weapon Group Specialty

2 other Weapon skills

Step 3: Abilities

Amazons gain the following ability free;

Presence - The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. She is immune to intimidation. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

The character also gains 35 points to spend on any of the abilities below.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means she can draw and initiate combat as a single attack. She may then shoot a number of times equal to her number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Fortitude

Cost: 10

+1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.

Inured to Pain

Cost: 10

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately she doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

KO

Cost: 5

The character has an unusually hard, powerful punch. Her blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Leap of Death

Cost: 10

In combat the warrior may leap over intervening monsters one metre per 5 PP even if she would otherwise be pinned. She 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. She may continue to attack for as long as she has attacks until she misses her first monster.

Ride Wild

Cost: 5

The Amazon warrior gains a +4 bonus to Ride checks. The Amazon warrior may not use this ability while wearing heavy armour (unless she has that Armour Mastery skill).

Run like the Wind

Cost: 5

For PE x1 minute SPD and endurance related to that running are tripled.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Career

Horse Trainer, Weapons Trainer, Mercenary, Bodyguard.

Apprentice Wizard

Wizards must serve a long and dangerous apprenticeship. By becoming apprentices, aspiring Wizards find themselves working many long hours at menial tasks in return for lodgings and occasional magical instruction. Many apprentices tire of scrubbing floors, fetching and carrying, and being treated as menial servants and do not complete their apprenticeship. Apprenticeships are possible for most of the Mysticis Disciplinis classes with the exception of the priest which has its own initiate class.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 13 is necessary. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Fey
Knowledge Geomancy
Knowledge Magic
Knowledge Mythology
Knowledge Philosophy
Research

Step 3: Abilities

Apprentices gain all the following free; **Patron** - In return for working for the wizard the apprentice not only gets magic training (if he lasts that long) he also gets free lodging and food. A generous patron may even provide a little extra (like clothing).

Additionally Apprentices start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per 2 ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

PPE Bonus

Cost: 10

+5 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Meditate

Cost: 10

Once per day per 10 IQ per level the Apprentice can meditate for one hour and recover all his PPE.

Save Bonus

Cost: 10

+1 Spell save at levels 3, 7, 11, 15 and 19.

Social Chameleon

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all CHA rolls and +1 skill bonus with all CHA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly.

Spellcast

Cost: 5

The cost is for each sphere of magic the Apprentice wants to learn from. Each sphere costs 5 points. He can learn one sphere at first level, + one more sphere at levels 4, 7, 10, 13, 16 and 19. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells + 4\ per\ level$. The spells can come from any sphere of magic and in any combination. Apprentices can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Wealthy

Cost: 5

Most apprentices come from a wealthy family (the best way to convince a wizard to take you on). Whenever the apprentice runs out of money he can visit anywhere his family has invested money (including an outlet of their business) and withdraw up to $D6 \times 1000$ sestertii up to once per day per level.

Will Bonus

Cost: 5

+1 Willpower save at levels 2, 4, 8, 12, 14, 16 and 20.

Step 4: Careers

Just an apprentice to some wizard.
Although if from a wealthy family he could join the business later.

Arcanist

Arcanists are not like ordinary mortals, their minds exist in two worlds at once; the three dimensional world of our reality and the ethereal world of magic. Arcanists see magic far more vividly than ordinary non PPE 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 PPE and redirect it for casting magic.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Arcanists gain all the following free;
Spellcast - The first sphere the Arcanist learns from is free, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Arcanists can tap into the world's natural PPE at a rate of $IQ + ME \times 4$.

PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at

levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Arcanists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be related to magic or mythology somehow.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 5

The Arcanist may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Meditate

Cost: 5

Once per day per 5 IQ per level the Arcanist can meditate for one hour and recover all his PPE.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Assassin

An assassin is a master of the art of killing, a vicious weapon honed by experience and inclination to learn the myriad ways to end a life. Unlike common warriors or rogues, an Assassin does not study various fighting arts or muddle his training with martial dirty tricks, he instead studies the anatomy of the various creatures of wildly different anatomies and forms of existence, and he uses this knowledge to place his blows in areas vital for biological or mystical reasons. Stealth and sudden violence are his hallmarks, and various exotic tools and killing methods become his tools. Assassins are extremely good at killing people -- that's kind of the point.

Step 1: Attributes

Roll attributes as normal but +1 PP. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Disguise
Set/Remove Traps
Stealth
Toxicology
Tracking
1 Weapon group specialty

Step 3: Abilities

Assassins gain the following ability free; Assess Target - Assassins can size up a person and tell what sort of class they are and guess at most of their abilities.

Assassins start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Ambidextrous

Cost: 5

This character can use either hand with no penalty. This applies to both skills and combat.

Armour Bonus

Cost: 10

The less armour the Assassin wears the higher his combat bonuses. With studded leather armour he gains +1 Strike and dodge. Gain a further +1 if the armour is normal leather.

Backstab

Cost: 5

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.

Exceptional Balance

Cost: 10

Assassins gain +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Hide

Cost: 5

As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Mix and Create new poisons

Cost: 5

Assassins are proficient users of poisons -- ingested, contact, and weaponized. These poisons are often illegal, and if observed using poison, the assassin might be targeted by the law, or by the witness themselves. Familiarity with

poisons also enables them to analyze a poison, to determine what it is, and to protect themselves from it.

Natural Climber

Cost: 5

+1 to natural climbing, an additional +1 if using equipment.

Poison Immunity

Cost: 5

The assassin gains total immunity to one type of poison, toxin or venoms for every 3 PE. +1 per level.

Stealth

Cost: 5

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.

Strike Bonus

Cost: 5

+1 Strike with melee or thrown weapons.

Step 4: Careers

Only one; killing.

Step 5: Disadvantages

The character is hunted by the family of someone he killed at Extreme level. This person or group wants the character dead. +20 points.

Astromancer

Astromancy draws its power from various astrological signs. It assumes a deterministic world-view in which the planets indicate patterns into which individuals are locked and events are destined to occur. During the initial training each character selects one or more zodiac signs each of which grants advantages in different areas. However this does not mean the zodiac signs are all different. He is in tune with each astrological sign and significantly influenced by it. It is left up to the GM whether it is caused by cosmic radiation or if the symbols themselves are distant entities.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Astral
Knowledge Astrology
Knowledge Geomancy
Knowledge Magic
Knowledge Planar

Step 3: Abilities

Astromancers gain all the following free;

Spellcast - The first sphere the Astromancer learns from is free, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

Mancers can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Astromancers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. The first sign presented is from the Hellenic Zodiac while the second is from the Vedik. It is up to the player which zodiac he follows.

Aries or Mesha

Cost: 5

During March 21st - April 20th the mancer gains +1 damage on all his spells each time this is bought, +1 per level.

Taurus or Vrisha

Cost: 5

During April 21st - May 21st all spell durations increase by +1 round each time this is bought, +1 per level.

Gemini or Mithuna

Cost: 5

During May 22nd - June 21st the mancer is able to cast all his spells at half the normal cost.

Cancer or Karka

Cost: 5

During June 22nd - July 22nd the mancer receives an additional +1 to his spell save each time this is bought, +1 per level.

Leo or Simha

Cost: 5

During July 23rd - August 21st the mancer may summon an Astrological being as an ally. At time during the month he may send it back and summon a new one. The two are always in constant telepathic contact.

Virgo or Kanya

Cost: 5

During August 22nd - September 23rd the mancer 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. He can also see a person's aura and tell their power level, state of health, current emotional state, etc.

Libra or Tula

Cost: 5

During September 24th - October 23rd the mancer can shift his soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Scorpio or Vrikchika

Cost: 5

During October 24th - November 21st any enemy who casts a spell against the mancer takes damage from it. The enemy takes double the damage his attack wouldve done to the mancer, +2 per level. If the spell wouldve inflicted no damage then the enemy still takes 1

damage per ME of the character, +1 per level. The mancer still takes normal damage from any attack.

Sagittarius or Dhanu

Cost: 5

During November 22nd - December 21st the range for all spells increases by +50% each time this is bought, +50% per level.

Capricorn or Makara

Cost: 5

During December 22nd - January 19th enemies casting spells at the mancer need to spend twice as much PPE to do so. +50% PPE each time this is bought, +50% per level.

Aquarius or Kumbha

Cost: 5

During January 20th - February 18th any spells the mancer casts costs half the normal PPE.

Pisces or Meena

Cost: 5

During February 19th - March 20th the mancer cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Step 4: Careers

Possible related careers include; Fortune Teller, Medim, Librarian, Antique seller, Archaeologist, Museum representative, Historian, and Stage Magician.

Aquamancer

Aquamancers specialize in the element of water and are very at home in the ocean.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 is necessary. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Brew

Knowledge Artifacts

Knowledge Herbalism

Knowledge Magic

Survival Undersea

Toxicology

Step 3: Abilities

Aquamancers gain all the following free;

Spellcast - Aquamancers don't pay for the Spellcast ability as they automatically are bestowed all the spells within the Elemental Water sphere.

However they cannot ever learn spells from any other sphere. Aquamancers can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1

Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Aquamancers start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bonus PPE

Cost: 10

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Bonus Save

Cost: 10

+1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar

Cost: 5

The Aquamancer may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Presence

Cost: 10

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Sense Disturbance

Cost: 5

Aquamancers can sense a disturbance in the water within a ME x10 metre radius, +10 metres per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense well, fire. He can also detect any elemental magic cast within his radius and what sign type it is.

True Sight

Cost: 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, and the exact nature of the magic.

True Speak

Cost: 5

Can speak and understand the language of anyone he talks to, but only while conversing with the person.

Step 4: Career

Possible related careers include; Librarian, Antique seller, Archaeologist, City guardian, Physician, and Academic Researcher (specialising for instance in Demonology, etc).

Arcane Archer

These are peerless archers able to interweave their magic and ranged attacks into a deadly barrage of arrows to strike down their enemies. Many who seek to perfect the use of the bow sometimes pursue the path of the arcane archer. Arcane archers are masters of ranged combat, as they possess the ability to strike at targets with unerring accuracy and can imbue their arrows with powerful spells. Arrows fired by arcane archers fly at weird and uncanny angles to strike at foes around corners, and can pass through solid objects to hit enemies that cower behind such cover.

At the height of their power, arcane archers can fell even the most powerful foes with a single, deadly shot. Arcane archers deal death from afar, winnowing down opponents while their allies rush into hand-to-hand combat. With their capacity to unleash hails of arrows on the enemy, they represent the pinnacle of ranged combat.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify he must have a minimum PP of at least 14. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Ambidextrous

Bowyer

Clayshot

Crackshot

Horse Archery

Weapon Group Specialty Short Bows

Step 3: Abilities

Archers gain following ability free;

PPE Bow - The PPE Bow is a magical longbow made out of pure PPE which can be willed into existence as needed. It requires 5 PPE to create, +1 PPE per round to maintain. It gives +1 Strike per 4 ME to anything fired from it (doesn't matter whether the arrows are magical or not).

Archers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Arrow, Elemental

Cost: 5

Every non-magical arrow fired by an Archer gains one of the following elemental themed weapon qualities: flaming (can ignite material), frost (cold burn damage), or shock (electrical damage).

Arrow, Enhanced

Cost: 5

Every nonmagical arrow an Archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus just for that shot. However, an archer's magic arrows only function for him. Every time this is rebought he gains another +1.

Arrow, Imbued

Cost: 10

The Archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centred where the arrow lands, even if the spell could normally be centred only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the Archer can fire the arrow as part of the casting. The arrow must be fired during the round that the casting is completed

or the spell is wasted. If the arrow misses, the spell is wasted.

Arrow, Phase

Cost: 10

The Archer can launch an arrow once per day at a target known to him within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way (any magical barrier stops the arrow.) This ability negates cover, concealment, armour, and shield modifiers, so AR is ignored but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Arrow, Seeker

Cost: 5

The Archer can launch an arrow at a target known to him within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Enhanced Sight

Cost: 5

This character's vision is double the normal range.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Spellcast

Cost: 10

The cost is for each sphere of magic the Archer wants to learn from. Each sphere costs 10 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Archers can tap into the world's natural PPE at a rate of $IQ + ME \times 2$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Strafe

Cost: 10

The character can rapidly shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round).

Strike Bonus

Cost: 5

+1 Strike with bows (this bonus does not apply to the PPE bow).

Step 4: Careers

Sniper, bodyguard, mercenary, guard and assassin.

Arcane Trickster

Arcane Tricksters combine their knowledge of spells with a taste for intrigue, larceny or just plain mischief. They are among the most adaptable of adventurers. Arcane tricksters tend to use a seat-of-the-pants approach to adventuring, loading up on spells that improve their stealth and mobility. NPC Arcane Tricksters are the sort of people who might bump into you in a crowded cavern (check your pockets).

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 is necessary. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Climb

Knowledge Magic

Knowledge Street

Pick Locks

Pick Pockets

Stealth

Step 3: Abilities

Tricksters gain all the following free;

Stealthy - 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.

Additionally Tricksters start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Assistant

Cost: 10

Note; a character with this ability automatically gains Animal Training. He

can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Thief's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation.

At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard. Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search.

However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so. Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check

must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a + 1 or +2 to this particular ability.

Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects. Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Backstab

Cost: 5

Once per PE per day (+ once per level) the character can tap into his adrenalin and boost his PP by an additional +1, dodge +1 and SPD +4.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when in a city or village.

Exceptional Balance

Cost: 5

The Thief gains +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Hide

Cost: 5

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

HPs Bonus

Cost: 10

PE +8 HPs instead of 6, +8 per level.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

Spellcast

Cost: 10

The cost is for each sphere of magic the Trickster wants to learn from. The first sphere must be Urbana, each subsequent sphere costs 10 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic (except Divine) and in any combination, but at least half his total spells must always be from Urbana. Tricksters can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Strike Bonus

Cost: 5

+1 Strike with melee or thrown weapons.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Acrobat, Assassin, Bandit, Bounty Hunter, Burglar, Cutpurse, Fence, Footpad, Investigator, Outlaw, Scout, Smuggler, Spy, Thug.

Arcane Warrior

Long ago, after the fall of Atlantis an ancient empire, so ancient that not even a trace of it now remains, developed a means by which a mage could channel his power inward, thereby granting them power beyond that of an ordinary man in terms of physical combat. For centuries, they were employed as the defenders, teachers, and sages of that realm.

However, they were eventually destroyed by a cataclysmic event, one so terrible that no one is quite sure if it was a war, a planetary shift, a natural disaster, or something akin to an act of fate.

Regardless, within a matter of days the empire, along with the majority of the mages that sought to protect it, had been all but completely annihilated. Seeking to preserve what little of their legacy remained, these few brave souls, known in the common tongue as the Arcane Warriors, left for distant lands, in the hopes that they might start anew. Over the millennia that have passed since those times, the skills and knowledge possessed by these individuals have been passed on to a few but they have never been able to restore their previous numbers.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 is necessary. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Endurance

Knowledge Magic

Survival

Use Magic Device

Weapon Group Specialty - choose one

Weapon + Shield

Step 3: Abilities

Warriors gain all the following free;

Enchant Weapon - The character can bond with one specific weapon and starting from first level add one enchantment every second level. This may either be a spell that he already knows or a +1 to Strike. The weapon draws on his PPE when casting a spell. If the weapon is broken the Warrior requires one week (minus one day per 4 ME) to recover enough to enchant a new weapon. He can also sense if his enchanted weapon is within a one metre per ME radius, +1 metre per level. Additionally Warriors start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astral Walk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means she can draw and initiate combat as a single attack. She may then shoot a number of times equal to her number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack

round). Or this may be used with thrown weapons which likewise have a skill in.

Familiar

Cost: 10

The Warrior may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

HPs Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

Spellcast

Cost: 10

The cost is for each sphere of magic the Warrior wants to learn from. The first sphere must be Combatic, each subsequent sphere costs 10 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells + 4\ per\ level$. The spells can come from any sphere of magic (except Divine) and in any combination, but at least half his total spells must always be from Combatic. Warriors can tap into the world's natural

PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Strike Bonus

Cost: 5

+1 Strike with melee or thrown weapons.

True Sight

Cost: 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, and the exact nature of the magic.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

Assassin, Bounty Hunter, Trainer, Weapons Trainer, Mercenary, Bodyguard.

Arcanus Intelligence

The term Arcanus Intelligence refers to intelligence as exhibited by a entity made out of PPE, or magical energy. A PPE intelligence is potentially much more capable of preserving itself than a human because it can feasibly replicate and transmit information between ley lines and other sources of magic.

The character plays an A.I. who is as fully aware as any human.

He can play it as inquisitive, starting with no conception of anything at first and then its personality develops based on its interactions with others. Or from the start he is determined to expand, replicate, become human, become God..

Step 1: Origin

How did the AI come about?

01-25 A unique, new kind of lifeform which naturally developed within the PPEscape.

26-50 Part of an existing previously unseen lifeform which naturally developed within the PPEscape.

51-70 Human/humanoid lifeform which has somehow become trapped in an artifact (by his choice or not) and then his physical body died trapping him.

71-80 Human/humanoid lifeform which has somehow become trapped in the PPEscape (by his choice or not) and then his physical body died trapping him.

81-90 Extraterrestrial lifeform which has somehow become trapped in an artifact or PPEscape.

91-00 Extradimensional lifeform which has somehow become trapped in an artifact or PPEscape.

Step 2: Attributes

Attributes are rolled as normal but only apply in the manascape or in an artifact against other entities. Hit points = PE +12, but do not increase per level. HPs can only increase by being bought. The character only exists in the PPE world though, his attributes do not exist in our world. AI characters earn experience points as do normal characters. They may improve attributes, improve or buy new skills, and buy or buy off qualities as would any other character.

Step 3: Skills

Choose skills in the normal manner, at the start they can choose any six skills free.

Step 4: Abilities

A.I.s gain the following abilities free;
PPE Body - As a being made purely of PPE AIs are immune to aging, diseases and toxins and don't need to sleep. He is composed of magical Data/Memory, allowing him to interact with objects such as magic weapons, magic equipment or any other object that runs on PPE. By entering such a device the A.I. will instantly know everything that is stored in there. However they require some form of storage device to live in whether a wand, jewellery, sword or any other form of mystical equipment. It is also possible for the A.I. to live in a ley line or other source of PPE for as long as he desires, or until expelled.

A.I.s start with 35 points to increase attributes or buy powers with, the only thing is that each power instead of being organic is represented by a virtual reality equivalent.

Boost PPE

Cost: 5

This character can transfer his own PPE to any spell being cast or already cast within 1 metre radius per ME. He can transfer 1 PPE per ME +1 per level, per turn.

Distort Spell Damage

Cost: 5

+1 damage each time bought to any spell he casts.

Distort Spell Duration

Cost: 5

Spell duration increases by +1 round each time bought for any spell he casts.

Distort Spell Range

Cost: 5

+25% range for spells each time bought for any spell he casts.

Draw PPE from people

Cost: 10

This character can steal PPE from anyone within 1 metre radius per ME which he must then immediately use, whether to cast spell or some other use. He can transfer 1 PPE per ME +1 per level, per turn.

Draw PPE from spells

Cost: 5

This character can steal PPE from any spell being cast or already cast within 1 metre radius per ME which he must then immediately use, whether to cast his own spell or some other use. He can transfer 1 PPE per ME +1 per level, per turn.

Jaunt

Cost: 5

Normally the A.I. would need to touch a magical object to enter it. With this ability he can travel without the need for

physical contact. He can transmit himself along any ley lines or jump between nearby ones or any sources of PPE at a rate of 1 metre per IQ per second, +1 metre per level.

Purge PPE Source

Cost: 5

The A.I. can perform the equivalent of an exorcism on any PPE source such as a ley line. Any spirits, entities or other beings hiding within will be forced out.

Spellcast

Cost: 5

The cost is for each sphere of magic the character wants to learn from. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination. PPE = IQ + ME x5. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Truesight

Cost: 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, and the exact nature of the magic.

Step 5: Careers

Not really possible unless someone comes up with something really creative.

Step 6: Disadvantages

AI's can be trapped in an artifact or a ley line that gets isolated from the rest. An AI can only be destroyed under the following circumstances; if attribute loss from damage reduces one of its mental attributes to zero.

Archiator

Archiators are super genius level characters who specialize in medicine. Whether that be through the creation of bionniks, biomanipulation or drugs.

Step 1: Attributes

Roll attributes as normal but IQ is raised to 18 +D6. A PP of at least 14 is desirable. Hit points = PE +4, +4 per level.

Step 2: Skills

This character is a natural scholar and was a genius at University. Any course can be done within ½ the normal time and always gain +1 in any skill that he takes.

Skills are chosen in the normal manner but also gain the following free ones;

- Knowledge Magic
- Science Biology
- Science Chemistry
- Science Mathematics
- Science Medicine
- Science Physics

Step 3: Abilities

Archiator's have three different areas they can specialize in. In each case they can build, repair, custom modify and design the item the ability applies to. Choose one of the following special abilities;

Chemiae - This character specializes in studying and modifying existing drugs as well as designing and creating 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.

Bonus free skills: Knowledge Drugs, Knowledge Herbalism, Toxicology, and +1 to Science Chemistry.

Clockwork Bionniks - This character specializes in creating, repairing and modifying bionnik limbs and the specialized magicked wires which allows the recipient to control the parts. He is a specialist in PPE powered bionniks and surgery.

He can remove limbs and organs and surgically attach bionnik replacements (artificial clockwork limbs). He can also repair them.

Bonus free skills: Blacksmith, Artistry Sculpt, Metallurgy, and +1 to Science Physics.

Eugenico - This character specializes in manipulating genetic material in order to change heredity traits or produce biological products. He can analyse, alter and recreate any genes he has previously studied.

Genetically engineered products include bacteria, drugs, plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities, and of course animal and human mutations. He can also clone an existing or missing limb or organ.

Bonus free skills: Science Botany, Science Zoology, Science Agriculture, and +1 to Science Biology.

Additionally Archiaters start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Bonus Skills

Cost: 10

The character can choose an additional six skills which need not be related to his work.

Followers

Cost: 5

The character can have one assistant or two apprentice per 5 MA.

Genius

Cost: 5

The character has a chance of understanding any alien equipment, gene or drug from his specialty. The chance is equal to his ME x2%, +5% each time retaken.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Immune

Cost: 10

For characters with Eugenio or Chemiae only. Somehow the character has made himself immune to either genetic alteration or the effects of any drugs.

Keen Eye

Cost: 5

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.

Micronization Expert

Cost: 5

The hero can remake anything that exists to a reduced size while retaining all of it's functions. With this talent the character can reduce items to 10% of their original size without loosing any of their initial performance. Anything from modified cell phones and strap on gizmos to super powerful microscopes

built into a pair of goggles. The power of a jet engine can be condensed to a jet pack with micro stabilizers and navigation display.

Specialty

Cost: 10

This buys the character another Archiator specialty.

Spellcast

Cost: 5

The cost is for each sphere of magic the Archiator wants to learn from. The first sphere is free and must be Transmutanic, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level.

The spells can come from any sphere except Divine. However; spells can only ever be embedded into the bionniks, potions or drugs, never cast externally like other mages. Archiators can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Unbelievable

Cost: 5

The Archiator can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Step 4: Careers

Possible related careers include; Surgeon, Practitioner, Pharmacist, and Doctor.

Augmented Botanicum

These warriors are magically infused with an intelligent plant seed which spreads its roots through the entire body. The plant enhances its host without altering their genetic code or causing any biological harm. Once implanted it lives symbiotically inside the body of the recipient where it grants certain mystical abilities.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +2 to PS, PP and PE. +4 to SPD and +50 SDC. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Acute Hearing
Ambush
Camouflage
Foraging
Heat Protection
Knowledge Herbalism

Step 3: Abilities

The character gains the following free;
Botanicum Plant - The character's greatest power is to generate unique types of magical plants from his body. He can either grow them from his own body or fire them out as seeds to grow in the nearby ground. See the table below for the various plant types. Once infested with the Botanicum plant the character stops aging, can absorb an amazing amount of damage before being hurt, and he can regenerate that damage very quickly depending on what made the wound.

Only magical or supernatural damage can be truly fatal. Over time he learns to breathe through his entire body and is

nearly impossible to smother. He heals x2 faster 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. He automatically alters salt water into fresh water in his body.

He also starts with 25 points to spend on any of the abilities below.

Botanicum Antibodies

Cost: 5

These are simply tailored antibodies designed to fight off the most powerful viruses. They grant a bonus to all checks against illnesses and poisons of +5.

Botanicum Hearing

Cost: 5

The user has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.

Botanicum Lungs

Cost: 5

This implant modifies the lung tissue as well as the structure of the blood vessels in order to allow the user to spend more time underwater, including fully functioning gills. 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.

Botanicum Muscle

Cost: 5

This process toughens up existing muscle. The result is an increase in strength (+4 PS) and toughness (+20 SDC). The skin's AR is increased by 1. +1 each time rebought.

Botanicum Save

Cost: 5

The botanicum plant tries 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 it douses the brain in neuroprotectants and lower the body temperature, to allow a cryogenic suspension. The recipient heals twice as fast as normal.

Botanicum Sight

Cost: 5

The botanicum can see heat images and traces the same way as thermo optic equipment, can see invisible lifeforms by their heat. Further he can also see Electrical fields (and their intensity), Gravity waves (in a radar like manner), PPE or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. All equal to normal sight range.

Botanicum Speed

Cost: 5

This process encourages the neural cells in the spinal cord 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. +5 to initiative and an extra attack.

Botanicum Stamina

Cost: 5

This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.

Botanicum Talk

Cost: 5

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).

Botanicum Witch Sight

Cost: 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, and the exact nature of the magic.

Step 4: Creator

Determine what organization is behind giving the character his abilities. This is who he works for;

01-40 Create a nature based secret society.

41-90 Government department working for a monarch. Choose a country and agency.

91-00 Create a mad druid.

Allies or enemies?

Is the character still with his sponsor and how do they feel about each other?

01-16 Still with the sponsor and very well treated. Receives favours and a high wage from them of D10 x10 sestertii per week.

17-24 Still with the sponsor and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x2 sestertii per week.

25-32 Still with the sponsor and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 organization closed down or dead.

45-52 Sponsor still exists but has moved onto other experiments or projects. Not interested in the character.

53-68 Left the sponsor on very good terms. May receive favours and freelance work from them.

69-84 Left the sponsor after a major fight and some injuries. Hunted by them at Difficult level. They want him recaptured.

85-92 Left the sponsor after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.

93-00 Left sponsor after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the sponsor has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

Botanicum Plants

Listed here are the various plants available to the character which he can grow.

Banana Split

This Banana can split its skin open and launch bananas up to 1 metre per ME. Upon hitting the ground the banana explodes doing no damage but covering a radius of 1 metre per 5 ME area with a slippery surface. Any moving through it are at half PP and SPD.

Bonk Choy

This plant expands to half the character's size and can rapidly punch nearby enemies that are within 1 metre of them, for D6 per level damage.

Cactus

Cacti can shoot spikes in any direction. Range is 1 metre per ME for a total damage of D6 per level.

Cherry Bomb

Cherry Bombs can blow up everything within a 1 metre per ME radius, +1 metre per level.

Four Leaf Blover

Blovers can blow away any clouds or fog within a 1 metre per ME radius, even magical ones.

Hot Potato

Hot Potatoes maybe used to melt any areas covered in snow or ice. They radiate heat at 10 degrees celsius per ME over a 1 metre per 5 ME area.

Iceberg Lettuce

Iceberg Lettuces maybe used to freeze an area of up to 1 metre per 5 ME. They radiate cold reducing the current temperature by -10 degrees celsius per ME.

Lightning Reed

Lightning Reeds shoot lightning at any target within 1 metre per ME. The bolt will then arc and hit any other target within 1 metre per ME of that one. Damage is D6 electrical damage per level.

Peashooter

Peashooters shoot peas at attacking enemies doing D6 per level within a range of 2 metres per ME.

Plantern

Planterns light up an area, letting you see through fog and even the darkest areas.

Pumpkin Armour

This expands to fully cover the character like real armour with an AR of 10, +1 per level, and 5 HPs per ME.

Squash

Squashes enlarge to the same size as the character as they fly out and will smash the first target they hit, inflicting D6 per ME and per level crushing damage.

Venus Flytrap

Another plant which grows to human size and with a bite that does D6 per level.

Wall-nut

Like the Squash, Wall-nuts expand as leave the character's body expanding to the same height as him and acting as a defensive

Avatar of Discord

An Avatar of Discord, also styled as a Champion of the Infernal, is an individual who has dedicated himself to further the cause of his particular patron Diabolical God, or the Infernal as a whole. The Infernal is attractive for the simple reason that it offers enormous power to those willing to turn away from the light and walk its dark path. Outside of fables and morality plays, crime and ruthlessness often pay quite well. Yet in a world where divine judgment is inevitable and magic lets the living glimpse places like Hell, and the Abyss for themselves, why make enemies in this world and damn yourself in the afterlife?

Because this Avatar believe that the end justifies the means, and that his noble objectives will eventually offset his monstrous deeds. His mission might not be inherently evil—it might even be noble—but it's too important to compromise. If atrocities will get the job done, he doesn't hesitate. But is he sinning to serve his purpose, or is he drawn to his purpose because it gives him license to sin?

The road to power begins by first offering body and soul to the Infernal. Not all who choose to so dedicate themselves are accepted by the diabolical powers, who truly only want the elite of mortals in their service as their Avatars. Often it takes a spectacular deed of courage to attract the attention of the diabolical powers. If the candidate is accepted he receives a mark or tattoo of some kind from his patron. Each mark confers some supernatural ability or physical characteristic.

Once an Avatar receives his mark he begins to attract followers from the lesser servants of the Infernal including mortals and even daemons if the Avatar proves powerful and successful enough. The Infernal use their Avatars to further their aims in the material universe. The Avatar's life becomes an endless series of battles, raids and quests to serve the diabolical powers. All Avatars are mortal and can be killed, although this is always a dangerous undertaking as they are exceedingly powerful foes. The truly successful Avatars of the Infernal are rewarded with immortality and are elevated to the rank of Daemon Lord.

Chaos expresses the principle of possibility unfettered by rules. The effects of Chaos can be beautiful, but left unchecked, they become too disruptive for life. The Diabolical Gods have the powers of gods but the behaviour, and often the appearance, of demons. When they appear at their worst, they deliberately inflict pain and suffering on mortals for amusement; even at best, they are not concerned with the harmful effects of their creations.

Step 1: Attributes

Roll attributes as normal but then add +2 to ME, PS, PP, PE and +4 SPD. Hit points = PE +12, +12 per level. +1 to save vs. Willpower per 5 ME.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Avatars start with the following abilities free;

Bestowed - The character must choose one or more Infernal Deities (or he and the GM can create one together). The player should work out with his GM

whether its ok to have multiple patrons. While it may allow access to more powers those patrons may also have different agendas. 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.

Anyone touching him or that he touches takes up must save vs trauma or go into shock for D4 minutes per level. The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Avatar do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Avatars start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific power, it must be rebought for each additional power.

Blight Touch
Cost: 5

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 IQ per level can be thus made unsuitable for consumption.

Companion
Cost: 10

This Avatar can summon the service of an unusually intelligent, strong, and loyal demon to serve him. This companion has an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. At any point he may see through its 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. Types of Demons can include Succubi, Warriors, Mages, etc.

Control Undead
Cost: 5

The character can dominate the wills and actions of any undead whether corporeal or spirit. The victim must save on their willpower to resist. He can control up to 1 undead per 2 ME, +2 per level.

Infernal Touch
Cost: 5

The touch of the avatar causes the victim to relive all his sins and be traumatised. He must then save vs Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

Inflict Disease
Cost: 5

The character can carry and transmit any existing non lethal disease via skin contact. As a side effect he is also completely immune to all diseases.

Poison Blood
Cost: 5

The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes, -1 minute per level. One

minute is the minimum it can drop to. As a side effect he is immune to all poisons.

Spellcast

Cost: 10

Diabolical magic only but he is bestowed with all the spells within that sphere. Avatars can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Tongues

Cost: 5

Avatars can speak and understand the language of whoever they are currently talking to and subtly influence them by implanting an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat.

Truesight

Cost: 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, and the exact nature of the magic.

Unholy Aura

Cost: 5

Avatars can cause others to see their true aura having the following effects;

- 1) All enemies within line of sight suffer -1 per 2 MA on all their rolls for ME x1 round.
- 2) All enemies also become unnerved and prone to panic or being routed. Any saves against panic are at -1 per 5 MA of the Avatar.

Step 4: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Step 5: Disadvantages

You are Watched at +20 points by your patron deity. At some point he or she might require you to perform some act on their behalf, and you'd better not disobey.

The road to hell is paved with the best of intentions, something that's starting to dawn on you. As is the realization that despite all your best intentions you are damned to burn in hell..

Avatar of Harmony

An Avatar of Harmony, also styled as a Champion of Balance, is an individual who has dedicated himself to further the cause of his particular patron Neutral God. Good and Evil are in constant struggle, but they are kept in check by the Cosmic Balance, an even more powerful force for neutrality. Both these paths are treated as two equally useless philosophies. After all good cannot exist without evil, and vice versa. Balance is necessary.

The Cosmic Balance maintains the balance of power between Law and Chaos, Good and Evil by keeping both sides from overstepping the rules of war. It rarely manifests directly, but when it does it appears as a great pair of scales suspended in the sky.

Step 1: Attributes

Roll attributes as normal but then add +2 to ME, PS, PP, PE and +4 SPD. Hit points = PE +12, +12 per level. +1 to save vs. Willpower per 5 ME.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Avatars start with the following abilities free;

Bestowed - The character must choose one or more Neutral Deities (or he and the GM can create one together). The player should work out with his GM whether its ok to have multiple patrons. While it may allow access to more powers those patrons may also have different agendas. 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.

Anyone touching him or that he touches takes up must save vs trauma or go into shock for D4 minutes per level. The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Avatar do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Avatars start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific power, it must be rebought for each additional power.

Bane

Cost: 5

When fighting an enemy, any spells cast by the victim against the Avatar will fail.

Companion

Cost: 10

This Avatar can summon the service of an unusually intelligent, strong, and loyal familiar to serve him. This companion has an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. At any point he may see through its 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.

Equal

Cost: 5

In combat if the enemy's PS, Strike, AR and HPs are greater than the Avatar's, then his will increase to match the enemy's exactly. If the Avatar's are greater then nothing happens.

Immutable

Cost: 5

Any attempts to alter the Avatar in any way by either powers, magic or science will fail.

Match

Cost: 5

When fighting an enemy, if the victim has a superior weapon to the Avatar then Avatar's own weapon (or whatever he's holding) will become a temporary identical copy of it. This includes any bonuses and powers.

Nullify

Cost: 5

When fighting an enemy, the victim's powers and supernatural abilities will not function.

Spellcast

Cost: 10

The cost is for each sphere of magic the Avatar wants to learn from. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells + 4\ per\ level$. The spells can come from any sphere of magic and in any combination. This is one of the few mages who can learn any spell. Avatars can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour

if remain active (but not using magic) and 20 per hour if asleep.

Sympathy

Cost: 5

Identical to the Equal ability except this can be used with any ally of the Avatar which he concentrates on.

Tongues

Cost: 5

Avatars can speak and understand the language of whoever they are currently talking to and subtly influence them by implanting an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat.

Truesight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Step 5: Disadvantages

You are Watched at +20 points by your patron deity. At some point he or she might require you to perform some act on their behalf, and you'd better not disobey.

Avatar of Symmetry

An Avatar of Symmetry, also styled as a Champion of Order, is an individual who has dedicated himself to further the cause of his particular patron Lawful God, or the Order as a whole. Order is attractive for allowing the character to mete punishment on those most deserving. Avatars fight to protect the civil rights accorded under the law, tangling with politicians who seek to disregard or outright abuse them. Hunting down wanted individuals and groups, returning them to face their just punishment in a court of law. Though he may also see himself as the hand that metes out deserved punishments.

They also fight the insurgent forces of darkness, save a small town from being overrun by undead, build bastions of safety in the chaotic wilderness to serve as a front line against invading hordes. Avatars may also seek to release the downtrodden from dictatorial rulers and eradicate the slave trade-or at least disrupt and curb it where they can. They regard law as necessary for the welfare of society. They fight to abolish or change laws they deem unjust, and they always aid those in need. They oppose evil wherever it is found, and avoid putting the good of the individual ahead of what is good for the masses.

Law provides order, structure, and justice to the world. Without it, nothing material could exist. Law appears friendly to life, but a realm controlled by Law alone becomes just as stagnant as one overrun by Chaos. Without wrongs to right and injustice to correct, Law becomes meaningless.

Step 1: Attributes

Roll attributes as normal but then add +2 to ME, PS, PP, PE and +4 SPD. Hit points = PE +12, +12 per level. +1 to save vs. Willpower per 5 ME.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Avatars start with the following abilities free;

Bestowed - The character must choose one or more Order Deities (or he and the GM can create one together). The player should work out with his GM whether its ok to have multiple patrons. While it may allow access to more powers those patrons may also have different agendas. 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.

Anyone touching him or that he touches takes up must save vs trauma or go into shock for D4 minutes per level. The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Avatar do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Avatars start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to

one specific power, it must be rebought for each additional power.

Bless

Cost: 5

This power purifies spoiled food and water spoil, including removing any toxins and poisons. Up to 10 cubic centimetres of food and drink per IQ per level can be thus made suitable for consumption. ME of the character +D6 per level.

Companion

Cost: 10

This Avatar can summon the service of an unusually intelligent, strong, and loyal angel to serve him. This companion has an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. At any point he may see through its 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. Types of Angels can include Warriors, Mages, etc.

Cure Disease

Cost: 5

The Avatar's touch can cure any disease.

Holy Aura

Cost: 5

Avatars can cause others to see their true aura having the following effects;

1) All evil enemies within line of sight suffer -1 per 2 MA on all their rolls for ME x1 round.

2) All evil enemies also become unnerved and prone to panic or being routed. Any saves against panic are at -1 per 5 MA of the Avatar.

Holy Touch

Cost: 5

This 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 once every 24 hours per 3 ME.

Remove Curse

Cost: 5

By touching a person or object he can immediately remove a curse. The higher the level of the character the more powerful the curse he can remove.

Spellcast

Cost: 10

Divine magic only but he is bestowed with all the spells within that sphere. Avatars can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Tongues

Cost: 5

Avatars can speak and understand the language of whoever they are currently talking to and subtly influence them by implanting an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat.

Truesight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Step 5: Disadvantages

You are Watched at +20 points by your patron deity. At some point he or she might require you to perform some act on their behalf, and you'd better not disobey.

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.

Throughout the British Isles local kings, princes and chieftains maintained bards, bestowing gifts upon them for their services. The bards played the harp, and sang elegies and eulogies on famous men, composed proverbs, and recited sagas. Monasteries also occasionally maintained bards as historians and genealogists.

The high esteem in which the bard was held is evident in the early legal codes of both Ireland and Wales. The Laws of Hywel Dda (Howel the Good), distinguish two classes of bard: the bardd teulu, who was a permanent official of the king's household, and the

pencerdd ('chief of song'), or head of the bardic fraternity in the district.

The term bard has sometimes been extended to refer to epic singers of non-Celtic peoples, such as the aoidoi of the Homeric epics and the bards of Eastern and Western Central Asia. Singing long narrative poems of the great heroes of the past, these epic singers were also poets, composers, instrumentalists, and story-tellers. The many sided nature of their role goes back to a past when their function were in some ways comparable to those of the old Celtic bards.

Bards are skilled in the arts of songs, story-telling, dramatics and music. They are powerful public speakers and have the ability to move an audience to action with the power of their word. With their instruments they are able to weave songs of great potency and enchantments of lasting moment. Bards make their living by providing live shows in cities, villages and palaces. They enjoy guaranteed bed, board and spending money, though in return they are expected to produce words and music as the patron demands.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and MA 14 is necessary. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Charm

Knowledge Geomancy

Knowledge Magic

Sing

Choose 2 of the following; Music

Percussion, String or Wind

Step 3: Abilities

Bards gain all the following free;

Spellcast - Half the Bard's spells should always be from Aria magic. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Aria, Illusion, Tantric, Common and Urbain. Bards can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 7 per hour if remain active (but not using magic) and 15 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13, 17 and 20. +1 Spell Bonus at levels 8, 11, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Bards start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Damage Bonus

Cost: 10

+1 or +25% damage to Aria spells each time bought (whichever is highest).

Determined

Cost: 5

Gain +1 save per level against any Aria magic and any forms of vocal charm or persuasion.

Enhanced Hearing

Cost: 5

Hearing increases by x1 normal range per 4 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.

Extend Duration

Cost: 10

Spell duration increases by +1 round.

Fortitude

Cost: 10

+1 Sanity save at levels 1, 4, 7, 10, 14 and 19. +1 Willpower save at levels 1, 3, 6, 9, 12, 15 and 18.

HPs Bonus

Cost: 10

PE +8 HPs instead of 6, +6 per level.

Pleasant Voice

Cost: 5

When speaking the character gains +1 CHA, especially when trying to manipulate others into seeing things his way. Victims must roll to save versus mind control or wind up completely agreeing with him.

Project Voice

Cost: 5

The character's normal voice range is doubled. 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).

Range Boost

Cost: 10

+25% range for spells.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Bards can perform alone or in groups, wandering the countryside or on retainer for royalty.

Beast Master

A Beast Master feels more at home among the animals of nature than fellow sentient beings. Over time, these wanderers befriend a wide variety of animals, from mighty dire lions to tiny weasels. Beast Masters are typically loners, relying on their animal companions for friendship on their travels. Good-aligned Beast Masters might use their powers to right injustices, even allying themselves with rural villages for a time. Evil-aligned Beast Masters are often openly hostile to civilization, becoming reclusive xenophobes. Each forms a bond with a selected group of animals which offer him their support, and he watches over them in turn.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Animal Care

Animal Noise

Animal Training

Knowledge Fauna

Knowledge Flora

Ride Animal (either Air, Land or Sea)

Step 3: Abilities

Beast Masters start with the following ability free;

Animal Ally - The Beast Master can establish telepathic communication with any 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. It will answer any of his questions.

Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. 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. He can have one ally per 5 ME.

Additionally Beast Masters start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Abilities

Cost: 5

The Beast Master can draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within a 10 metre radius per ME, +10 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. Some examples can be found here under the Animal Mimicry power.

Control Animals

Cost: 5

The character can summon any animals within an area of 100 metres per ME radius, +100 metres per level. Up to 1 animal per 2 ME of choice, +1 animal per level. Once the animals enter a radius of 10 metres per ME (+10 metres

per ME per level) they come fully under his control and will obey any telepathic commands from the character.

Enhance Ally

Cost: 5

With this he can temporarily transfer physical attribute points from himself to one of his animal allies. He can only do this with PS, PP, PE, SPD and SDC. He can transfer as many points as he wants but none of his attributes can drop below one point. If either he or the animal are rendered unconscious then all the points revert back to him.

Heal Animal

Cost: 10

The ability to heal any animal at phenomenal rates. The character must touch the animal for 1 minute uninterrupted to perform the following healing;

- 1) Restore 1 HP per IQ, +1 per level per 10 minutes.
- 2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.
- 3) Negate all pain for 1 minute per IQ, +1 minute per level.
- 4) Immediately bring a comatose patient up to 1 HP per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Natural Chameleon

Cost: 5

Using this ability the Beast Master can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, 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 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 stealth skill raising it to a supernatural level and preventing any non magical detection. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Nature Survival

Cost: 5

Due to a Beast Master's extensive experience and training in jungles and forests they gain +1 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Possess Animals

Cost: 5

This character can transfer his mind into any animal 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. If taken twice he can transfer his entire body.

Sense Animals

Cost: 5

The Beast Master can detect the presence of any animals within an area of 100 metres per ME radius, +100 metres per level.

Talk to Animals

Cost: 5

The character talk to animal life forms and understand their reactions. He can speak and understand, and where possible read and write any animal language he comes into contact with at his base IQ score after 1 day (-1 hour per IQ of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + IQ. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. This will apply more to an evolved animal race.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Gameskeeper, Animal Breeder, Zookeeper, Animal Liberationist.

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: Attributes

Roll attributes as normal but raise IQ to 15, or if already over add +1 instead. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Demons
Knowledge Fauna
Knowledge Geomancy
Knowledge Magic
Science Biology

Step 3: Abilities

Biomancers gain all the following free; **Spellcast** - The first sphere the mancer learns from is free and must be from Biomantic, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Biomantic, Transmutanic, Common, Chaotic and Necromantic.

Mancers can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 4, 7, 11, 15 and 19. +1 Willpower save at levels 1, 3, 5, 9, 13, and 17. +1 Spell Bonus at levels 4, 7, 10, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Biomancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Alter Attributes

Cost: 5

The Biomancer can at any time rearrange points between any of his physical attributes. This includes PS, PP, PE, SPD and in an emergency SDC. No attribute can ever be reduced to below one, and there will be consequences for any low attributes.

Alter Body

Cost: 5

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.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be involved in medicine or pharmacy.

Damage Bonus

Cost: 5

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 5

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.

Graft

Cost: 5

The Biomancer learns how to take the flesh of one creature and graft it onto another, in order to impart the abilities of one creature with another. He may perform this operation on any living corporeal creature. The operation requires a portion of the remains from another living corporeal creature that has the ability that will be added to the base creature. He can only attach grafts that have been removed from their creature of origin for no longer then 1 day per level of the Biomancer. After completing the graft the base creature can heal any damage it sustained and gains the use of the grafted ability, usable in the same manner as the original creature from which the graft was harvested.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; CSI, Pathologist, Mortician, Surgeon, Microbiologist, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

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: Attributes

Roll attributes as normal but due to his hardy training he receives +2 PS, +2 PP and +2 PE. To qualify he must have a minimum PS of at least 13, PP 14, and PE 14. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
1 form of Armour Mastery
Endurance
Unarmed Combat Wrestling
1 Weapon Group Specialty
2 other Weapon skills of choice

Step 3: Abilities

Blade Dancers start with the following ability free;

Blurred Attack - The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Additionally Bladedancers start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Cyclonic Dance

Cost: 5

Once per hour per 5 PE can triple the number of attacks in one combat.

Grab Blade

Cost: 5

Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate PP rolls.

Evasive Dance

Cost: 5

The character performs a special dance during combat keeping him on the move and very hard to hit. +1 dodge each time this ability is taken.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Leap of Death

Cost: 5

In combat the warrior may leap over intervening monsters one metre per 5 PP 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

Cost: 5

The Dancer can catch any object thrown at him at a rate of 1 per 3 PP, or arrows/bolts at 1 per 4 PP within 1 combat melee.

Parry Missile

Cost: 5

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.

Spellcast

Cost: 10

Blade Dancers can learn any spells with the exception of Biomantic, Chronomantic, Divine, Duh and Urbana. Half the spells must be Combatic though. Dancers can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Strafe

Cost: 10

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Career

Almost anything really though more likely to be a bodyguard, mercenary or in some form of army.

Cantor of the Current

These underwater Bards are artists first and foremost, and they practice magic just as they practice song, drama, or poetry. They have a clear sense of how people perceive reality, so they master charm magic and some illusions. Sagas of great heroes are part of a bard's repertoire, and most bards follow the example of many fables and become skilled in a variety of fields. A bard's artistic ability, knowledge of lore, and arcane might are widely respected, particularly among the world's rulers.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and MA 14 is necessary. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Charm

Knowledge Current Events

Knowledge Magic

Knowledge; choose 1

Sing

Choose 1 of the following; Music

Percussion, String or Wind

Step 3: Abilities

Cantors gain all the following free;

Spellcast - Half the Bard's spells should always be from Aria magic. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Aria, Illusion, Tantric, Common and Urbain. Cantors can tap into the world's natural PPE at a rate of IQ + ME x3.

PPE is recovered at a rate of 7 per hour if remain active (but not using magic) and 15 per hour if asleep. +10 PPE at

levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13, 17 and 20. +1 Sanity save at levels 1, 4, 7, 10, 14 and 19. +1 Willpower save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Spell Bonus at levels 8, 11, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Cantors start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Extend Duration

Cost: 10

Spell duration increases by +1 round, but Aria spells only.

Familiar Ally

Cost: 5

Rangers can establish telepathic communication with any small or normal aquatic 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. It will answer any of his questions. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. 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.

Hear in currents

Cost: 5

Cantors can sense a disturbance in the water within a ME x10 metre radius, +10 metres per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense well, fire. He can also detect any elemental magic cast within his radius and what sign type it is. Hearing increases by x1 normal range per 4 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.

Immune Charm

Cost: 5

Gain +1 save per level against any Aria magic and any forms of vocal charm or persuasion.

Pleasant Voice

Cost: 5

When speaking the character gains +1 MA, especially when trying to manipulate others into seeing things his way. Victims must roll to save versus mind control or wind up completely agreeing with him.

Project Voice

Cost: 5

The character's normal voice range is doubled. 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).

Range Boost

Cost: 10

+25% range for Aria spells.

Sonar

Cost: 5

The character can sense objects in total darkness including shape, distance, direction and speed while in a liquid environment. It has a radius of 10 metres per ME, +30 metres per level radius. +4 Initiative, and +1 Attack.

True Sight

Cost: 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, and the exact nature of the magic.

True Speak

Cost: 5

Can speak and understand the language of anyone he talks to, but only while conversing with the person.

Step 4: Careers

Cantors can perform alone or in groups, wandering the oceans or on retainer for royalty.

Chirographer

Similar to Artificers rather than casting spells directly on a character Chirographers instead infuse magic into scrolls, walls, floors or objects via the use of written letters, runes, wards, symbols and circles. These can be done by an enchanted stylus using brush strokes, engraving or chiselling.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15 and PP to 14, or if already over add +1 to each one which is over. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Cryptography

Engrave

Forgery

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

Step 3: Abilities

Chirographers gain all the following free;

Spellcast - The first sphere the Chirographer learns from is free and must be Caligramancy, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. However; spells can only ever be embedded into objects, never cast externally like other mages.

Chirographers can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16,

18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Chirographers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bibliomancy

Cost: 5

This is a special ability which allows the Chirographer to instantly find the information he needs from a book. All he need do is pick up the book, concentrate for a minute on what it is he is looking for, then drop the book. It will then fall open on the exact page which has the information he is looking for.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be involved in writing or print somehow.

Create Scroll

Cost: 5

The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. A scroll is a spell (or collection of spells) that has been stored

in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is (one day minus one hour per IQ over 12) multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Create Stylus

Cost: 5

This is the special ability to create a magical pen to write magic words, wards, circles, symbols, numbers, music and drawings. It can write underwater and is unaffected by gravity, pressure or other conditions in atmospheres. It will mark any object. It is used as a focus to directly transfer the Chirographer's PPE onto the object he is scribing on.

Create Tarot

Cost: 5

The tarot is typically a set of seventy eight cards, comprising twenty one trump cards, one fool, and four suits of fourteen cards each. Each card has a different symbolic meaning and together they are used for fortune telling. The Chirographer has the ability to magically inscribe cards for use by others for divination. While there is a standard suit of cards used he may of course use different images on the cards, tailoring them to suit each client.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies

to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Psychography

Cost: 5

Psychography is a technique for channelling written messages from a spirit. There are 4 different levels for this and the character must pick which level he is when he first takes this ability. There is no real difference ability wise, but it may make the character more vulnerable to possession.

Level 1 - A spirit may take control of the character's arm and writes independently from his awareness.

Level 2 - The character keeps relative control of his limb, but still feels a foreign influence on its movement. Unlike level one he knows all that is being written and can stop to rest or to turn the page whenever he sees fit.

Level 3 - A spirit may communicate with the character's subconscious resulting in him writing what is on his mind, though it is something different from what he would normally think. Sentences come formed, but he can amend them with richer vocabulary or a better syntax before writing them down. This is the most common type, but is less reliable and is usually marred by the interference of the Chirographer's conscience.

Level 4 - The least intrusive level allows the character to receive vague notions in his mind which writes in his own words. This type of psychography is very

difficult to tell apart from the regular thinking process especially in people with a literary talent.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Poet, Novel Writer, Journalist, Painter, Editor, Public Relations, Script Writer, Columnist, Teacher and Researcher.

Chronomancer

Chronomancers are the masters of time. They are often shadowy figures by choice, believing the world would be at risk should chronomancy become widespread knowledge, such that all of their time and effort would be wasted fixing temporal problems created by others. Many Chronomancers take the role of historians being deeply infatuated with the past and its accurate recollection; if found out to be wizards they will generally pass themselves off as 'diviners' of past events.

Others may use their abilities to make a way for themselves as seers or prophets, "predicting" future events (often by simply relating their own experiences in the future) and sometimes manipulating events in the present to cause certain events to come to pass. Still others simply enjoy skipping about through the time stream to observe events and persons of importance. As a rule Chronomancers are careful when time travelling though whether they are careful not to disturb events in another time or careful to manipulate them according to their desires can vary a great deal.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Chronal

Knowledge Geomancy

Knowledge Magic

Science Chronal

Step 3: Abilities

Chronomancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be Chronomantic, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Chronomantic, Psionic and Common. Mancers can tap into the world's natural PPE at a rate of IQ + ME x4.

PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Chronomancers start with 40 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Anchor

Cost: 5

The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He

can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Chronal Navigation

Cost: 5

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.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Psychometry

Cost: 5

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 an 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.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Stitch in Time

Cost: 5

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.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Clockwork Bionnik

Clockwork "power" is driven by wound springs or falling weights. The clockwork look is typically attributed to the complex force delivery method. Saying that something is "powered by clockwork" would imply that there is some kind of wound spring, and although there are no real pipes visible in the image, the only force delivery system visible originates at the cylinder that runs on compressed air.

The large number of gears is a force delivery method, and if there is some kind of wound spring somewhere, then sure, it's not steam powered, but it could certainly come from a world where steam engines exist, but electricity does not. A clockwork prosthesis is attached to the area where a limb once was—a prosthesis can't be added in addition to an already existing limb. Only humanoid creatures can equip themselves with clockwork prostheses, which must be installed by a trained Mechanician. Clockwork prostheses commonly come in two types—arms and legs.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

First determine why the character needs bionnik reconstruction. Did he lose a limb or all his limbs to an injury or disease? Is he a permanent paraplegic or quadriplegic? Or did he need his entire body replaced, with his brain now being housed in an entirely robotic body?

All Bionniks start with the following abilities free;

Clockwork Prosthesis - Living corporeal creatures that are not amorphous in nature can take artificial appendages, which are also known as prosthetics. These are the most complicated fantastic devices currently known because of the way they must integrate into the functions of a body. The clockwork prostheses detailed here are only the most common types of clockwork prostheses. Other, more specialized clockwork prostheses capable of transforming into firearms, pinning opponents, and even channelling magical energy are also rumoured to exist.

Users will be able to engage in melee fighting, using their gear power and spring loaded punches to deliver powerful strikes. Although primitive, users of this power have several advantages against other machines. Users that run on wind up tools or perpetual motion will be unaffected by EMP based assaults, as there are no electrical components to affect or at the least very few. The character starts with one standard prosthetic for free.

Additionally Bionniks start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific device, it must be rebought for each additional equipment.

Arm, Standard

Cost: 5

Any limb can be replaced by an artificial one by the creation of a metal one with gears and rotating joints. PP will be a base 10, and will increase by +1 per

level as the character gets used to it, until it is equal to the other arm. PS will be 16 and can lift up to 50% over his maximum load over his head. A humanoid with two clockwork arms can lift up to twice his maximum load over his head. Its AR is 12 and it has 50 SDC. If the same arm is bought again then the base PS increases by +1 (with no upper limit). All 3 enhancements may be added to the arm but not more than 1 of each.

Arm Enhancement I

Cost: +5

The character must have a standard bionnik arm first. This adds a retractable light crossbow designed to be loaded and fired with one hand. It is out of the way when at rest. Bolts fired from the crossbow arm deal D8 piercing damage. There are several small compartments under the arm which can hold up to 6 bolts.

Arm Enhancement II

Cost: +5

The character must have a standard bionnik arm first. This adds a retractable blade which extends out from the wrist. It does 2D6 damage, +D6 if bought again.

Arm Enhancement III

Cost: +5

The character must have a standard bionnik arm first. This allows the hand attached to the arm in question to extend out to up to +100% of its original length.

Armour Enhancement

Cost: +10

Each time bought this deducts -1 from AC and adds +10 to HPs to the item. It must be bought for each separate limb and body part. There is no limit to how

many times, though AC may not drop below -10.

Ear, Standard

Cost: 5

This mechanical ear provides basic hearing functions equal to a normal ear. Both enhancements may be added to the ear.

Ear Enhancement I

Cost: +5

The character must have a standard bionnik ear first. With this enhancement added his hearing increases by x2 normal 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.

Ear Enhancement II

Cost: +5

The character must have a standard bionnik ear first. With this enhancement added he can hear everything at an accelerated rate. The character's senses process sound information at such speeds that they can hear every bit of an entire song, even if the length of the whole song was accelerated from a few minutes to one second, since they can process the whole song despite its speed. This also allows one to hear sounds that may be short, allowing them to discern the sound with enough time to react to whatever caused it. +1 to Initiative, with +1 more every third level.

Eye, Standard

Cost: 5

This mechanical eye is a series of lenses inside a round structure which fits into the eye socket. It appears artificial but provides basic sight functions equal to a

normal eye. All 9 enhancements may be added to the eye.

Eye Enhancement I

Cost: +5

The character must have a standard bionnik eye first. With this enhancement added he can see in absolute darkness at a distance equal to his normal sight.

Eye Enhancement II

Cost: +5

The character must have a standard bionnik eye first. With this enhancement added he can see Electrical fields (and their intensity), Gravity waves (in a radar like manner), PPE or Ley Line power (depending on which system you use), Magnetic fields, Radiation, and X-rays. Equal to normal sight range.

Eye Enhancement III

Cost: +5

The character must have a standard bionnik eye first. With this enhancement added he can see extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range; +3 to Strike with modern weapons, add +5 to Strike with thrown objects.

Eye Enhancement IV

Cost: +5

The character must have a standard bionnik eye first. With this enhancement added he 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.

Eye Enhancement V

Cost: +5

The character must have a standard bionnik eye first. With this enhancement

added he can see ultraviolet radiation, allowing him to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.

Eye Enhancement VI

Cost: +10

The character must have a standard bionnik eye first. With this enhancement added he can see through 2 centimetres of any solid matter (except for lead). It requires 1 melee of concentration per 30 centimetres of depth.

Eye Enhancement VII

Cost: +5

The character must have a standard bionnik eye first. With this enhancement added he 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.

Eye Enhancement VIII

Cost: +5

The character must have a standard bionnik eye first. With this enhancement added he can see someone's aura, sometimes thought of as the soul. This allows him to tell their power level, state of health, current emotional state, true race, etc.

Eye Enhancement IX

Cost: +5

The character must have a standard bionnik eye first. With this enhancement added he can perceive everything at an accelerated rate. The character's mind and senses process information at such speeds that time appears to have slowed down, allowing them to perceive what

would normally be moving too fast to see and respond accordingly. In essence he can see fast moving objects. +1 to Initiative, with +1 more every third level.

Hand, Clamp

Cost: +5

The character must have a standard bionnik arm first. A spring-loaded, metal, vice-like claw which replaces the hand and can be used to grapple, adding +2 to PS.

Heart

Cost: 5

These clockwork hearts were originally built quite large, but continuing research has reduced them to the size of a living heart. It is crafted from glass and mithral. It may be used to replace the heart of any living humanoid creature of Medium or Small size. The heart requires magical recharging of 5 PPE once a month.

Leg, Standard

Cost: 5

Similar to the clockwork arm, the clockwork leg appears to be an armoured leg that clicks and whirs as it moves. The leg provides a near-perfect return to full functionality and mobility for the wearer. Dexterity will be a base 10, and will increase by +1 per level as the character gets used to it, until it is equal to the other leg. Strength will be 16 and can leap up to 50% over his maximum distance. A humanoid with two clockwork legs can leap up to twice his maximum distance. Its SPD is 18, AR is 14 and it has 50 SDC. If the same leg is bought again then the base PS and SPD increases by +1 (with no upper limit).

Mouth, Standard

Cost: 5

This mechanical jaw appears artificial but provides basic functions equal to a normal mouth, with a natural AR of 12, 50 HPs and resist fire and cold +5. Bite is D6 piercing damage.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

- 1) Bionniks are susceptible to spells that affect metal, and in turn is considered a ferrous creature.
- 2) Bionniks are susceptible to electrical currents and such is treated as having electric vulnerability, taking 150% damage from all electrical attacks and effects.
- 3) While not requiring food, drink, or sleep, the bionniks require periodic maintenance to their parts. This process takes one hour of time and involves cleaning components, adjusting fit of gears and repairing any damaged parts, and reapplying lubricants.

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: Attributes

Roll attributes as normal but an IQ of at least 15 is necessary. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness
Interrogate
Investigate
Knowledge Law Criminal
Knowledge Magic
Knowledge Street

Step 3: Abilities

Dabblers gain all the following free;
Spellcast - He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The Dabbler can never learn from any other sphere than Common, he just doesn't have the aptitude for it. Dabblers can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Additionally Dabblers start with 50 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Absolute Sense Of Direction

Cost: 10

The character knows exactly where he is 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.

Absolute Sense of Time

Cost: 10

The character always knows exactly what time it is in relation to his current time zone. He can adjust to new timezones with minimal effort.

Contact

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Intuitive

Cost: 10

The character is really good at finding relevant clues. Even if others have thoroughly searched the area he is still able to find something they missed. He can also attempt to find any concealed person or object (such as a secret door).

Meditate

Cost: 10

Once per day per 5 IQ per level the Dabblers can meditate for one hour and recover all his PPE.

Observant

Cost: 10

This ability can be used to detect if someone speaking is being truthful or not, and what the specific lie is. He can also detect weaknesses in any opponent or structure.

San Bonus

Cost: 10

+1 to Sanity rolls.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Sheriff, Deputy, Constable, Baliff.

Deep Ranger

Shepherds of the lakes and seas, Deep Rangers guard ecosystems ranging from shallows streams to deep ocean trenches, ministering to their residents and communing with the tides.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and PE 14 is necessary. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acute Hearing

Knowledge Fauna (underwater)

Knowledge Flora (underwater)

Knowledge Magic

Orienteering

1 Weapon Group Specialty

Step 3: Abilities

Rangers start with the following ability free;

Chosen Enemy - Choose one enemy from among the following; Demons, Dragons, Undead (includes spirits), Monsters, or a specific supernatural race. The Ranger has been tasked with destroying them all wherever and whenever he encounters them. As a result he receives +4 to all combat rolls against this type of enemy (Strike and dodge). This increases by +1 per level.

Rangers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Familiar Ally

Cost: 5

Rangers can establish telepathic communication with any small or normal aquatic 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. It will answer any of his questions. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. 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.

Healing Hands

Cost: 5

This 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 once every 24 hours per 3 ME.

Intimidating

Cost: 5

This character has greater presence, +1 MA.

Natural Chameleon

Cost: 5

Using this ability the Ranger can blend into and render himself nearly invisible in coral areas, kelp forests, clumps of seaweed, or any other 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 area 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.

Nature Heal

Cost: 5

Only ocean terrain maybe selected for healing at phenomenal rates. He must concentrate for 1 minute uninterrupted to perform the following healing; restore 1 HP per IQ, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ; negate all pain for 1 minute per IQ, +1 minute per level; or stabilize his condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Ranged Weapons

Cost: 5

+1 Strike and an additional +1 every 3 levels.

Undersea Spellcast

Cost: 10

The cost is for each sphere of magic the Ranger wants to learn from. The first sphere must be from Faerie. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Faerie, Dreamspeak, Geomantic, Common and Elemental Water. Rangers can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

True Sight

Cost: 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, and the exact nature of the magic.

Underwater Survival

Cost: 5

Due to a Ranger's extensive experience and training in the ocean they gain +1 to any physical, combat and survival rolls made while within that environment. Each time this ability is rebought he may take an additional +1.

Step 4: Careers

Natural Healer, Gameskeeper, Animal Breeder, Coral Keeper, Plant Breeder, Tracker, Hunter, Fighter, Scout.

Defiler

In your quest for revenge against an evil who has harmed you or a loved one you have turned to the dark arts. You thought you could use it without it changing you but in your heart you know the truth..

Unlike other spellcasters Defilers draw their PPE from living things. All lifeforms contain a portion of magical energy or PPE, sharing a mystical life force that a wizard can use to power his spells. In order to cast a spell, the Defiler gathers this power of life until he has accumulated enough energy to create the enchantment he desires. He can draw PPE from plant, animal and even humanoid life. To gather energy, the wizard concentrates on drawing the life force that surrounds him into his body, draining it away from the nearby vegetation first, then animals and then people. If the spellcaster chooses to defile his surroundings, the vegetation is destroyed by this process and any animals and people also caught up in it take D6 damage per 10 PPE drained.

The act of defiling destroys an area of 1 metre in radius per 10 PPE acquired in this fashion. Defilers accumulate PPE at a rate of $IQ + ME \times 4$ per round of gathering energy. The wanton destruction of life for personal power is not a good act; defilers can't be good in alignment. In fact, most defilers tend to have evil tendencies, if not an evil alignment. Secondly, the land destroyed by a defiler remains useless for years; the ground may as well have been salted or poisoned by the character. All living things caught in the defiler's radius of destruction (except the defiler himself) suffer D6 points of damage per spell level.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15 and ME to 14, or if already over add +1 instead. Hit points = $PE + 8$, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Planar
Knowledge Undead

Step 3: Abilities

Defilers gain all the following free;
Spellcast - The first sphere the Defiler learns from is free and must be Diabolic, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ 13 = 4$ spells +4 per level. The spells can come from any sphere of magic except Divine and in any combination. Defilers can tap into the world's natural PPE at a rate of $IQ + ME \times 4$.

PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Strike and AC vs undead at levels 3, 5, 9, 11, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Defilers start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Destroy Undead

Cost: 5

Defilers can turn undead much like a Deacon but using unholy darkness instead;

- 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. If they do save they lose half their HPSin damage. See the table below.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 10

The Defiler may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Relive Trauma

Cost: 5

Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 ME.

True Sight

Cost: 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, and the exact nature of the magic.

Unholy Aura

Cost: 5

Enemies within line of sight suffer -1 per 5 CHA of the character on all their rolls.

Unholy Fortitude

Cost: 5

Immune to any form of supernatural special attacks (including fear) and all types of Possession. Further he gains +1 save per level vs Diabolic magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Step 5: Disadvantages

Templars, Apostulates and other holy people will recognise you for what you are. Don't expect to be welcome in a LOT of places. +20 points. Gain 1 Psychological Limitation Insanity per year of using Diabolical Magic. Why? Because despite all your best intentions you are damned to burn in hell and you know it..

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

Dracomancer

The Dracomancer is part of a cult are not only respected but also accepted by dragons and live together with them in their hidden community. Only a chosen few are granted the honour of being instructed by the dragons for training in the ancient dragon magic. Only the most powerful who complete this training are capable of using the concentrated power of dragon magic.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Astral
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Planar

Step 3: Abilities

Dracomancers must choose one species of dragon to devote themselves to. As a result of this they gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Dragon, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

Mancers can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at

levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 6, 9, 12, 15 and 18.

Additionally Dracomancers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Assistance

Cost: 5

The character may ask a dragon to help him 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, it 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 dragon at a time. It will then remain for as long as it feels like (GM's decision).

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Communicate

Cost: 5

The character can telepathically speak with any dragon he can see.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 5

The character may summon and permanently psionically link with a Dragonet. At any point he may see through its 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. It can also telepathically link with the dragon elders at any time and pass messages on.

Meditate

Cost: 5

Once per day per 5 IQ per level the Dracomancer can meditate for one hour and recover all his PPE.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Resistance to Breath Weapon

Cost: 5

Half damage and effects from any breath attacks from one dragon type, and +1 per 5 ME to save vs that attack.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include;

Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Druid

Druids 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 Druids 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: Attributes

Roll attributes as normal but raise IQ to 15 and ME to 14, or if already over add +1 instead. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Demons
Knowledge Fey
Knowledge Flora
Knowledge Geomancy
Knowledge Herbalism
Knowledge Magic

Step 3: Abilities

Druids gain all the following free;

Spellcast - The first sphere the Druid learns from is free and must be from Faerie or Runic, the second sphere costs 5 points and can only be from Runic or Faerie. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 10, 12, 15 and 18. +1

Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 1, 5, 9, 13 and 17. +1 PE Bonuses at levels 2, 8, 11, 14 and 19. Pick 1 extra spell at levels 4, 7, 10, 13, 16 and 20.

Additionally Druids start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Animal Empathy

Cost: 5

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 then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. 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.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 5

Spell duration increases by +1 round and only applies to one sphere of magic.

Must be rebought for each additional sphere.

HPs Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Natural Chameleon

Cost: 10

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 stealth skill raising it to a supernatural level and preventing any non magical detection. Lasts for ME x1 round.

Nature Survival

Cost: 5

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 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra,

Mountain, Forest or Ocean. Each time this ability is rebought the Druid may either take an additional +1 with their terrain OR choose a new terrain.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to all the character's PE saves.

Tongues

Cost: 5

The character can reply in any language spoken to him, even supernatural beings and ghosts. Note the other person/being must speak to him first.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Botanist, Naturopath Doctor, Anthropologist, Vet, ZooDruid, GamesDruid, Animal Breeder, Bee Druid, Plant Breeder and Academic Researcher (specialising for instance in plants, etc).

Step 5: Disadvantages

In my campaign world the Druid has the Disadvantage of Hunted at +20 points by the Druid organization. If caught the

Renegade will be examined, in other words cut open and sacrificed.

A Druid's Serene Grove

Druid's can create their own miniature versions of the true Grove of Serenity (see the Parliament of Nature for more information on this). To support a Druid and his companions a grove site must have several features. First there must be a place for the GroveDruid to sleep. This can be a natural shelter such as a cave or one built from natural materials such as a sod hut or tree house. Next there must be a good supply of food and clean, fresh water. The food supply can include nuts and berries, tree fruit, and a diverse population of animals. In addition most GroveDruids maintain at least one herb garden and many also cultivate a patch of vegetables. The next vital feature is a system of protection for the Druid and his charges both plant and animal. This often takes the form of natural barriers such as briar hedges or dense forest.

Magical protections often come into play as well but Druids rarely set traps in their home areas unless they can be sure animals will not blunder into them and come to harm. Warmth is another vital issue. If the climate where the Druid lives is temperate or cooler he requires a good source of firewood, coal, or other fuel. As with his other activities he always harvests firewood in a manner that ensures that the forest can renew itself. He clears brush and fallen limbs from the forest floor and thins the trees to help ensure the forest's viability.

Many Druids also possess the magic to make warmth without fire and they use this ability to avoid overharvesting wood. In addition Druids use natural materials to make warm clothing and

blankets. Each generally has a cache of tools stashed away for sewing hides and weaving cloth from plant fibres or animal hair. Druids like to be prepared for emergencies so most keep a supply of important magical and nonmagical items secreted about their groves in hollow trees, under stones and in unused animal lairs. Stashed magical items usually include goodberries and infusions of useful spells.

Other useful items include small amounts of money (in case they need to visit a town), tools for starting a fire, a knife, torches, extra weapons, and skins of fresh water and food. A typical Druid's grove features some means for scrying most often a pool of still, mirror like water. A large highly polished rock also might make a good scrying device. In a pinch a Druid can use the create water spell to produce still water for scrying in a large container or natural crevice. A Druid usually maintains one or more animal companions at all times. These creatures live with him in his grove and travel with him as he wishes, though they must also roam through the area at large to forage for food.

Thus a reasonably convenient means of egress from the Druid's grove must also be made available for them. Higher level Druids occasionally grant human like intelligence to plant or animal creatures through the awaken spell as well. Though awakened animals are not required to stay in their native areas many choose to do so either out of love for the land or friendship for the Druid. A Druid's grove also supports populations of the types of animals, feys, and natural creatures that normally would live in such an area. Druids make an effort not to disturb the natural

environment too much, so they rarely interfere with these local populations unless the creatures are nonnative and somehow harmful to the environment.

The Duke of Monsters

Adventurers face monsters every time they descend into a new dungeon. Most view the creatures as horrid abominations that want nothing more than to cut them down where they stand. However, the Duke of Monsters sees through a monster's frightening visage. By attuning himself to the bestial urges of dungeon creatures, he learns to form powerful bonds with a small number of monsters. These creatures become his devoted allies, and together they form a potent fighting combination.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acute Hearing

Hunting

Knowledge Demon

Knowledge Fauna

Knowledge Flora

Knowledge Monsters

Step 3: Abilities

Dukes start with the following ability free;

Monster Ally - The Duke can establish telepathic communication with any monster within line of sight if he does nothing else in the round. The monster 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 monster will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions.

Further he can then recruit this monster as an ally. Once he does so he permanently psionically links with the monster turning it into a familiar. 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. He can have one ally per 5 ME.

Additionally Dukes start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Control Monsters

Cost: 5

The character can summon any monsters within an area of 100 metres per ME radius, +100 metres per level. Up to 1 monster per 2 ME of choice, +1 monster per level. Once the monsters enter a radius of 10 metres per ME (+10 metres per ME per level) they come fully under his control and will obey any telepathic commands from the character.

Enhance Ally

Cost: 5

With this he can temporarily transfer physical attribute points from himself to one of his monster allies. He can only do this with PS, PP, PE, SPD and SDC. He can transfer as many points as he wants but none of his attributes can drop below one point. If either he or the monster are rendered unconscious then all the points revert back to him.

Heal Monster

Cost: 10

The ability to heal any monster at phenomenal rates. The character must touch the monster for 1 minute

uninterrupted to perform the following healing;

- 1) Restore 1 HP per IQ, +1 per level per 10 minutes.
- 2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.
- 3) Negate all pain for 1 minute per IQ, +1 minute per level.
- 4) Immediately bring a comatose patient up to 1 HP per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Monster Abilities

Cost: 5

The Duke can draw on certain abilities from monsters for a temporary duration. Each monster ability lasts only so long as a monster remains within a 10 metre radius per ME, +10 metres per level. Can copy the abilities of 1 different monster per 5 ME at the same time, +1 monster per level. If there are more different monsters present than can copy then may choose which abilities he copies. Some examples can be found here under the Monster Mimicry power.

Natural Chameleon

Cost: 5

Using this ability the Duke can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, 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 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 stealth skill raising it to a supernatural level and preventing any non magical detection. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Nature Survival

Cost: 5

Due to a Duke's extensive experience and training in jungles and forests they gain +1 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Possess Monsters

Cost: 5

This character can transfer his mind into any monster 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. If taken twice he can transfer his entire body.

Sense Monsters

Cost: 5

The Duke can detect the presence of any monsters within an area of 100 metres per ME radius, +100 metres per level.

Talk to Monsters

Cost: 5

The character talk to monster life forms and understand their reactions. He can speak and understand, and where possible read and write any monster language he comes into contact with at his base IQ score after 1 day (-1 hour per IQ of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + IQ. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. This will apply more to an evolved monster race.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Monster Hunter, Monster Breeder, Zookeeper.

Dungeon Master

As many of you know there have been thousands of dungeons that have been destroyed by those wretched heroes and other hazards. Heroes come and go and destroy everything in their path. Many have found the dungeon a difficult task, others will have nightmares to remember and still others will be lying in eternal sleep as a puddle of blood on the dungeon floor.

Heroes have spoken of the "final enemy", as they put it, who is the mastermind of it all. Sages have finally named these masterminds as Dungeon Masters. They are the ones who control MOST creatures in their dungeon and usually have some way to monitor them all. It is a known fact that a dungeon with a Dungeon Master is 50% more difficult to conquer than one without one. Dungeons without the aid of a Master often have crude traps made by the inhabitants, and often have no traps at all. Dungeons with a Master are planned to make a hero's life miserable.

The task of a Master is rather simple. Maintain a working dungeon and destroy the lands around it. To become a Master the character must be of Evil alignment and have no mercy. Masters are usually VERY intelligent and powerful creatures who can control their subjects with a glare or slap. As a Master the player has the ability to summon creatures to his domain. Sometimes a Master must establish control over a dungeon already filled with nasty creatures. The Master can fight on his own, entering the fray using hi magic or blades, or he can let his minions take care of it. The Master does not know anything that happens in his dungeon unless he finds a way.

Once the Master character has been made, he must find a dungeon suitable for his needs. He could also make one but that would be costly. To make a dungeon he simply has to get workers and make some corridors. Once this has been made, he can then lure monsters to his dungeon and explain to them what he wishes to do and that there will be good pay. Sometimes monsters already lurk in a dungeon or reach it one way or the other. Once the dungeon is done it is only a task of making rooms, etc. Some monsters don't like to work, others don't mind but require some extra pay.

Step 1: Attributes

Roll attributes as normal but MA is 4D6.
Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
Knowledge Artifacts
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Monsters
Knowledge Undead

Step 3: Abilities

Masters gain all the following free;
Dungeon Heart - Becoming a true Dungeon Master means the character must create his first dungeon heart. After however long a process (selecting an appropriate site, excavating it, and physically constructing the heart), the spell is cast, during which the aspiring Master must cut his own heart from his chest and place it within the structure.

The new Master's heart merges with his now-active dungeon heart; in truth, the dungeon heart now is his heart. This doesn't mean he can't be killed, but it is

trickier, and keeping him dead without destroying the heart may not be certain. However, if the heart is destroyed, the Master dies with it. Upon completing this the wound in his chest closes swiftly; it remains raw and painful for a few weeks, and scars visibly, but he lives.

The Dungeon Heart is the most important room in the dungeon, if this room is destroyed, the character dies, all his minions will leave the dungeon by the nearest portal, all his Imps will die and his PPE reserves will disappear. The Dungeon Heart initially occupies a PE x1 cubic metre area. PPE is generated at the Dungeon Heart at the rate of 1 point of PPE per 3 cubic metres of dungeon area controlled. When within the Dungeon Heart area, the character heals x10 faster, is cleansed of any toxins and venoms, is healed of any disease, and gains +1 to casting spells.

The heart itself is a large pool containing a fiery beating substance that spits large turquoise sparks into the air. A large stone arched structure covers it, and there are sets of stairs over the pool. The structure periodically glows in time to the beating of the heart.

All new creatures will check in at the Dungeon Heart to swear loyalty before moving on to their duties. The Dungeon Master has incredibly attractive life insurance, severance pay, advancement opportunities, and has a fun working environment. All his minions gain a +1 bonus on attack and damage rolls while they are within the dungeon. They can open and close doors and secret doors in the dungeon as free actions. They ignore difficult terrain within the dungeon that is caused by persistent, enduring

features, such as rubble, cracks in the floor, and so forth.

The character's familiarity with his dungeon is so complete that he knows its entire layout by memory. He can move through any trap in the dungeon without triggering it, unless he chooses to set it off. He automatically notices any difference to any chamber of his dungeon (such as a chair that is out of place, a bookshelf that has been reorganized, or an area of dust that has been disturbed). He can use clairvoyance and clairaudience at will to view any chamber in his dungeon.

He starts with 50 points to be used below in creating his dungeon. The starting size of the dungeon is PE x2 cubic metres. The character gains +1 point to spend on his dungeon for every 1 additional cubic metre that he increases his dungeon size by.

Imp - The Imp is the most important creature the Master has. He is the poor, oppressed, down trodden cog that keeps the machinery of the Master's dungeon running. They only need PPE to exist and never need food, sleep or paying (now if only all creatures were like that). They level up by working rather than fighting. Level 5 and above Imps are a precious commodity as they can cast Haste on themselves and quickly teleport around the dungeon to new jobs.

Imps can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. They may burrow through harder materials, like granite intrusions or bank vaults at half speed. Attributes are as follows; IQ: 3D6, ME: 3D6, PS: 2D6, PP: 3D6, PE: 3D6, MA: D6, PB: D6, SPD: 4D6, SDC: 4D8, AR:

4, Strike: 17. The Master starts with 1 Imp per 5 ME. If any Imp dies the Master can create a new one by expending 40 PPE.

Additionally Masters start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Additional Imp

Cost: 5

For each one extra Imp.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Fog of War

Cost: 10

The Dungeon Master can not be scried or otherwise spied on. Additionally, creatures simply cannot teleport within a 10 metre radius per ME of his dungeon heart unless he allows them to. Any attempt automatically fails, and this cannot be overcome in any way.

Healing Heart

Cost: 5

Any of the Master's minions or imps may be fully healed if they enter the dungeon heart area and remain there for 1 minute per HPSthat requires healing.

PPE Boost

Cost: 5

This allows the dungeon heart to drain PPE from any prisoners placed within its chamber. It can drain up to 5 PPE per ME per level.

Possess

Cost: 5

The Master can take direct control of any one of his minions at any time. He can attack anything in his new form and will gain full experience for all he kills, the creature won't gain any. He can control up to 1 minion per 2 ME.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Spellcast

Cost: 5

The cost is for each sphere of magic the Master wants to learn from. The first sphere is free, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Masters can tap into the world's natural PPE at a rate of 1 cubic metre of dungeon size x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Teleport

Cost: 5

The Dungeon Master can teleport to any point in his dungeon as a standard action. Additionally he may relocate a

group of minions residing within his dungeon to any other point within his dungeon. He can teleport up to 1 minion per 2 ME, +1 per level.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Er.. just Dungeon Master really.

Creating a Dungeon

Of particular note is the function of certain rooms. They aren't just structures, but have their own magical properties. The treasury automatically shapes bulk smelted gold into coins bearing the Master's crest on one side and face on the other, as well as making the gold accessible for transmutation. The library automatically stocks itself with the entirety of the Master's magical knowledge (minus things they wish to keep secret, presumably), although books added to it don't seem to automatically add to the Master's knowledge without actual study. The hatchery fills with conjured chickens laying conjured eggs, tangible but mere magical constructs, and draws up underground vermin to its floor; the chickens eat the bugs, worms, etc., and by absorbing the living matter gradually become real and edible.

Other rooms are less magical in nature, but can still be constructed magically from transmuted gold; if no template exists (say, for a barracks, dining hall or throne room), the room can still be

magically constructed, but only by transmuting and placing the individual components. The dungeon as a whole can be decorated in this manner, and once a particular thing has been made, it's probably fairly easy for the Master to simply "clone stamp" it, perhaps creating new non-magical room templates in the process.

Alarm

Cost: 5

If anybody except the owner enters the Dungeon he is alerted by a mental alarm. This alarm will alert the owner anywhere within the same universe.

Alter Doors, Gateway

Cost: 10

Each door can be changed to lead to locations up to $(ME + IQ) \times 1\text{km}$ away increasing by the same amount each level or each time rebought.

Alter Gravity

Cost: 5

The gravity of one specific Dungeon room can be altered up to plus or minus 1% per ME.

Alter Light

Cost: 5

One specific room in the Dungeon can be altered so that it is permanently lit or permanently dark.

Alter Physics

Cost: 5

This characteristic alters one specific room allowing people to walk on walls or ceilings. The landscape can be made to look like an Escher painting, with staircases going in all directions. This twisting of gravity will be very confusing to those who are not used to it; most enemies, except flying creatures,

will be -4 on all combat moves when fighting and any skill rolls.

Alter Stairs

Cost: 5

A specific staircase/s can change its position in space to lead to different floors. As a form of defence it may also as required change into a slide causing all on it to fall to the bottom.

Alter Temperature

Cost: 5

The character can alter the temperature of one specific room by up to plus or minus 1% per ME.

Alter Time

Cost: 10

This power allows the owner to control the rate at which time flows in his Dungeon in a very limited way. He may set one rate of time flow per 3 ME, and switch between them at will. This control affects only one specific room.

Graveyard

Cost: 10

Somewhere for the Master's minions to dispose of the dead. Creatures get mad if dead creatures lie around where they have to eat and live. Its also a good place to raise zombies if the character has that ability.

Kitchen

Cost: 10

Somewhere for the Master's minions to eat. Usually includes a pantry to store food in. Requires at least one cook. Otherwise the Master's minions may start eating each other.

Lair

Cost: 10

The lair is where creatures go to heal after being injured or getting exhausted from a hard day's work. While sleeping, creatures slowly heal and calm down their mood. Upon their arrival to a dungeon, creatures make a beeline for the closest lair to establish their home. If they cannot access a lair, then their mood quickly worsens.

Library

Cost: 10

Somewhere for the Master's minions to research spells and information on the world. Often includes scrolls and spellbooks. Requires at least one mage type.

No Abilities

Cost: 5

No supernatural abilities or enhancements will function in one specific room. Any undead will turn human and Weres will be unable to transform into other forms.

No Explosives

Cost: 5

No explosive reactions including those used for chemical weapons and projectile guns can occur in one specific room.

No Magic

Cost: 5

No magic or spells will function in one specific room except those employed by the Dungeon itself and its owner.

No Meta

Cost: 5

No meta powers will function in one specific room.

Prison

Cost: 10

Somewhere for the Master's minions to imprison intruders or mutineers. Must be fed or they will die and rise up as skeleton servants. Requires at least one jailor.

Privy

Cost: 10

Somewhere for the Master's minions to relieve themselves, unless he wants a really messy, stinking dungeon. Requires at least one cleaner.

Restructure

Cost: 10

The character can alter rooms and floors at will.

Servant, Employee

Cost: 5

The creator has hired various beings to serve his Dungeon. Payment must be determined with the GM. Most will be moderately loyal, although they will rarely fight to the death for their master. They may be human or semi/intelligent monsters. This is a catch all for anything from maids to soldiers. Can hire 2 employees per ME of the owner.

Servant, Summoned

Cost: 10

In this case, the creature is summoned and then magically or psychically bound to the Dungeon. The enslaved entity cannot leave the area, and must obey the instructions of its new master to the letter. Needless to say the entity will not be happy. Can bind 1 entity per 10 ME of the owner.

Spellcast

Cost: 10

The character can choose to give the Dungeon the ability to cast spells. Spells cost 5 points per sphere. It starts with

one spell per IQ point over 9, and can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination. This ability can only be bought if the Dungeon is intelligent though.

Torture Chamber

Cost: 10

Somewhere for the Master's minions to torture prisoners either for information or to turn them to the Master's side.

Training Room

Cost: 10

Somewhere for the Master's minions to train and increase in levels.

Trap, Ethereal

Cost: 10

Intruders find that they are not able to physically affect anything in one specific room. Intruders may use some meta and magic powers, but cannot physically touch anything.

Trap, Mirror

Cost: 10

This gets you 1 mirror per ME. Each mirror can suck one normal size person into itself requiring a save vs spell to resist. The target is then trapped within a prison cell, the contents of which is all that is visible in the mirror, unable to escape. The mirror is a window in and out of the cage. Breaking the mirror will free the prisoner. Sound may or may not be able to pass through the mirror to allow normal conversation to take place with the caged person.

Trap, Physical

Cost: 5

Any trap the creator can envision can be created in the Dungeon. Intruders with

skills which allow them to detect traps may notice them. Traps may include pits, arrow traps, falling blocks, water filled areas, whirling blades, explosives and anything else that depends on a mechanism to operate. The maximum damage a trap can do is D4 per ME.

Trap, Restraints

Cost: 10

Up to 1 restraint per ME forms like tentacles from the ground, walls or vegetation to grapple and entangle intruders and keep them immobilized until they can break free or the Lord wishes to release them. The restraints can look like anything the creator desires from tentacles rising from the ground to chains, rope or fibres flying from walls or tree limbs, roots or vines coming alive and grabbing the intruders. Each of the restraints has 5 HPS per ME and a PS of 1 per ME.

Trap, Teleport

Cost: 10

These are specialized dimensional portals that simply shove the invaders out of the Dungeon. The actual destination of the portals is determined randomly, roll percentiles:

01-25 The intruder is teleported as far as possible in the opposite direction.

26-50 Teleported to the intruder's world of origin.

51-70 Teleported to the creator's world of origin.

71-90 Teleported to some random planet.

91-00 Teleported to some random dimension.

As many as 1 intruder per ME can be teleported away at once.

Trap, Time

Cost: 10

Intruders find that time passes differently for them in one specific room than for other inhabitants of the Dungeon. Intruders lose half of their normal attacks, are at -10 to initiative, and -5 to all Strike rolls. They move at half their normal speed.

Treasure Room

Cost: 10

Somewhere to secure the Master's money for buying stuff and paying his minions. Requires at least one accountant.

Workshop

Cost: 10

Somewhere for the Master's minions to construct traps, doors, bridges, etc for his dungeon. Requires at least one smith type.

Essence Channeller

By means of magical brain alteration candidates can have portions of their brain stimulated, reproducing certain mystical powers. In the field operatives can activate their powers through a special artifact they carry which acts as a focus. But they can only use one at a time.

Step 1: Attributes

Roll up attributes as normal. HPs are PE +8, +8 per level.

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. All the skills listed in each category are gained free;

Infiltration - Bluff, Bribe, Concealment, Disguise, Gather Info and Stealth

Medic - Toxicology, Concentration, Knowledge Alternative Medicine, Knowledge Herbalism, Notice and Observation

Recon - Set/Remove Traps, Alertness, Camouflage, Concealment, Gather Info and Stealth

Smith - Armourer, Blacksmith, Bowyer, Fortifications, Stonemason, and Weaponsmith

Step 3: Abilities

All Channellers start with the following free;

Essence Artifact - Bracelet of bronze appearance. No Intelligence, Ego or Alignment. +1 dodge and Strike. Artifacts are not specific to each Channeller so any Channeller can use any Essence Artifact to activate his powers. However non-channeller cannot use these artifacts. Each artifact can activate the powers listed below.

Once the artifact runs out of charges the channeller cannot activate any more powers until it has been recharged. He will be stuck in his current Mode and unable to switch powers until contact is re-established.

Below are all the different modes available;

Cascade

This bestows several abilities:

1) Electrical Discharge; 2D6 +D6 per level, over 15 metres +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 3 metre radius. The blindness lasts for D4 rounds and causes a -6 to Strike and AC for another D4 rounds once sight has been recovered. Those within line of sight outside of the 3 metre radius suffer -3 to Strike and dodge for a single round.

Fire

This confers 2 abilities:

1) Turn hands into flamethrowers; 2D6 +D6 per level, over 9 metres +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.

Flee

This is one of the emergency powers. The character is instantly teleported back to a previously determined location of his choice.

Fly

This involves a form of non winged antigravity flight with a top speed of 60kph, +5 per level.

Haunt

The character and an additional 9kgs per level can be rendered unsolid. He is only vulnerable to mind attacks and electricity (½ damage but forces character to turn solid).

Revive

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 HPs and an additional 5 HPs per 10 minutes. Broken bones heal x10 faster.

See Through

This confers several abilities:

- 1) Heightened Hearing; of 50 metre 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, +1 AC.
- 2) Telescopic Vision; x2 normal range, this doubles every level. +3 to Strike.
- 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.

Sleep

Can project a stun blast from either arm over 15 metres +15 per level. The victim must save vs. psi or be knocked out for 1 round per ME of the character.

Sneak

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 ½mtr 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.

Stone

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.

Swiftwind

The character can run at 100kph +10 per level. +1 Initiative at level 1 and every second level thereafter.

Titan

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.

Wall

This is a forcefield which ePPETes from the character's arms and is akin to the size of a large buckler. It does not fully encompass the body. Its HPs is equal to ME x100 (+1 per level) and replenishes at a rate of ME x10 HPs (+1 per level) per minute of non use.

Step 4: Career

Determine what organization is behind the Channel project. This is who he works for;

01-40 Create a secret society.

41-90 Government department working for a monarch. Choose a country and agency.

91-00 Create a mad wizard.

Step 5: Disadvantages

1) The character is dependant on the organization and his artifact for the continued operation of his powers. If they shut down he shuts down. +20 points.

2) The character is watched by his organization at +20 points. No privacy whatsoever.

The Fallen

Paladins take up the mantle of their faith to met out justice to evildoers and bring hope to the downtrodden and oppressed. This constant struggle exposes Paladins to some of the worst experiences and evils on the planet. While many find strength and solace in their faith, others become disillusioned, frustrated and corrupted by hatred. Eventually these Paladins turn to the dark gods they had promised to fight against for greater power and strength, reasoning that to defeat evil they need the same powers as that used by the forces of evil. Never thinking about what the use of such dark and vile powers is doing to them, and their souls.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 PS, +2 PP and +3 PE. To qualify as a Fallen he must have a minimum PS of at least 15, PP 14, and PE 14. If he wants to use magic also at least IQ 12 and ME 11 is necessary. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Heraldry

Knowledge Magic

Knowledge Religion

Knowledge Undead

Ride Land Animal

1 Weapon Group Specialty

Step 3: Abilities

Fallen gain the following ability free;

Unholy Patron God - All the Fallen's

powers come from their God. If they perform acts contrary to their God's teachings they may lose their abilities. A Fallen is usually of lawful evil

alignment. They can at any time visit any order belonging to their God and have any supplies, weapons and equipment replaced for free. He will also receive free lodging and meals from them.

Fallen start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Fear

Cost: 5

The Fallen radiates fear causing anyone within 1 metre per ME of him to become so fearful that all enemies within line of sight suffer -1 per 2 ME on all their rolls for ME x1 round. Further these same enemies also become unnerved and prone to panic or being routed. Any saves against panic are at -1 per 5 ME.

Hurting Hands

Cost: 5

This causes any target touched to be hit with an intense amount of pain. The victim is forced to his knees in pain, -5 on all rolls. No spellcasting or any kind of concentration possible by victim.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Spellcast

Cost: 10

A Fallen who can cast spells is automatically bestowed all the spells within the Diabolical sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion they will lose this ability. Fallen

can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Summon Steed

Cost: 5

A nightmare steed may be summoned from another realm and manifested in substantial form. It is then bound to serve the Fallen for the duration, and may be commanded to perform tasks. He can establish telepathic communication with it with the following benefits: he can always communicate with it. At any point he may see through its 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. It may be summoned for one hour per ME + one hour per level. It then requires an equal amount of time before it may be summoned again.

Sway Undead

Cost: 5

The character can dominate the wills and actions of any physical undead. He can control up to 1 undead per 2 ME, +2 per level.

Turn Undead

Cost: 5

Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage (See the table below). Also the Paladin gains +4 to all combat rolls against all types of undead (Strike and dodge). This increases by +1 per level.

Unholy Artifact

Cost: 5

Start with 30 points to use on the Artifact Creation table below.

Unholy Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Unholy Artifact Creation Table

Roll in each of the sections.

1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 rings, a bracelet and a helmet.

01-03 Armour, Ancient

10-12 Shield

13-15 Helmet, Ancient

19-21 Gauntlet

22-24 Sword

25-27 Axe

28-30 Bow

31-33 Crossbow

34-36 Mace

37-39 Knife

40-42 Hammer

43-45 Flail

46-48 Staff

49-51 Spear

52-54 Halberd

55-57 Trident

67-69 Bracelet

70-72 Ring

73-75 Necklace

76-78 Amulet

79-81 Crown

82-84 Earring

85-86 Belt

87-88 Crown

89-90 Wand

91-92 Sceptre

95-96 Other Weapon

97-98 Other Jewellery

99-00 Other Object (eg. clock, skull, etc)

2: 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.

01-15 Artifact created by accident

16-30 Artifact belonged to a now departed or dead entity

31-44 Artifact created to perform specific task or defeat specific foe

45-58 Artifact part of a set which has been separated or destroyed

59-72 Artifact is a lost religious artifact

73-86 Artifact created for character

87-00 Unknown

3: Abilities

All Artifacts - Are indestructible by conventional means. Give its owner +1 Strike and AC when using it. Affects all Infinite and supernatural beings. 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. Each Artifact will have a certain amount of powers which can be bought using those 30 points the character has. 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. The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

Step 4: Careers

There is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Fallen you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each. Templars, Apostulates and other holy people will recognise you for what you are. Don't expect to be welcome in a LOT of places. +20 points.

Gain 1 Psychological Limitation Insanity per year of using Diabolical Magic. Why? Because despite all your best intentions you are damned to burn in hell and you know it..

Gladiator

Like sporting events in many ancient cultures, Roman gladiatorial combat originated as a religious event. These games symbolized the re-enactment of the Campanians' military success over the Samnites, in which they were aided by the Romans. The first Roman gladiatorial games were held in 246 BC by Marcus and Decimus Brutus in honour of their father, Junius Brutus, as a munus or funeral gift for the dead.

It was a relatively small affair that included the combat of three pairs of slaves in the Forum Boarium (a cattle market). From their religious origins, gladiatorial games evolved into defining symbols of Roman culture and became an integral part of that culture for nearly seven centuries.

Eventually gladiatorial games reached spectacular heights in the number of combatants and their monumental venues. By 65 BC, Julius Caesar had upped the ante by pitting 320 ludi, or pairs of gladiators, against one another in a wooden amphitheater constructed specifically for the event. At this point, gladiatorial games expanded beyond religious events, taking on both political and ludic elements in Rome.

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 armour 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.

As a gladiator, a man gained immediate status even though the gladiatorial oath forced him to act as a slave to his master and to endure branding, chains, flogging, or death by the sword. Gladiators were required to do what their lanista ordered and therefore were revered for their loyalty, courage and discipline.

In ancient Rome gladiators could earn the idolized status of a hero like many modern athletes. Even though a gladiator's social status was barely better than a slave many Roman citizens, knights, and even Roman emperors fought in the gladiatorial arena because of their love of the bellicose sport and their desire for adoration.

The Romans seemed ambivalent to the violent nature of the gladiatorial games

and though we may condemn them the games are not unlike modern professional sports like hockey, rugby, and football. The gladiators were the heroes of their time especially during the years of peace under the Augustans in the first and second centuries. Without war heroes Roman needed someone to idolized and this role fell to the gladiators. There is evidence that Roman women especially idolized gladiators sometimes to the dismay of their husbands.

Another form of gladiatorial combat involved the hunting and slaying of wild animals call the venatio, or hunt. Exotic wild beasts from the far reaches of the Roman empire were brought to Rome and hunts were held in the morning prior to the afternoon main event of gladiatorial duels.

The hunts were held in the Forum, the Saepta, and in the Circus Maximus though none of these venues offered protection to the crowd from the wild animals on display. Special precautions were taken to prevent the animals from escaping these venues such as the erection of barriers and the digging of ditches. Very few animals survived these hunts though they did sometimes defeat the bestiarius or hunters of wild beast. Thousands of wild animals would be slaughtered in one day.

Not all the animals were ferocious though most were. Animals that appeared in the venatio included lions, elephants, bears, deer, wild goats, dogs and camels. Some of these animals were trained and instead of fighting performed tricks. Those that did battle with the animals, the bestiarii were usually criminals and would have to fight the

animals without weapons or armour. These were the lowest class of participants in the games.

Following the venatio in the order of daily events were the humiliores, the execution of Roman citizens of lower status. Usual forms of execution included burning at the stake, crucifixion, or ad bestias (when the prisoner is left alone in the ring with one or more wild animals). Ancient writers suggest that during the humiliores most respectable men and women went for lunch instead of staying to watch.

Women also competed in the gladiatorial arena though not without controversy. Gladiators may be of any race.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +2 PS, +2 PP and +2 PE. To qualify as a Gladiator he must have a minimum PS of at least 13, PP 14, and PE 14. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
1 form of Armour Mastery
Endurance
Unarmed Combat Wrestling
1 Weapon Group Specialty
2 other Weapon skills of choice

Step 3: Abilities

Gladiators gain the following ability free;

Whirlwind - He can hit one additional foe per 5 PP in range in hand to hand combat or if using a melee weapon. +1 foe at levels 3, 6, 9, 12, 15, and 18.

The character gains 35 points to spend on any of the abilities below.

Berserker

Cost: 5 Can enter a berserker rage and for the duration; become immune to Sleep, Charm, Fear, Hold and Confusion attacks; +2 vs. all other spells; immune to knockout, +2 damage and Strike, but dodge is halved. This can last for 1 round per PE or until all dead at which point he collapses and needs to rest for double that time.

Blurred Attack

Cost: 10

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Leap of Death

Cost: 5

In combat the warrior may leap over intervening monsters one metre per 5 PP 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.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Strafe

Cost: 10

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Strike Bonus

Cost: 10

+1 Strike

Step 4: Career

Beast Trainer, Blind Fighter, Arena Champion.

Helix Warrior

A soldier specifically intended to be above and beyond a normal man; harder, better, faster, stronger, tougher, more skilled, more determined, built and trained to fight and win.

These soldiers are magically infused with Mananites, intelligent microscopic life forms which can be used to enhance humans without altering their genetic code or causing any biological harm. Once implanted they live symbiotically inside the cells of the recipient. When present in sufficient numbers, they allow certain mystical abilities to appear.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +2 to PS, PP and PE. +4 to SPD and +50 SDC. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones; Orienteering
Survival
Unarmed Combat Martial Arts
3 Weapon Group Specialties

Step 3: Abilities

The character gains the following free; **Mananite Hive** - This small facility includes the Mananite brain which coordinates all the Mananites and constantly produces new ones to replace any lost. The Mananites are able to propel themselves, communicate with each other and their hive brain, a cell membrane sensor and manipulator, motion sensors, and an emergency dissolve system.

He also starts with 30 points to spend on any of the abilities below.

Adrenalin

Cost: 5

These Mananites 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 1 round per PE. The booster cannot be activated again for an amount of minutes equal to how many rounds it was used.

Emergency Save

Cost: 10

These Mananites 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. The recipient heals twice as fast as normal.

Enhanced Antibodies

Cost: 10

These are simply tailored antibodies designed to fight off the most powerful viruses. They grant a bonus to all checks against illnesses and poisons of +5.

Enhanced Hearing

Cost: 5

The user has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.

Enhanced Sight

Cost: 5

The user can trigger a magnification effect of double normal and overlap it with night and infravision. This also gives bonuses to all skills of +1 where visual acuity plays an important role, also negating penalties for darkness and distance. The Mananites also provide a bonus of +1 on the usage of ranged weapons as they can also regulate the movement of the arms making them hold still.

Fortitude

Cost: 5

These Mananites can influence and control the autonomous nervous system. The user can deactivate things like hunger, pain and sleep. It can be very dangerous to deactivate it (injuries might kill the character without having been noticed).

Grafted Muscle

Cost: 5

This process toughens up existing muscle. The result is an increase in strength (+4 PS) and toughness (+20 SDC). The skin's AR is increased by 1. +1 each time rebought.

Lung Augmentation

Cost: 5

This implant induces mananites 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, including fully functioning gills. 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.

Speed Enhancement

Cost: 5

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. +5 to initiative and an extra attack.

Translate

Cost: 5

The mananites magically translate any language the character hears.

Step 4: Creator

Determine what organization is behind giving the character his abilities. This is who he works for;

01-40 Create a secret society.

41-90 Government department working for a monarch. Choose a country and agency.

91-00 Create a mad wizard.

Allies or enemies?

Is the character still with his sponsor and how do they feel about each other?

01-16 Still with the sponsor and very well treated. Receives favours and a high wage from them of D10 x10 sestertii per week.

17-24 Still with the sponsor and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x2 sestertii per week.

25-32 Still with the sponsor and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 organization closed down or dead.

45-52 Sponsor still exists but has moved onto other experiments or projects. Not interested in the character.

53-68 Left the sponsor on very good terms. May receive favours and freelance work from them.

69-84 Left the sponsor after a major fight and some injuries. Hunted by them at Difficult level. They want him recaptured.

85-92 Left the sponsor after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.

93-00 Left sponsor after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the sponsor has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

Herald

A herald, or, more correctly, a herald of arms, is an officer of arms, ranking between pursuivant and king of arms. The title is commonly applied more broadly to all officers of arms. Heralds were originally messengers sent by monarchs or noblemen to convey messages or proclamations, in this sense being the predecessors of the modern diplomats. Like other officers of arms, a herald would often wear a surcoat, called a tabard, decorated with the coat of arms of his master. It was possibly due to their role in PPEging the tournaments of the Late Middle Ages that heralds came to be associated with the regulation of the knights' coats of arms. This science of heraldry became increasingly important and further regulated over the years, and in several countries around the world it is still overseen by heralds. Thus the primary job of a herald today is to be an expert in coats of arms.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Brainwash

Charm

Diplomacy

Gather Info

Knowledge Current Events

Knowledge Heraldry

Step 3: Abilities

Heralds gain the following ability free; Patron - The character has a royal patron who employs, teaches, grants favours and helps the player in his adventures. In return the character carries out special missions for his patron. This can be

anything from diplomacy to chasing rumours to spying.

Additionally Heralds start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Alcohol Tolerance

Cost: 10

The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.

Ally

Cost: 10

The character has an Ally (see the Advantages section for how these work). The cost of building the Ally is free.

Communicator

Cost: 5

The character is so good performing that he can communicate his message without the need for speech. He is able to use manual communication, body language and lip patterns simultaneously combining hand shapes, orientation and movement of the hands, arms or body, and facial expressions to express fluidly a speaker's thoughts. He can do this with anyone who's IQ is at least 2.

Contacts

Cost: 10

The character has 4 contacts. They may be from any of the following; bureaucratic, military, street and business. They may be in any city he likes.

Favour

Cost: 5

The character is owed either 1 minor favour, 2 major favours or 1 extreme favour (see the Advantages section for how these work).

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Identify Deception

Cost: 5

He can tell when someone is not telling the truth. He can also tell if someone is disguised but not what he looks like without the disguise.

Patriot

Cost: 5

All supplied weapons and equipment are replaced for free if the Herald visits a city which is a part of or friendly to his Lord's Empire.

Pleasant Voice

Cost: 5

When speaking the character gains +1 MA, especially when trying to manipulate others into seeing things his way. Victims must roll to save versus mind control or wind up completely agreeing with him.

Social Chameleon

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly

Step 4: Careers

There is only one career, you work directly for your Lord.

Step 5: Disadvantages

As a Herald you answer to your Lord and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of an organization and must answer to it. Gain the disadvantage of Watched and Code of Honour at +20 points each.

Hexblade

Hexblades, also known as Unpaladins, travelled to our earth from the Forgotten Realms. If arriving prior to the modern era it was probably through a temporary gate which quickly closed after. Since becoming trapped here the Hexblade has tried to make the best of his situation.

Combining the dynamic powers of martial prowess and arcane might, the Hexblade presents a deadly challenge to opponents unused to such a foe. Hexblades adventure for personal gain, whether that gain is power, prestige, wealth, or all the above. Like that of the sorcerer, the power of the Hexblade often displays itself at an early age, frequently in the form of unexplained accidents or other incidents of bad luck experienced by those around the budding Hexblade.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 PS, +2 PP and +3 PE. To qualify as a Hexblade he must have a minimum PS of at least 15, PP 14, and PE 14.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

- 1 type of Armour Mastery
- Blindfight
- Ride Land Animal
- 1 Unarmed Combat type
- 2 Weapon Group Specialties

Step 3: Abilities

Hexblades gain the following ability free;

Hex - Once per combat, a Hexblade can unleash a curse upon a foe within line of sight. The target of a Hexblade's curse takes a -1 penalty per 5 ME on attacks,

saves, ability checks, skill checks, and weapon damage rolls for the duration of the combat or until killed. Any effect that removes or dispels a curse eliminates the effect of a Hexblade's curse.

Characters start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Artifact

Cost: 10

Carried with him from the Forgotten Realms. Start with 30 points to use on the Artifact Creation table below.

Unafraid

Cost: 5

The character is completely immune to the effects of any supernatural or magical fear and trauma.

Uncontrollable

Cost: 5

No form of direct mental attacks or mind control can affect the character. He is completely immune to any form of control, manipulation or takeover (he cant be possessed).

Uncreate Undead

Cost: 5

Undead simply disintegrate or pass on when within 1 metre per 2 ME radius of him.

Undetectable

Cost: 5

This character possess no presence in the Astral dimension or Dreamscape. In both realms he 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 they will NEVER recognize his existence because he lacks an aura. If a spirit is set to watch a building and report who comes out it will say nothing when the character 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. However anyone with See Aura will become suspicious because he doesnt have one.

Unfaith

Cost: 5

This causes any within 1 metre per ME radius of the character to lose faith in their abilities and not be able to use them properly. This includes special abilities and any endowed powers.

Unfunction

Cost: 5

The special abilities of an artifact will not work if within 1 metre per ME radius of this character.

Unmagic

Cost: 5

This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the character, nor can he ever learn or use any magic or be the recipient of any friendly magic.

Unspellcast

Cost: 5

This causes any within 1 metre per ME radius of the character to temporarily forget how to manipulate magic and cast

spells. Further anyone resting will find no PPE is being recovered.

Unsummon

Cost: 5

This will break the link between anyone and their summoned companion including familiars, steeds, summoned monsters, etc.

Artifact Creation Table

Roll in each of the sections.

Step 1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 rings, a bracelet and a helmet.

01-03 Armour, Ancient

10-12 Shield

13-15 Helmet, Ancient

19-21 Gauntlet

22-24 Sword

25-27 Axe

28-30 Bow

31-33 Crossbow

34-36 Mace

37-39 Knife

40-42 Hammer

43-45 Flail

46-48 Staff

49-51 Spear

52-54 Halberd

55-57 Trident

67-69 Bracelet

70-72 Ring

73-75 Necklace

76-78 Amulet

79-81 Crown

82-84 Earring

85-86 Belt

87-88 Crown

89-90 Wand

91-92 Sceptre

95-96 Other Weapon

97-98 Other Jewellery

99-00 Other Object (eg. clock, skull, etc)

Step 2: 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.

01-15 Artifact created by accident

16-30 Artifact belonged to a now departed or dead entity

31-44 Artifact created to perform specific task or defeat specific foe

45-58 Artifact part of a set which has been separated or destroyed

59-72 Artifact is a lost religious artifact

73-86 Artifact created for character

87-00 Unknown

Step 3: Abilities

All Artifacts - Are indestructible by conventional means. Give its owner +1 Strike and AC when using it. Affects all Infinite and supernatural beings. 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. Each Artifact will have a certain amount of powers which can be bought using those 30 points the character has. 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. The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

Step 4: Careers

Any.

Step 5: Disadvantages

The character starts with no knowledge of earth or its culture, and no local currency. +5 points.

Hooded Justice

The Hooded Justice is a champion who lives on the periphery of civilized lands, and is often at odds with the forces of law and order. He is frequently a hero of oppressed peoples, lurking in the woods near their homes and trying to right the injustices inflicted upon them by the wealthy and powerful. He believes those individuals enforcing the laws of the land are too lazy or uncaring to effectively punish evildoers, or that their hands are tied by the law.

Therefore, the character steps forward to deliver justice to wrongdoers, serving as both judge and punisher for thieves, thugs, and murderers. Justice must be delivered at all costs, and he risks his own life to keep the lives of innocents safe and secure. He is the original vigilante.

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..

Step 2: Attributes

Roll attributes as normal. Then +2 PS, +1 PP, +4 PE, +8 SPD. Hit points = PE +12, +12 per level.

Step 3: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Knowledge Street
Reflex Mastery
Stealth

Unarmed Combat Martial Arts
Weapon Offhand
1 Weapon Specialty

Hooded Justices can also specialize in one area from the list below. All the skills listed in each category are gained free;

Ex Soldier - Ambush, Interrogation, Orienteering, Survival, Weapon Group Specialty Long Blades, Weapon + Shield.

Ex Naval Sailor - Climb, Navigation, Pilot Marine Sailboat, Rope Use, Shipwright and Weapon Group Specialty Long Blades.

Ex Spy - Bluff, Bribe, Cryptography, Disguise, Gather Info, and Intel.

Step 4: Abilities

Hooded Justices start with the following free;

Talented - The character is unusually adept at one skill. He gains +1 on all rolls with it, +1 every 2 levels.

Hooded Justices start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Ally

Cost: 10

Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Thief's Animal Training skill.

Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation. At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a + 1 or rarely a + 2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard. Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth.

The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so.

Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a + 1 or +2 to this particular ability.

Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects.

Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Focused Hand

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Stealth

Cost: 5

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.

Strike Bonus

Cost: 5

+1 Strike with melee or thrown weapons.

Step 5: Career

Possible careers include; Bounty Hunter, Bodyguard, Town Watch, Baliff, and Mercenary.

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: Attributes

Roll attributes as normal but raise IQ to 15 and ME to 13, or if already over add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness
Knowledge Artifacts
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Listen

Step 3: Abilities

Illusionists gain all the following free;

Spellcast - The first sphere the Illusionist learns from is free and must be from Illusion, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Illusion, Mirror, Common and Psionic. Illusionist can tap into the world's natural PPE at a rate of IQ + ME x4.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 5, 9, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 13, 17 and 20. +1 Spell Bonus at levels 4, 7, 11, 15, 17 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Illusionists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Distortion

Cost: 5

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.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Hypnosis

Cost: 5

This mental ability allows characters to perform a limited form of mind control. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat. He can also cause a victim to speak what he is actually thinking. And finally he can implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain +2 to save. All of these require eye contact and speech for it to work.

Inspiration

Cost: 5

The mage can present the illusion of invincibility. 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 PPE per round.

Meditate

Cost: 10

Once per day per 5 IQ per level the Illusionists can meditate for one hour and recover all his PPE.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Studio Producer, Director, Special Effects Consultant, Optician, Stage Magician and Academic Researcher.

Insect Lord

Insect Lords are constantly hearing voices and chattering in their mind. A constant link that would drive most people over the edge but Lords are made of sterner stuff and tend to fair quiet well. An Insect Lords personality seems to work against itself. It might be described as having the qualities of an yin-yang sign. The good and the evil. They are almost an utter paranoid person, thinking that plots are made against them.

With the enhanced state of being that the insects allow, the Lord gains new powers and abilities that other magic welders would be deathly afraid of. It is mostly up to the Lord, how he reacts to their constant presence. They can choose to have more humanity, or not. The insect doesn't care, all they care about is existence. The spirits have the curiosity of a small child. They constantly need more information about their surroundings, about possible threats. An Insect Lord is the great creator, a master of healing arts. There is also a very dark and destructive side to these individuals. The path they tread is long, and difficult, it is just best to sometimes to let them go about their business.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acute Hearing
Heat Protection
Knowledge Demon
Knowledge Fauna
Knowledge Flora
Weather Sense

Step 3: Abilities

Insect Lords start with the following ability free;

Insect Ally - The Insect Lord can establish telepathic communication with any insects within line of sight if he does nothing else in the round. No minimum IQ required. This has the following benefits:

He can communicate to the creature that he desires its friendship. If the offer is sincere (and the insect will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions.

Further he can then recruit this insect as an ally. Once he does so he permanently psionically links with the insect turning it into a familiar. 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. He can have one insect ally per ME.

Additionally Insect Lords start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Control Insects

Cost: 5

The character can summon 100 insects per 2 ME of choice, +100 per level. He can summon any insect within a 100 metres per ME radius, +100 metres per level. If desired he can make them cover him creating a form of armour with 10 HPs per ME, +30 HPs per level. Once the insects enter a radius of 10 metres per ME (+10 metres per ME per level) they come fully under his control and

will obey any telepathic commands from the character.

Enhance Ally

Cost: 5

The character must already have the Insect Ally ability to use this. With this he can temporarily transfer physical attribute points from himself to one of his insect allies. He can only do this with PS, PP, PE, SPD and SDC. He can transfer as many points as he wants but none of his attributes can drop below one point. If either he or the insect are rendered unconscious then all the points revert back to him.

Heal Insect

Cost: 10

The ability to heal any insect at phenomenal rates. The character must touch the insect for 1 minute uninterrupted to perform the following healing;

- 1) Restore 1 HP per IQ, +1 per level per 10 minutes.
- 2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.
- 3) Negate all pain for 1 minute per IQ, +1 minute per level.
- 4) Immediately bring a comatose patient up to 1 HP per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Insect Abilities

Cost: 5

The Insect Lord can draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within a 10 metre radius per ME, +10 metres per level. Can copy the abilities of 1 different insect per 5 ME at the same

time, +1 insect per level. If there are more different insects present than can copy then may choose which abilities he copies. Some examples can be found here under the Insect Mimicry power.

Natural Chameleon

Cost: 5

Using this ability the Insect Lord can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, 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 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 stealth skill raising it to a supernatural level and preventing any nonmagical detection. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Nature Survival

Cost: 5

Due to a Insect Lord's extensive experience and training in jungles and forests they gain +1 to any physical, combat and survival rolls made while

within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Possess Insects

Cost: 5

This character can transfer his mind into any insect 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. If taken twice he can transfer his entire body.

Sense Insects

Cost: 5

The Insect Lord can detect the presence of any insects within an area of 100 metres per ME radius, +100 metres per level.

Talk to Insects

Cost: 5

The character talk to insect life forms and understand their reactions. He can speak and understand, and where possible read and write any insect language he comes into contact with at his base IQ score after 1 day (-1 hour per IQ of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + IQ. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. This will apply more to an evolved insect race.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Gameskeeper, Insect Breeder, Beekeeper, Entomologist.

Intelligencer

The Intelligencer 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 Intelligencer is hired by guilds and governments to infiltrate opponents' buildings and ranks to find vital, secret knowledge. Intelligencers are vital in supporting many 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 Intelligencer's role is to provide that information. Most Intelligencer 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. They excel at infiltration, in finding information, not just in selling what they know.

If working for the Roman Empire then the Intelligencer's role would be;

- To spread disinformation.
 - Gather information about the enemy.
- His supply sources, his allies, the number and composition of his forces, etc.
- Use assassination if it'll achieve or help to achieve some pivotal, tactical or strategic purpose.
 - Use sabotage to disrupt the enemy's operations and effective PPEgement of operations.
 - Supply allies and rebel forces with training, money and equipment.
 - Intercept enemy communications.

Step 1: Attributes

Roll attributes as normal but a ME of at least 15 is necessary.

Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Bribe

Bureaucracy

Diplomacy

Etiquette

Gather Info

Intel

Step 3: Abilities

Intelligencers gain the following ability free;

Presence - The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to torture. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Intelligencers start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Alcohol Tolerance

Cost: 5

The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.

Ally

Cost: 10

The character has an Ally (see the Advantages section for how these work). The cost of building the Ally is free.

Contacts

Cost: 5

The character has the following contacts; 1 bureaucratic, 1 military, 1 street and 1 business (see the Advantages section for how these work). They may be in any city he likes.

Favour

Cost: 5

The character is owed either 1 minor favour, 2 major favours or 1 extreme favour (see the Advantages section for how these work).

Hide

Cost: 10

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

HPs Bonus

Cost: 10

PE +8 HPs instead of 6, +8 per level.

Social Chameleon

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly.

Stealth

Cost: 10

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.

Strike Bonus

Cost: 10

+1 Strike

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Any which serves as a good cover.

Invigorated Warrior

These are warriors killed in war who have been reanimated but not as undead. They are revived without memories of their previous lives and are retrained as an elite form of black ops unit.

It began several decades ago at the height of a war which engulfed most of the known nations, as a military project to create super soldiers to improve the performance of soldiers deployed into battle and as a means of keeping a well-supplied and numbered military, in light of the heavy casualties suffered during the war. It was a means of creating a superior super soldier that would easily defeat enemy combatants and could be controlled as a drone to obey any orders it was issued without any objection or resistance. Adding to the efficiency of these super soldiers, which were given the names of Invigorated Warriors, in that new recruits wouldn't be needed for the project; dead soldiers began to be taken from other wars and military conflicts.

Each Warrior has a magic seed imbedded in their heart whose roots thread throughout their body bringing them back to life. As a side effect the Warriors boast immensely augmented physical strength, durability and stamina, as well as the ability to regenerate lost and damaged tissue and body parts maimed or lost in battle. Further adding to their effectiveness, they also have their memories of their past lives completely erased and suppressed, preventing emotional problems or moral objections with their duties, and rendering them completely compliant and obedient with their supervisors.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +3 to PS and +4 to PE. +6 to SPD and +50 SDC. Hit points = PE +20, +20 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Ambush

Orienteering

Unarmed Combat Martial Arts

3 Weapon Group Specialties

Step 3: Abilities

Warriors start with the following free;

Invigorated Body - The reanimated does not age and recovers 1 HPSper minute. Not truly alive they are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, temperature and pain. While not invulnerable to physical injury, Warriors can suffer great damage to their bodies (including dismemberment) without being adversely affected. Dismembering the legs will render them immobile, but the creature will still continue to subsist. Warriors cannot regenerate missing limbs, although a severed limb could be surgically reattached.

Warriors start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Endurance Bonus

Cost: 10

It only costs 1 point to increase the character's PE. This applies until his PE reaches 50.

Detachable Limbs

Cost: 5

Any limb of the characters' can be detached and reattached later. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his head in his hand and peer around an area he normally couldn't reach, etc. Further if he loses his own limb he can simply attach someone else's.

Immune to Afflictions

Cost: 5

No afflictions of any type whether supernatural or genetic will work on the Warrior. This includes eugenics, drugs, nanites, lycanthropy, vampirism, diseases, zombies or any other form of paranormal or mystical transformation. His genes are locked and cannot be altered. This includes immunity to Alteration powers.

Immune to Control

Cost: 5

No form of direct mental attacks or mind control can affect a Warrior. He is completely immune to any form of control, manipulation or takeover (he cant be possessed).

Immune to Drain

Cost: 5

The character cannot have his lifeforce, soul, levels, attributes, hit points, energy, chi or PPE drained by another lifeform, entity or object.

Immune to Magic

Cost: 5

This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability

can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Warrior, nor can he ever learn or use any magic or be the recipient of any friendly magic.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work on a Warriors. This however is totally separate to any Trauma saving throws from seeing something repulsive.

Regenerate

Cost: 10

The Warrior can heal himself at phenomenal rates. Recover 1 HP per minute and heal any broken bones x4 faster.

Strength Bonus

Cost: 10

It only costs 1 point to increase the character's PS. This applies until his PS reaches 50.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Creator

Determine what organization is behind giving the character his abilities. This is who he works for;

01-40 Create a secret society.

41-90 Government department working for a monarch. Choose a country and agency.

91-00 Create a mad wizard.

Slave or hunted?

Is the character still with his sponsor and how do they feel about each other?

01-20 Still with the sponsor and treated like a slave. No wage and is constantly watched. Escape will take some planning.

21-40 organization closed down or creator dead.

41-60 Sponsor still exists but has moved onto other experiments or projects. Not interested in the character.

61-80 Left the sponsor after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.

81-00 Left sponsor after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the sponsor has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

Jester

To be a Jester is to see the joke in every tragedy. For them, life's a party, and most poor bastards are not invited. They live hard, play hard, and laugh hard knowing that at any moment their life might be cut short by an uncaring world. Jesters may play at being buffoons, but each is a student of life and of people, and they understand not only what makes people laugh, but what makes them cry.

Jesters are adventurous non-player characters with an overwhelming sense of the absurd. They roam from place to place, telling tales, pulling practical jokes, insulting the most fearsome of monsters and characters, and generally making nuisances of themselves.

Because of their outlook on the world and their special powers, they may prove potentially useful (or annoying) to adventuring parties. As adventurers, they often appreciate baubles and magical trinkets as much as anyone else, but their main goal is to have fun. When fighting enemies, their sense of humour takes a macabre and dark turn, becoming cruel and vicious to better demoralize their foe.

Irreverent, motley, self-indulgent, witty, and roguish, the jester has the ear of all. One skilled at his trade also gains the admiration, trust, and friendship of his audience. No one thinks ill of the fool, but the jester is no fool. The trusted clown with the ear of the noble court, the comic actor whom everyone flocks to see, or the juggler on the street corner bringing laughter to the pool you perform all eyes watch you and the crowd is at your mercy. You play the fool, but laughter is a powerful tool and you use it better than anyone.

Step 1: Attributes

The IQ and ME scores of a jester must each be at least 12, MA must be at least 13, and PE must be 9 or better. Jesters with IQ, ME, and PP scores all of 16 or higher gain a 10% bonus to earned experience points. Roll attributes as normal but +1 PP. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acrobatics
Clowning
Contortionist
Juggle
Sing
Ventriloquism

Step 3: Abilities

Jesters gain the following ability free; Exceptional Balance - The Jester gains +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Jesters start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Animal Assistant

Cost: 10

Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Jester's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency

number beside the notation. At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard.

Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so.

The primary training for any animal will be to put on a comedic display in conjunction with its master. Its 'cover' so to speak. Then theres it's covert training; Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a + 1 or +2 to this particular ability.

Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects.

Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Armour Bonus

Cost: 10

The less armour the Jester wears the higher his combat bonuses. With studded leather armour he gains +1 Strike and dodge. Gain a further +1 if the armour is normal leather.

Boost Mood

Cost: 5

Being the masters of wit and insult that they are, Jesters may raise the morale of friends and lower the morale of enemies within an 18 metre radius. The morale score alteration is either +1 or -1 per 4 MA (+1 every second level), depending on whether the listener is an ally or an enemy. There is no saving throw against this ability. A Jester who is engaged in altering the local morale conditions can perform other actions at the same time, like fighting, climbing, running, etc. Only those creatures able to understand what the jester is saying will be affected. Jesters can also rally any routed by giving a diddy poring scorn on the opposition and making them seem contemptuous. They can even lighten the spirits of anyone downcast and even depressed.

Distraction

Cost: 5

Jesters learns to distract and unnerve their enemies by throwing unexpected objects at them. As a swift action, he may toss a brightly coloured object in the square of an enemy with a Strike roll. If it succeeds, the enemy is denied any PP or Strike bonuses for that attack. Some Jesters use objects with magical or alchemic effects that act in an enemy's square to use with this ability, while others use coloured balls, fruit, pieces of cloth or scarves, or other cast-off materials that fit the requirement of being brightly coloured. Desperate Jesters sometime use gold coins or gems.

Everyone's Friend

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly.

Good Liar

Cost: 5

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to MA rolls for lying, bluffing and persuasion.

Social Invisibility

Cost: 5

The character is actually visible but is ignored and immediately forgotten because of his lowly status. Thus important conversations may be had in front of him without the ones involved thinking twice about it.

Taunt

Cost: 5

All enemy taunted will be -2 Strike and AC for the rest of the combat. He can affect 1 enemy per 3 MA +1 per level. Further any affected will focus all their attacks on the taunter.

Strike Bonus

Cost: 10

+1 Strike with melee or thrown weapons.

Tumble

Cost: 5

When a Jester takes damage from an attack, he may allow himself to be flung backwards, thereby lessening the impact and only taking half damage. This also applies to falls with the character being able to fall up to 1 metre per PP and taking only half damage.

Step 4: Careers

Well, just a comedian really.

Juggernaut

Juggernauts are massive devices that appear to be giant, magically created stone siege machines. Walking tanks more powerful and mysterious than a Golem, but go beyond the known limits of that unique brand of magic. Each contains the life essence of a mortal being who volunteered to be placed inside it. Forsaking his humanity to serve as the brains and soul of an Iron Juggernaut, these behemoths can assess a situation, adapt and respond with human intelligence and ingenuity. When a Juggernaut is destroyed, that life essence is released from this mortal coil — a hero's death in a righteous war. Juggernauts are extremely versatile when it comes to military operations.

They can be sent out into the field as lone operatives, in pairs, as members of a larger diverse group or as a group composed entirely of Juggernauts. They effectively serve the same strategic and tactical combat functions as modern day high-tech power armour and robot troops, providing troop support and armoured offensive capabilities. Missions can include rescue, search and destroy, escort duty, perimeter patrols, the guarding or holding of a strategic position, and all-out assaults as a surgical strike team, raiders or part of a larger coordinated attack.

Step 1: Attributes

It is assumed that the Juggernaut is made from stone. If you wish him to be made of some other material, adjust the scores accordingly. IQ: 3D6, ME: 3D6, PS: 50 +6D6, PP: 3D6, PE: 50 (never tires), MA: 3D6, SPD: 6D6, SDC: PE +100, +50 per level, AR 17. The Juggernaut will be 18 feet tall +D12 inches.

Step 2: Skills

Choose skills in the normal manner. However his form, not to mention his size also makes any fine PP skills impossible, such as picking locks.

Step 3: Abilities

All Juggernauts start with the following abilities free;

Juggernaut Form - While Juggernauts 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. The Juggernaut recovers HPSat x3 the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. Juggernauts are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

Juggernauts additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

AR Bonus

Cost: 5

+1 AR

Emergency Repair

Cost: 10

Even if completely shattered the Juggernaut can full reconstitute itself if enough earth is around for it to draw from. Otherwise his size will depend on how much material he has. At least until he can get some more.

SDC Bonus

Cost: 5

It only costs 1 point to buy each point of SDC.

Increase Height

Cost: 5

The Juggernaut can increase the height of his legs, but not his overall body, by drawing on any available earth to add mass to his legs allowing them to telescope.

Indomitable

Cost: 5

The Juggernaut can 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).

Reshape Arms

Cost: 5

The character can change the shape of his arms into very basic items such as hammers, swords, shields, etc.

Rocket Fists

Cost: 5

The Juggernaut can magically launch both his fists at an opponent or object from a distance. When they strike something they will do normal PS damage, with a range of 10 metres per ME. If not destroyed the fists will then return to his arms. If the fists are destroyed he can reconstitute new ones if

there is sufficient earth material at hand. Alternatively he can choose to make his fists detonate upon impact doing STR cutting shrapnel damage to everything within a 1 metre per ME radius, +1 metre per level.

Shards

Cost: 5

The Juggernaut can cause any part of his body to explode out at pieces of earth shards at nearby victims. 2 metres per ME, +3 metres per level. Each shard does D6 damage, with up to 10 shards per 1 square metre of detonation. The missing section can then be reconstituted if there is enough earth matter in the area.

Strength Bonus

Cost: 10

It only costs 1 point to buy PS.

Witchsight

Cost: 5

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.

Step 4: Careers

Only in the military or as one huge bodyguard.

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 Juggernaut back into a statue killing the character. +5 points. It is very difficult to handle anything small without breaking it.

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 evil.

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 an Infernal or other form evil

intelligence he will also be marked for death by his former brethren.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 PS, +2 PP and +3 PE. To qualify as a Knight he must have a minimum PS of at least 15, PP 14, and PE 14. If he wants to use magic also at least IQ 12 and ME 11 is necessary. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Heraldry
Knowledge Magic
Knowledge Religion
Knowledge Undead
Ride Land Animal
Weapon + Shield

Step 3: Abilities

Knights gain the following ability free;
Patriot - All supplied weapons and equipment are replaced for free if the Knight visits a city which is a part of or friendly to his Lord's Empire.

Knights start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Divine Faith

Cost: 10

Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.

Divine Intervention

Cost: 10

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 HPS regardless of how many hit points were lost. It can only be used once every 24 hours per 4 ME.

Divine Judgment

Cost: 5

This power comes from within and releases a burst of holy light within a 10 x 1 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. It can be used once per day per 5 ME. See the table below.

Divine Leap

Cost: 5

In combat the Knight may leap over intervening monsters one metre per 2 PS 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.

Divine Parry

Cost: 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, or deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

Divine Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Divine Whirlwind

Cost: 5

Once per hour can triple the number of attacks in one combat.

Sermon

Cost: 5

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.

Spellcast

Cost: 10

A Knight who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose this ability. Knights can tap into the world's natural PPE at a rate of $IQ + ME \times 2$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Undead Enemy

Cost: 5

Choose 1 specific undead enemy; +4 to all combat rolls against this type of undead (Strike and dodge). This increases by +1 per level.

Step 4: Careers

There is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Knight you answer to your deity and order and must obey all of its rules

or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each.

Turning Undead Table

This table shows what types of Undead the Knight can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
3	Skeleton, Zombie
4	Ghoul
5	Shadow, Ghost
6	Wight, Ghast
7	Wraith, Mummy
8	Spectre
9	Vampire
10	Lich
12	Lesser Supernatural Intelligence
17	Greater Supernatural Intelligence

Loremancer

The Loremancer is a gatherer and keeper of secrets. He is often obsessed by the written word, with cryptic and arcane lore serving as his devoted mistress. Holding to the adage that knowledge is power, the Loremancer often forsakes material wealth and personal glory for rare or unusual information. Often rejecting what he views as the pointless affectations and transitory pleasures of his short-sighted neighbours, the Loremancer believes that the only worthwhile goal in life is the acquisition of intellectual might.

After all, wealth is spent, passions fade, and the power of the body is limited by age, while the mind's capacity to grow greater with time is infinite.

Loremancers will sometimes join adventurers who, through a mutually beneficial arrangement, might provide a degree of protection to the scholar while he seeks whatever knowledge he is after.

For his part, the Loremancer provides a wealth of information and arcane firepower to a party. Some Loremancers actively deride those of their kind who fear to leave the safety of the temple or library, pointing out that only old lore can be discovered in books—new lore must be sought out in the world. These more active Loremancers might join up with an adventuring party for the benefit of the journey, content with whatever knowledge might be picked up along the way.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and PP 14 is necessary. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Ancient History

Knowledge Current Events

Knowledge Heraldry

Knowledge Magic

Knowledge Mythology

Knowledge Religion

Step 3: Abilities

Loemancers start with the following ability free;

Spellcast - The cost is for each sphere of magic the Loemancer wants to learn from. The first sphere is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere except Divine.

Loemancers can tap into the world's natural PPE at a rate of IQ + ME x4.

PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Loemancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Copy Spell

Cost: 5

The Loemancer may learn any spell he sees cast and in action, regardless of

school. Although he still cant exceed the maximum amount of spells he can learn.

Decipher Language 5

The character has the ability to rapidly learn any language if sufficient material is available for him to work with. Once the language is mastered the character is fluent in that language, provided he is physically capable of communicating in it. The number of languages a character is currently fluent in is limited to his level + IQ. The languages he learns does not use up his normal skill slots, he still has all of those. The speed with which a character can learn a new language is determined by its strangeness and what source materials are available. He can read, write, speak and understand any language at his base IQ score after 1 week (-1 day per every second level).

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Intuit Truth

Cost: 5

He can detect if anyone is lying to him or attempting to otherwise deceive him. Likewise when researching books he can 'read between the lines' and make an educated guess at what really happened.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

See Weakness

Cost: 5

He can detect any weakness in any opponent or structure within his sight which he spends at least one turn concentrating on.

Superb Memory

Cost: 5

This character has trained his mind to retain more information. His memories are permanent and can be recalled with crystal clarity at any time.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Loemancers can gain work as storytellers, librarians, researchers and in some cases even as spies.

Mage Bane

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 PPE nor use magic. They can be of any race.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain six free ones.

Step 3: Abilities

Magebanes start with the following ability free;

Immune to Magic - This applies to all the spells of one magic sphere. No spells of any type from that sphere will work on the Mage Bane, nor can he ever learn or use any magic or be the recipient of any friendly magic. See below if the character wants to buy more magic immunity.

Mage Banes start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Immune to Afflictions

Cost: 10

No afflictions of any type whether supernatural or genetic will work on the Mage Bane. This includes eugenics, drugs, nanites, lycanthropy, vampirism, diseases, zombies or any other form of paranormal or mystical transformation. His genes are locked and cannot be altered. This includes immunity to Alteration powers.

Immune to Arcane Objects

Cost: 5

No spells or supernatural abilities possessed by an Arcane Weapon or Equipment will work on the Mage Bane. However a sword for example can still cut him in the normal way.

Immune to Control

Cost: 5

No form of direct mental attacks or mind control can affect a Mage Bane. He is completely immune to any form of control, manipulation or takeover (he cant be possessed).

Immune to Detection

Cost: 5

Mage Banes possess no presence in the Astral dimension or Dreamscape. In both realms he 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 they will NEVER recognize his existence because he lacks an aura. If a spirit is set to watch a building and report who comes out it will say nothing when the Deadzone 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. However anyone with See Aura will become suspicious because he doesnt have one.

Immune to Drain

Cost: 5

The character cannot have his lifeforce, soul, levels, attributes, hit points, energy, chi or PPE drained by another lifeform, entity or object.

Immune to Magic

Cost: 5

This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Mage Bane, nor can he ever learn or use any magic or be the recipient of any friendly magic.

Immune to Reality Alteration

Cost: 10

Alterations to time or reality will not affect the Mage Bane. Even if If history changes he will remember both versions and he cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work on a Mage Banes. This however is totally separate to any Trauma saving throws from seeing something repulsive.

Immune to Transport

Code: 5

No form of transportation powers can affect a Mage Bane. It prevents him from being forcibly removed via banishment, teleport, dimensional transport, gateway, portal, or any form of time displacement.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Most likely a Mage Slayer or some kind of supernatural hunter.

Step 5: Disadvantages

No beneficial version of whatever he is immune to can ever be used to heal, restore or aid a Mage Bane.

Magus

The Magus is an introspective Arcanist who uses his self-awareness to understand the mysteries of the world around him. Psionics is the study of patterns of thought, of the invisible flow of ideas. The temptation of mind control, playing with emotions and perceptions causes many mages to study this sphere.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Astral

Knowledge Dreamscape

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Knowledge Sociology

Step 3: Abilities

Magii gain all the following free;

Spellcast - The first sphere the Magus learns from is free and must be from Psionic, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells +4\ per\ level$. The spells can come from Psionic, Illusion, Common, Dreamscape and Combatic. Magii can tap into the world's natural PPE at a rate of $IQ + ME \times 4$.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 5, 8, 9, 11, 14, 17 and 20. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 4, 7, 10, 13, 16 and 19. +1 Spell Bonus at levels 7,

11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Magii start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Dreamwalk

Cost: 5

This is the ability to 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.

Empathic

Cost: 5

The ability to detect the emotional state of any one person within his line of sight or 15 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.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Meditate

Cost: 5

Once per day per 5 IQ per level the Magus can meditate for one hour and recover all his PPE.

Mind Shield

Cost: 5

He can shield himself against any psionic attack or intrusion gaining +1 save per level.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Sixth Sense

Cost: 5

The character is always aware of imminent danger with a warning time of 1 minute per 5 ME, +1 minute per level. Will know direction and threat level.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Psychiatrist, Sociologist, Counsellor, Tarot Reader, Social Worker, Police Negotiator and Academic Researcher (specialising for instance in Dreams, etc).

Mechanician

For many years, magic users have tried to mix magic with mechanical technology, but the experiments always fell short of their goal: the magical essence would not enchant complex machinery. Clockwork constructs are the technological cousins of golems, constructed with a combination of magic and precise technologies dependent upon the internal churning and turning of thousands of intricate springs, screws, and gears.

Clockwork refers to a device powered by the energy of a wound spring released through a series of gears. Often power for the device is stored within it, via a winding device that applies mechanical stress to an energy-storage mechanism such as a mainspring, thus involving some form of escapement; in other cases, hand power may be utilized. The use of wheels, whether linked by friction or gear teeth, to redirect motion or gain speed or torque, is typical; many clockworks have been constructed primarily to serve as visible or implicit tours de force of mechanical ingenuity in this area.

Clockworks are often powered by a clockwork motor consisting of a mainspring, a spiral torsion spring of metal ribbon. Energy is stored in the mainspring manually by winding it up, turning a key attached to a ratchet which twists the mainspring tighter. Then the force of the mainspring turns the clockwork's gears, until the stored energy is used up. The adjectives wind-up and spring-powered refer to mainspring-powered clockwork devices, which include clocks and watches, kitchen timers, music boxes, and wind-up toys.

Clockwork creatures function by combining magical energies and clockwork mechanisms. The myriad metal parts that go into the construction of a clockwork creation require absolute precision in order to function properly, so they must be built by only the steadiest of hands. Amateurish attempts at clockwork construction typically result in nonfunctional units or misfires, and many an engineering lab has been burned to the ground by novices seeking to learn the basics of clockworks and the elements that power them.

Clockwork creations, as their names suggests, must be wound up before they animate. The creator of a clockwork crafts a unique key for each creation. This key is typically inserted into the clockwork's back and turned clockwise to wind it. Turning the key counterclockwise has the effect of winding the machine down, though only a willing (or completely helpless) machine will allow itself to be unwound in this way, meaning either its creator or someone its creator has specifically designated can normally do so. Larger clockworks tend to have larger keys, and particularly huge keys require more than one set of hands to turn.

Rather than seek assistance from other engineers, eccentric or hermetic inventors often rely upon other clockwork creations to help them turn keys or aid in the creation of more monumental constructs. Other times, engineers give copies of keys to their most trusted clockworks, which can be programmed to wind allies and even themselves as the situation requires. Much like golems and animated objects, clockwork creatures can be given any number of commands; a perpetually

turning script in their core records those orders and programs the rest of the machine.

Only one who possesses a key to the clockwork can program it, but any commands given to the construct last until the clockwork is reprogrammed or destroyed. An individual clockwork's potential is only limited by its creator's innovation and aptitude. Unlike many golems, which are trapped in bodies resembling lumbering and fallible cages, clockwork constructs can be repeatedly reworked and reengineered—gears can be oiled, springs can be replaced, and pistons can be fine-tuned.

The ever-adjustable framework of these mechanical beasts allows for extreme variation from creation to creation. Since clockwork creations are mostly mechanical and are at the mercy of their creator's adeptness with the technology, they are prone to the follies of human error. Loose bolts, improper programming, or lack of maintenance are all cause for malfunctions, errors that can range from minute energy leaks to deadly explosions. The most common cause of malfunction, however, is not imparted by the creator, but by the clockwork's destroyer. Creatures attacking the machine gradually unhinge screws and twist cogs with each landed blow, giving the clockwork a greater chance of backfire. Many combat clockworks are thus accompanied by clockwork servants—servitor clockworks that quickly and readily fix their mechanical allies in the heat of battle.

A Mechanician's abilities revolve around building and tinkering rather than crafting powerful spells. Mechanicians

(as the clockwork mages are commonly known) cannot cast spells. Instead, they create devices with spell-like abilities. There is no historical equivalent of the mechanician, but there are many stories centring around individuals capable of creating strange and exotic machinery, particularly birds. Mechanicians have studied the power of machines, the interaction of carefully crafted gears, and the power of magic. Through long hours of study, the members of this kit have learned to create machines that can store spells and perform a wide variety of amazing functions.

These devices vary greatly in their power, but all are maddeningly complex. Even nonmagical items that are constructed by the mechanician can perform feats that would seem impossible. The mechanician regards other wizards as flighty and not studious. Why go to all the trouble to craft a spell if you aren't going to put it down in a permanent, concrete form?

Other wizards regard the mechanician with a mixture of amusement and concern: amusement because the clockwork mage spends a large portion of his time working on the most absurd devices; concern because many of these devices are dangerous to build and dangerous enough to cause damage to a large surrounding area if something should go wrong.

Mechanicians are regarded as wonderful toy makers by the majority of the enlightened peoples. Some mechanicians find positions with the government, but most spend their time with others of their kind, working singly or together on large projects. While mechanicians aren't exactly secretive, most of their work is

best done alone. They relish the chance to work with other mechanicians, to exchange ideas and theories, and to see good machines being put together.

Mechanicians specialize in producing intricate mechanical devices made up of tiny gears and clockwork mechanisms and typically powered by PPE. Indeed, some may literally have to be wound with a key.

Step 1: Attributes

Roll attributes as normal but IQ is raised to 18 +D6 and ME is +4. A PP of at least 14 is desirable. Hit points = PE +4, +4 per level.

Step 2: Skills

This character is a natural scholar and a genius. Any course can be done within half the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Armourer
Blacksmith
Metallurgy
Salvage
Technical Clockwork
Weaponsmith

Step 3: Abilities

Mechanicians gain the following ability free;

Clockwork Specialty - The character's knowledge of springs and brass allows him to use mechanical devices for such things as replacing body parts, creating automatons or other wondrous devices. He can build, repair, custom modify and design various clockwork items. It also allows him to look at clockwork parts, either those already implanted inside someone or spare parts in a lab, and gauge the quality of the part. This

includes the ability to gauge the workmanship, quality of the raw materials used to create the clockwork part, and the quality/effectiveness of the implantation. He can build sophisticated mechanical devices capable of accomplishing tasks that are beyond the means of normal machines, owing to the combination of magic and technology. The main types of clockwork mechanisms include (but are not limited to); Animal Automatons, Bionniks, Humanoid Automatons, Mechanised Vehicles, Toys and Weapons.

Additionally Mechanics start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

AR Bonus

Cost: 5

The Mechanician can increase the AR of any armour by an additional 1. The bonus can be added at any time.

Damage Bonus

Cost: 5

The Mechanician can increase the damage of any weapon or ammunition by an additional +1. The bonus can be added at any time.

Grant AI

Cost: 10

The character can magically instill artificial intelligence into any of his creations. The maximum IQ and ME it can have is half of the Mechanician's.

Keen Eye

Cost: 5

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.

Magic Heal

Cost: 10

The Mechanician can heal damage to machines, living or mundane, using spells with the healing descriptor. When this ability is taken he can use any healing spell to repair a machine or bionnik.

Range Boost

Cost: 5

The Mechanician can increase the range of any weapon by an additional +50%. The bonus can be added at any time.

Spellcast

Cost: 5

The cost is for each sphere of magic the Mechanician wants to learn from. The first sphere is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 3\ spells + 3\ per\ level$. The spells can come from any sphere except Divine. Even Technomantic may be taken in the Ancient era but many spells will not be available. However; spells can only ever be embedded into machines or bionniks, never cast externally like other mages. Mechanics can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Surgical Specialty

Cost: 5

The character has the experience and technique to surgically install a bionnik device to any lifeform. He gains a +1 bonus to do this if he is attaching

something he created. This skill is a more specialized form of the Medical Doctor skill in that the character is skilled and knowledgeable about all things to do with bionniks and bionnik replacement of tissues, organs, and limbs in the human body. The character is skilled in performing the surgical techniques that allow one to implant a bionnik part into the human body and have it function as if it had been there since birth. As with the Medical Doctor skill, the character is able to diagnose injuries and diseases, but only to the extent that he can determine how to solve the problem with bionniks and/or bionnik replacement.

True Sight

Cost: 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, and the exact nature of the magic.

Unbelievable

Cost: 10

The character can temporarily repair an item with just whatever he finds lying around using magic to reshape it into what he needs. After 1 minute per ME (+1 minute per level) the magic wears off and the item will no longer function until it can be repaired properly.

Step 4: Career

Possible related careers include; Architect, Weapon Maker and Inventor.

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. Not all merchants are out-and-out thieves (despite the protestations of many cash-poor PCs to the contrary). Many however are friendly, willing to do business, and try not to steal too much from their targets (after all poor targets don't have that much to steal the next time). They may be found anywhere at sea, in a desert caravan, or operating a small booth in a bazaar. Merchants tread a fine line between honest trade and swindling and their definition of both is quite loose. Ultimately however trade is their lifeblood not outright theft.

Success in the marketplace may cover up a multitude of smaller sins but if those sins get out of hand they stifle the very trade that makes them possible. Merchants are as honest as they have to be; if they obviously cheat their customers and fellow businessmen they'll soon have no trade left. Further the forces of law and order tend to frown on wholesale gouging, the diluting of goods and cheating the public. While there are good profits to be made in sales there are even better fortunes to be made in the company of brave adventurers who slay monsters and have first dibs on treasure. Indeed for the merchant sufficiently protected by these brave souls, a great amount of wealth is waiting to be acquired. They can be of any race.

Step 1: Attributes

Roll attributes as normal but a ME of at least 15 is necessary. Hit points = PE +6, +6 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Bluff

Bribe

Bureaucracy

Charm

Diplomacy

Fast Talk

Step 3: Abilities

Merchants gain the following ability free;

Haggler - Reduce price by 10% when buying and increase price by 10% when selling for every 3 ME. Merchants are very capable hagglers, and even in the hurry of adventuring life, they can often make good deals on things that they need. They are also skilled at dumping off all the loot their group finds. They can sell any magical object to another merchant for +5% of it's market value, and can buy such objects at 5% less than their market value. This ability increases to 10% at 2nd level, and by 5% each level thereafter, up to the maximum of 25% at 5th level.

The character gains 35 points to spend on any of the abilities below.

Appraise

Cost: 5

A merchant can assay an item to determine its exact worth. This is identical to the Appraise skill but works automatically with no roll required. If taken twice this includes magical items and artifacts.

Critical Shot

Cost: 10

During combat the Merchant may sacrifice all his remaining attacks in that combat round for a focused attack to do double damage. All that is required is that he make a successful Strike roll (a 20 is not necessary). This can only be used with one specific weapon chosen when this ability is bought. It must be rebought for each additional weapon.

HPs Bonus

Cost: 10

PE +8 HPs instead of 6, +8 per level.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's Willpower saves.

Sell

Cost: 5

A skilled merchant can make people need things they really don't need, like selling a magical ancient weapon to the town's cleric who has never fought in his life. In the same vein, he can always find a way to buy what he needs, whatever it is. Merchant of 5th level or higher treats any settlement as two sizes larger when it comes to available goods and gold. Merchants have a knack for knowing exactly what their customer wants to hear. Many customers have been idly passing by when merchants have offered the a price that the customer simply couldn't pass up. Merchants receive a

bonus to sense motive skill roll of +4 at second level, +6 at sixth level and +8 at tenth level. This bonus stacks with any other bonus the Merchant may possess.

Social Chameleon

Cost: 10

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly.

Strike Bonus

Cost: 10

+1 Strike with either melee or ranged weapons.

Trade

Cost: 5

Can only be used outside of combat. By rolling under MA may trade any item of own for any item of victim's.

Wealthy

Cost: 5

Whenever the Merchant runs out of money he can visit anywhere he has invested money (including an outlet of his own business) and withdraw up to D6 x1000 sesterii up to once per day per level.

Step 4: Career

Smuggler, Trader, Pawn Dealer, Antiquities Acquirer, Fence.

Optional Monthly Trading Checks

This table may be used if desired to keep track of how the Merchant's business is doing. A few disastrous rolls could turn into an adventure for the player to discover why he is losing money.

01-05 Disaster, 10 xD10% of the money currently invested in the business is lost. This could result in some serious debts.

06-15 Malady and poor business decisions made in your stead have hurt the firm. 5D10% of the value of investments is lost.

16-35 A slow season, nothing to panic about, but D20% of all money invested is lost.

36-65 There is a regular turnover of funds but little advancement. No money is lost this month but no profits are gained.

66-85 Business is livelier, the funds invested in the company increase by D20%.

86-95 Business is quite good, the funds invested in the company increase by 5D10% percent.

96-00 Business is excellent, your goods are delivered into the hands of the needy at the exact moment that they are willing to pay for them. Money invested in the company increases by 10 xD10%%.

Military Officer

A military officer is a member of an armed force or uniformed service who holds a position of authority. They are the masters of the battlefield, expert and veteran soldiers who conceive and execute tactical plans and inspire their troops on to victory.

They may command from a rearward vantage point, but when needed, may dive into the fray with sword in hand to turn the tide through sheer puissance. An officer is usually accompanied by a second in command, with a lance of bodyguards and messengers.

In the Roman setting the centurion (Latin: centurio) was the professional officer of the Roman army after the Marian reforms of 107 BC. Most centurions commanded groups of centuries of around 80 men but senior centurions commanded cohorts or took senior staff roles in their legion. Centurions were also found in the Roman navy. In the Byzantine Army, they are also known by the name kentarch.

Their symbol of office was the vine staff, with which they disciplined even Roman citizens protected from other forms of beating by the Porcian Laws. In the Roman infantry, centurions initially commanded a centuria or "century". Centuries, or centuriae, developed from the Roman tribal system under the Servian reforms and could contain 200 to 1000 men.

Centurions often suffered heavy casualties in battle, generally fighting alongside the legionaries they commanded. They usually led from the front, occupying a position at the front

right of the century formation. They could be identified by the transverse horse-hair crest on top of their helmet, their metal greaves and (unlike the legionaries) the sword worn on the left, like all Roman officers. They led and inspired their men by example.

They also sought to display the skill and courage that may have brought them to their rank in the first place. Below the centurions were the optiones, seconds-in-command of centuries. Being held personally responsible for the training and discipline of the legionaries under their command, centurions had a well-deserved reputation for dealing out harsh punishment.

Centurions had important social status and held powerful positions in society. They seem to have received their status according to their rank. On retirement they could be eligible for employment as Lictors.

Centurions had to be literate (to be able to read written orders), have connections (letters of recommendation), be at least 30 years of age, and had already served a few years in the military.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as a Centurion he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
Endurance
Etiquette
Intimidate

Survival
Weapon Group Specialty Short Blades
Weapon + Shield

Step 3: Abilities

Officers gain following ability free;
Patriot - All supplied weapons and equipment are replaced for free if the character visits a city which is a part of or friendly to the Roman Empire. Further other Roman soldiers will recognize his authority and influence, and defer to him if they are of a lower rank. Using this the character can invoke his rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use.

Officers start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in

Endure

Cost: 5

The character can convince his soldiers to go beyond their normal endurance and continue fighting or forced marches. All within sight and hearing of him gain +2 to PE rolls for the purpose of fatigue and pain only.

Favour

Cost: 5

The character saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact. You have one of these for one time only for each time you take this ability.

Influence

Cost: 5

The character's troops are inspired by his combat prowess and gain +1 Strike, dodge and action for the duration of that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Inspire

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reactions to him. He is immune to intimidation. Any within sight of him gain +2 to ignore fear and rout. And he can rally any routed troops who can see and hear him.

Lightsleeper

Cost: 5

This character sleeps very lightly, and can get by with less sleep than most. He awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have.

Motivate

Cost: 5

The character and any ally who can see and hear him gain a +2 bonus to Initiative, Insight and Perception checks

Weaponsmaster

Cost: 5

This grants the character the following additional skills; Weapon Group Specialty Axes, Bows, Fencing Blades, Long Blades, Siege and Spears.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

There is only one career, the Roman Legion. However advancement is possible such as to Tribune, Legate or becoming part of the Praetorian guard in Rome.

Step 5: Disadvantages

As an officer you are a part of the Roman Legion and must answer to it and your emperor. Gain the disadvantage of Watched at +10 points.

Mirror Master

Mirror Masters believe that by reflecting, bending, breaking, and otherwise manipulating light they can tease forth a variety of extraordinary effects resulting in a combination of illusion, reflective, transport and deception magic.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Listen

Step 3: Abilities

Mirror Masters gain all the following free;

Spellcast - The first sphere the master learns from is free and must be from Mirror, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Mirror, Runic, Illusion, Common and Translocative. Masters can tap into the world's natural PPE at a rate of IQ + ME x4.

+10 PPE at levels 1, 4, 7, 10, 13, 16 and 19. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 6, 10, 11, 14 and 17. +1 Willpower save at levels 3, 6, 9, 12, 15 and 18. +1 Spell Bonus at levels 2, 5, 8, 11, 14, 17 and

20. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Mirror Masters start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Mirror Cure

Cost: 5

The character can stand in front of any mirror and transfer his injuries into the mirror and entirely onto his reflection, leaving himself full healed. Each mirror may absorb up to 1 HP per ME of injury before breaking and becoming unusable.

Mirror Grimoire

Cost: 5

The character can store any spells that he desires for later use by casting them into a mirror (only the storer can use it). He knows what spells are stored within by touching it. The PPE required for casting the spell is expended at the time of storage. Thus when later released from the mirror there is no PPE cost, its free.

Mirror Sight

Cost: 5

The character can concentrate on any mirror he can see willing it to show the scene of any location where there is another mirror present that have previously visited or been told about (same as Clairvoyance).

No Reflection

Cost: 5

The mage can choose to prevent any surface from reflecting his image making him invisible to scrying.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Mirror

Cost: 5

The character can cause any mirror to show the true image of any person or object in front of it regardless of any form of concealment, disguise, illusion or invisibility.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Museum representative, Historian, Stage Magician and Academic researcher (specialising for instance in Demonology, etc).

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.

The first thing that stands out is that these various forms of monastic life have a tendency to set themselves apart, to separate themselves from the world in isolation from the rest of men. This isolation often has an exterior sign, a wall, a reserved enclosure, access to certain buildings being reserved to the ascetics. Yet frequently they insist rather on the cloister of the heart. This separation from the world is indicated by a distinctive habit and a special way of cutting the hair. It is ratified by different rites of aggregation or initiation. We also find ascetic practices such as celibacy, at least temporarily, and poverty understood as detachment.

These practices are meant to encourage interior vigilance. They do not insist very much on obedience which is considered to be the consequence of a general openness or availability developed through meditation. On the

other hand great stress is placed on absolute docility to a spiritual master. Finally, the third essential element: mystical aspiration that is to say a profound sense of the Absolute and a desire for communion with this absolute reality. This is perhaps the deepest foundation of the monastic life, for it is the source of a keen awareness of the radical insufficiency of this changing world. It is the driving power of the two other elements: separation from the world and ascetic practices.

Step 1: Attributes

Roll attributes as normal. Then +1 ME, +1 PS, +2 PP, and +2 PE. To qualify as a Monk he must have a minimum PP of at least 15, PE 14 and ME 14. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
1 form of Artistry
Beg
Endurance
Knowledge Alternative Medicine
Knowledge Religion
Unarmed Combat Martial Arts

Step 3: Abilities

Monks gain the following free;
Chi Mastery - Characters can tap into the world's natural Chi at a rate of IQ + ME x2. Chi is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Chi per level.

The character gains 60 points to spend on any of the abilities below.

Cleansing Spirit
Cost: 5

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 per Chi focused on it.

Disabling Touch

Cost: 5

The ability to touch and paralyze different parts of the body for D6 minutes per level. Requires 2 successful paralyzing touches on the same opponent to paralyze the entire body. The character can also dislocate the joints of any opponent, and even break bones.

Divine Catch

Cost: 5

The Monk can catch any object thrown at him at a rate of 1 per 3 PP, or arrows/bolts at 1 per 4 PP within 1 combat melee.

Focused Attack

Cost: 5

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

Cost: 5

Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate PP rolls.

Leap

Cost: 5

+1 metre per Chi expended.

Sense Disturbance

Cost: 5

The Monk can sense when there is something wrong in an area he has just entered. This includes sensing traps, ambushes and even if the area is just plain dangerous to him (such as radioactive or disease). He know the direction and threat level.

Spellcast

Cost: 10

Monks can learn any spells with the exception of Biomantic, Diabolical, D'arque, and Divine. Monks can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Whirlwind

Cost: 5

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: Career

Dojo Master, Bodyguard, Missionary, Scout, Preacher and Beggar.

Mutamancer

Mutamancers are powerful sorcerers who have chosen to master the unpredictable art of casting chaos magic, a form of arcane magic noted for its erratic behaviour and random effects. Devastatingly powerful, Mutamancers believe the attempts of others to codify and define magic is a useless pursuit that can end only in failure. Instead they seek out what they consider magic in its purest form, accepting the risks that come along with chaos magic in exchange for the chance to realize even more power in the random chance of a single spell. In many cases, this gives Mutamancers a degree of power uncommon to other mages. At other times, however, the forces with which they dabble backfire, a risk that all accept as a natural consequence of playing with fire.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Planar
Spell Specialty

Step 3: Abilities

Mutamancers gain all the following free;
Spellcast - The first sphere the mancer learns from is free and must be from Chaos, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells

+4 per level. The spells can come from any sphere of magic and in any combination. This is one of the few mages who can learn any spell.

Mancers can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Mutamancers start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Drain PPE

Cost: 5

This character can steal PPE from anyone within 1 metre radius per ME which he must then immediately use, whether to cast spell or some other use. He can transfer 1 PPE per ME +1 per level, per turn.

Drain Spell

Cost: 5

This character can steal PPE from any spell being cast or already cast within 1 metre radius per ME which he must then immediately use, whether to cast his own spell or some other use. He can transfer 1 PPE per ME +1 per level, per turn.

Improve Spell

Cost: 5

This character can transfer his own PPE to any spell being cast or already cast within 1 metre radius per ME. He can transfer 1 PPE per ME +1 per level, per turn.

Mutate Damage

Cost: 5

+1 damage each time bought to any spell he casts.

Mutate Duration

Cost: 5

Spell duration increases by +1 round each time bought for any spell he casts.

Mutate Luck

Cost: 5

Once per day per 2 ME the character can force a reroll, and can continue to reroll for as many chances as he has left. The reroll can be literally for anything; combat, skills, etc.

Mutate Range

Cost: 5

+25% range for spells each time bought for any spell he casts.

Recast

Cost: 5

This character can recast any spell used within the last 1 round per 3 ME, even if he wasn't the one who cast it.

Supply PPE

Cost: 5

This character can transfer his own PPE to anyone within 1 metre radius per ME which they must then immediately use, whether to cast spell or some other use. He can transfer 1 PPE per ME +1 per level, per turn.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

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 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.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Dreamscape

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Knowledge Sociology

Science Psychiatry

Step 3: Abilities

Mystics gain all the following free;

Spellcast - The first sphere the Mystic learns from is free and must be from Dreamspeak, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Dreamspeak, Illusion, Common and Psionic.

Mystics can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 9, 10, 13, 16 and 19. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Mystics start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Dreamwalk

Cost: 5

This is the ability to 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.

Empathic

Cost: 5

The ability to detect the emotional state of any one person within his line of sight or 15 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.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Meditate

Cost: 5

Once per day per 5 IQ per level the Mystic can meditate for one hour and recover all his PPE.

Medium

Cost: 5

This character can see and talk to spirits and ghosts. Specifically he can;

- 1) Listen to and relate conversations with the departed.
- 2) Go into a trance and allow a spirit to enter his body in order to speak through it.
- 3) Sense the emotional state of the departed and whether they are being truthful.

Nightmare

Cost: 5

Equal to the Minor power but additionally can induce a nightmare so severe that victim must save vs. psi or go into a coma.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Psychiatrist, Sociologist, Counsellor, Tarot Reader, Social Worker, Police Negotiator and Academi

Mystic Theurge

Mystic Theurges place no boundaries on their magical abilities and find no irreconcilable paradox in devotion to the arcane as well as the divine. They seek magic in all of its forms, finding no reason or logic in denying themselves instruction by limiting their knowledge to one stifling paradigm, though many are simply hungry for limitless power. No matter what their motivations, Mystic Theurges believe that perception is reality, and through the divine forces and astral energies of the multiverse, that perception can be used to manipulate and control not only the nature of this reality, but destiny itself. They serve a deity who doesn't mind them learning other magic so long as they continue the mission.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and ME 14 is necessary. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Religion
Knowledge Undead

Step 3: Abilities

If the Theurge is cast out by his deity for some offence he will lose all any of his divine abilities. Theurges gain all the following free;

Spellcast - The cost is for each sphere of magic the Theurge wants to learn from. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per 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 a Theurge buys the Divine sphere he is automatically bestowed all the spells within.

If however he is dismissed from his religion for some heinous act he will lose all this ability. Theurges can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Strike and AC vs. undead at levels 3, 5, 9, 11, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Theurges start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Familiar Link

Cost: 10

The Theurge may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Healing Hands

Cost: 5

This 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 once every 24 hours per 3 ME. This is a divine ability.

Holy Confession

Cost: 10

Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 ME. This is a divine ability.

Holy Fortitude

Cost: 5

Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs. Diabolic magic. This is a divine ability.

Holy Inspiration

Cost: 5

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. This is a divine ability.

Holy Judgment

Cost: 10

This power comes from within and releases a burst of holy light within a 10 x 1 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. If they do save they lose half their HPs in damage.

See the table below. This is a divine ability.

HPs Bonus

Cost: 5

PE +10 HPs instead of 8, +10 per level.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

There is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Theurge you answer to your deity and must obey all of its rules or face exceedingly harsh penalties. Unlike other mages you are not your own man. You are a part of an organization and must answer to it. Gain the disadvantage of Watched at +20 points.

Turning Undead Table

This table shows what types of Undead the character can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
	1 Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

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), Mictlantecuhli (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...

Necromancers embrace the knowledge that involves tapping the powers of life

as well as those of death and unlife. These enlightened few study the mysterious connection between life and death. They do not walk the same evil path as Liches, instead they honour the dead and seek to aid the living. They have a deep and profound understanding of life's eternal cycle—the necromantic triad—which makes them potent healers as well as powerful spellcasters. Modern day Necromancers use their abilities to ruthlessly crush them.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Undead

Science Biology

Step 3: Abilities

Necromancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Necromancy, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Necromancy, Combatic, Transmutanic, Chaotic, Common and Biomancic. Mancers can tap into the world's natural PPE at a rate of IQ + ME x4.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2,

5, 7, 9, 11, 13, 17 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Pain save at levels 3, 5, 7, 11, 13, 15, 17 and 19. +1 Strike when fighting Undead (including spirits) at levels 3, 6, 9, 12, 15 and 18. All spell ranges, damage, etc are doubled when used against the Undead. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Necromancers start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Control Undead

Cost: 5

The character can dominate the wills and actions of any undead whether corporeal or spirit. The victim must save on their willpower to resist. He can control up to 1 undead per 2 ME, +2 per level.

Damage Bonus

Cost: 5

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Heightened Healing

Cost: 5

The Necromancer can at will double his healing rate for ME x1 round, +1 round per level.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Speak to dead

Cost: 5

The character can briefly speak to any spirit or corpse allowing it to speak aloud about what happened to it.

True Sight

Cost: 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, and the exact nature of the magic.

Turn Undead

Cost: 5

The character can banish spirits and destroy physical undead unless they spell save. See below.

Undead Familiar

Cost: 5

The mancer may summon and permanently psionically link with an undead companion 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.

Step 4: Careers

Possible related careers include; CSI, Pathologist, Mortician, Surgeon, Microbiologist, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

Level	Type
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

Oracle

At first the Oracle was under the strict domination of Krisa. It was liberated in 590 BC, and it is from this date that the true history and fame of Delphi essentially began. A number of Sacred Wars broke out for control of the Oracle. The Phokians, Amphissans and even the Athenians vied to avail themselves of its great wealth, interfering with the independence of the priests and the little world that revolved about them. In 191 BC the Romans became masters of Delphi. This was a period of waves of pillaging raids but also attempts to revive the Oracle. However, nothing could halt Delphi's decline and eventually it ceased to be regarded as the navel of the world.

Oracles responded to the questions of visitors while in a trance; her inarticulate cries were interpreted and written down by an official interpreter, in earlier times in hexameter verse, then later in prose. These oracular responses were notoriously ambiguous, and their interpretation was often only 'deduced' after the event to which they referred. This, however, did not deter visitors from journeying to Delphi from all over the Mediterranean. During the course of the 8th and 7th centuries BC, the sanctuary grew in prestige as it received splendid dedications from legendary kings such as Gyges and Midas.

Its political role expanded in the 7th century BC, when it became the seat of the Amphictyony, and individual cities began to build along the Sacred Way leading up to the temple - treasuries in which the cities' dedications to Apollo were guarded, and monuments commemorating the cities' successes. Inter-city rivalry also played out in the

Pythian games at which athletes and musicians from all over the Greek world competed. This festival, which originally took place every eight years, was expanded after the first Sacred War and held every four years on a scale that rivalled the Olympic games. Thus Delphi could rightfully sustain its mythical claim of being the navel of the Greek world.

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.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and MA 14 is necessary.
Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
Knowledge Astral
Knowledge Astrology
Knowledge Dreamscape

Knowledge Magic
Knowledge Mythology
Knowledge Philosophy

Step 3: Abilities

Oracles gain the following free;
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). These flashes can detect a weakness in any opponent or structure within the hero's line of sight, sense concealed people or objects within his line of sight and detect any lies told by anyone talking to him. He can see events into the future up to 1 minute per ME. This doubles every level. Although a free ability he can choose to double his vision for every 5 points spent.

The problem with this ability and character 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.

Additionally Oracles start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Clairaudience

Cost: 5

The Oracle 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. 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 character to hear across a vacuum for example.

Unfortunately Clairaudience can act as a pipeline to direct another's Psionic or Sonic attacks toward the character. Because of this side-effect the character is +1 to resist such attacks. These attacks need not even be aimed at the character but might still affect the character if the other Power is being used in the area the character is spying upon. When the power operates it overrides the character's natural hearing. Distant sounds are sensed at their original volume level. The power is normally a voluntary power that must be summoned.

Clairvoyance

Cost: 5

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. The character can see distant sights without directly seeing it with his eyes. The character 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. When in use the power overrides normal vision. Normally the power is consciously controlled.

Danger Sense

Cost: 5

This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 ME, +1 minute per level. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 ME, and +1 every 2 levels.

Determine Death

Cost: 5

This allows the character 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.

Diagnose

Cost: 5

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.

Dreamwalk

Cost: 5

This character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. 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 character 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 character's real body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.

Empathic

Cost: 5

The character 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.

Medium

Cost: 5

This character can see and talk to spirits and ghosts. Specifically he can;

- 1) Listen to and relate conversations with the departed.
- 2) Go into a trance and allow a spirit to enter his body in order to speak through it.
- 3) Sense the emotional state of the departed and whether they are being truthful.

Spellcast

Cost: 5 each

The cost is for each sphere of magic the Oracle wants to learn from. The first sphere must be from Dreamspeak and half his spells must always be from here. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 3\ spells + 3\ per\ level$. The spells can come from Psionic, Illusion, Common, Dreamspeak and D'arque. Oracles can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 7 per hour if remain active (but not using magic) and 15 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Prophets are in demand everywhere being both respected and feared.

Paladin

The paladins, sometimes known as the Twelve Peers, were the foremost warriors of Charlemagne's court. They first appear in the early chansons de geste such as *The Song of Roland*, where they represent Christian valour against the Saracen hordes. The paladins and their associated exploits are largely later fictional inventions, with some basis on historical Frankish retainers of the 8th century and events such as the Battle of Roncevaux Pass and the confrontation of the Frankish Empire with Umayyad Al-Andalus in the Marca Hispanica. In their earliest appearances the paladins were not the companions of Charlemagne, but of his vassal Roland.

This Roland is based on the historical figure Hruodland, who is mentioned by Charlemagne's biographer Einhard as a Lord of the Breton March who died in the Battle of Roncevaux Pass; nothing else of him is known. By the end of the 12th century the paladins were increasingly thought of as an association reporting to the king after the fashion of the Round Table; the earliest romance to portray them in this way is *Fierabras*, dating to around 1170.

The names of the twelve paladins vary from romance to romance, and often more than twelve are named. The number is popular because it resembles the Twelve Apostles giving the king the position of Jesus as a reminder of his holy mission as ruler. All Carolingian paladin stories feature paladins named Roland and Oliver; other recurring characters are Archbishop Turpin, Ogier the Dane, Huon of Bordeaux, *Fierabras*, Renaud de Montauban and Ganelon. Tales of the paladins once rivalled the stories of King Arthur and the Paladins

of the Round Table in popularity. The paladins figure into many chansons de geste and other tales associated with Charlemagne.

Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their swords and lives to the battle against evil. Paladins, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline.

As reward for their righteousness, these holy champions are blessed with boons to aid them in their quests: powers to banish evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future. They are well-known around the world for their extraordinary courage in the face of danger.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 PS, +2 PP and +3 PE. To qualify as a Paladin he must have a minimum PS of at least 15, PP 14, and PE 14. If he wants to use magic also at least IQ 12 and ME 11 is necessary. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
Knowledge Heraldry
Knowledge Magic

Knowledge Religion
Knowledge Undead
Ride Land Animal
1 Weapon Group Specialty

Step 3: Abilities

Paladins gain the following ability free;
Patron God - All the Paladin's powers come from their God. If they perform acts contrary to their God's teachings they may lose their abilities. A paladin must be of lawful good alignment and loses all class features except skills if he ever willingly commits an evil act. Additionally, a paladin's code requires that he respect legitimate authority, act with honour (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

They can at any time visit any holy order belonging to their God and have any supplies, weapons and equipment replaced for free. He will also receive free lodging and meals from them.

Paladins start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Faith

Cost: 5

Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.

Follower

Cost: 5

The Paladin has a Squire follower. He is wholly reliable and someone the character can trust, a friend. He can be of great use providing information, equipment, or support and help in times

of need. The Squire will travel with the character, fight back to back, and may even give his or her life for the character. The Squire can be created just like a player character. They can have advantages totalling no more than points, or one disadvantage of any value. A player will receive a negative reaction for betraying an ally. If continued the player will lose the ally and will have to spend the initial amount of points and a resolving adventure to get the ally back or a new one to take its place. If the ally dies on its own, then the character may slowly develop another ally without the cost of any points. The Ally may earn experience but it will be up to the GM to give the ally his experience not the player.

Healing Hands

Cost: 10

This 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 once every 24 hours per 3 ME.

Holy Artifact

Cost: 5

Start with 30 points to use on the Artifact Creation table below.

Holy Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Prestige

Cost: 5

This Paladin's family is well known, and is recognised on a D100 roll of 1-25. This increases by +25 each time rebought up to 1-96. 97-00 is always a failure. Those who recognize him will defer to his authority and (unless a family enemy) will want to be his friend.

Sermon

Cost: 5

Allies are immune to panic or being routed so long as the character continues fighting alongside them. He can also rally any previously routed by giving a stirring speech.

Spellcast

Cost: 10

A Paladin who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose this ability. Paladins can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Summon Steed

Cost: 5

This Paladin can summon the service of an unusually intelligent, strong, and loyal steed to serve him in his crusade against evil. This mount is usually a heavy horse (for a Medium paladin) or a pony (for a Small paladin), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as an animal companion, with an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. At any point he

may see through its 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.

Turn Undead

Cost: 5

Undead are destroyed unless they spell save. If they do save they lose half their HPS in damage (See the table below). Also the Paladin gains +4 to all combat rolls against all types of undead (Strike and dodge). This increases by +1 per level.

Holy Artifact Creation Table

Roll in each of the sections.

Step 1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 rings, a bracelet and a helmet.

01-03 Armour, Ancient

10-12 Shield

13-15 Helmet, Ancient

19-21 Gauntlet

22-24 Sword

25-27 Axe

28-30 Bow

31-33 Crossbow

34-36 Mace

37-39 Knife

40-42 Hammer

43-45 Flail

46-48 Staff

49-51 Spear

52-54 Halberd

55-57 Trident

67-69 Bracelet

70-72 Ring

73-75 Necklace

76-78 Amulet

79-81 Crown

82-84 Earring

- 85-86 Belt
- 87-88 Crown
- 89-90 Wand
- 91-92 Sceptre
- 95-96 Other Weapon
- 97-98 Other Jewellery
- 99-00 Other Object (eg. clock, skull, etc)

Step 2: 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.

- 01-15 Artifact created by accident
- 16-30 Artifact belonged to a now departed or dead entity
- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

Step 3: Abilities

All Artifacts - Are indestructible by conventional means. Give its owner +1 Strike and AC when using it. Affects all Infinite and supernatural beings. 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. Each Artifact will have a certain amount of powers which can be bought using those 30 points the character has. 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.

The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

Step 4: Careers

There is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Paladin you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each.

Turning Undead Table

This table shows what types of Undead the Paladin can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

Pharaoh Mage

The mysterious priests and priestesses of Egypt learn the skill of Hekau or Egyptian magic, as well as the rites of prayer. They are able to produce magical effects, craft scarabs and engrave tablets with mystic powers, as well as calling down the wrath or blessing of their Gods. As with their Greek equivalents, they are affiliated with a particular temple of their deity. Egyptian priests are also charged with the onerous responsibility of embalming the dead and making sure that their remains are interred with proper ceremony. The dead must be carefully tended to or the soul (ka) of the deceased will suffer. This is not merely a superstitious belief, it is a fact of life.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and ME 14 is necessary. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Religion

Knowledge Undead

Step 3: Abilities

If the Mage is cast out by his deity for some offence he will lose all any of his divine abilities. Mages gain all the following free;

Patron - In return for serving the pharaoh the mage not only gets religious and magical training (eventually) he also gets free lodging, food and clothing.

Mass Prayer - Prayer can include thousands, as when a Mage directs huge crowds of the faithful to petition a deity to grant their request. Vast crowds improve the chance of an ability or spell to succeed when petitioning for a miracle. The effective damage of any spell is increased by +1, range by +25% and duration by +1 round for every 100 additional worshippers praying for the same result, to a maximum effective level increase of +10 and +250%.

Collective prayers made to a deity while in that deity's temple gain an additional +1 and +25% respectively (but still with the maximum limit), and another +1/+25% if made on a deity's festival day.

Additionally Mages start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Familiar Link

Cost: 10

The Mage may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Healing Hands

Cost: 5

This 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 HPS regardless of how many hit points were lost. It can only be used once every 24 hours per 3 ME.

Holy Fortitude

Cost: 5

Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs. Diabolic magic and +1 on Strike attacks against the undead.

Holy Judgment

Cost: 10

This power comes from within and releases a burst of holy light within a $IQ \times 1$ 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. If they do save they lose half their HPs in damage. See the table below.

HPs Bonus

Cost: 5

PE +10 HPs instead of 8, +10 per level.

Master Insects

Cost: 5

Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 5 metres per

ME, +5 per level. The Mage can summon 100 insects per 4 ME of choice, +100 per level. He can summon any insect within a 50 metres per ME radius, +50 metres per level.

Spellcast

Cost: 5

The cost is for each sphere of magic the Mage wants to learn from. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ - 9 = \text{spells}$ +4 per level. The spells must come from elemental air and elemental earth but in any combination. Mages can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

There is only one career, you work directly for the pharaoh and your deity.

Step 5: Disadvantages

As a Pharaoh Mage you answer to your deity and pharaoh and must obey all of their rules 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 +20 points.

Turning Undead Table

This table shows what types of Undead the character can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

Plant King

Plant Kings are the final defenders of the forest. He searches for understanding of nature's secrets and the world's plant life. Since most Plant Kings have little use for civilization, they tend to be loners, watching the years pass by from their groves. Adventuring Plant Kings are rare, but those who do exist are marvellous to behold. They tend to take their gardens with them, often bringing several plant creatures, such as animated trees along on adventures. Plant Kings tend to be soft-spoken, easygoing individuals - right up until someone lights a torch and threatens living plants.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Garden

Knowledge Alternative Medicine

Knowledge Fauna

Knowledge Flora

Knowledge Herbalism

Tree Walking

Step 3: Abilities

Plant Kings start with the following ability free;

Plant Ally - The Plant King can establish telepathic communication with any plant within line of sight if he does nothing else in the round. No minimum IQ required. This has the following benefits:

He can alter the plant, giving it intelligence. It will answer any of his questions. Further he can then recruit this plant as an ally. Once he does so he permanently psionically links with the plant turning it into a familiar. 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. He can have one ally per 5 ME.

Additionally Plant Kings start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Control Plants

Cost: 5

The character can take control of any plants within an area of 100 metres per ME radius, +100 metres per level. Up to 1 plant per ME of choice, +1 plant per level. They will obey any telepathic commands from the character.

Enhance Ally

Cost: 5

The character must already have the Plant Ally ability to use this. With this he can temporarily transfer physical attribute points from himself to one of his plant allies. He can only do this with PS, PP, PE, SPD and SDC. He can transfer as many points as he wants but none of his attributes can drop below one point. If either he or the plant are rendered unconscious then all the points revert back to him.

Heal Plant

Cost: 10

The ability to heal any plant at phenomenal rates. The character must touch the plant for 1 minute uninterrupted to perform the following healing;

1) Restore 1 HPs per IQ, +1 per level per 10 minutes.

2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.

3) Negate all pain for 1 minute per IQ, +1 minute per level.

4) Immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Natural Chameleon

Cost: 10

Using this ability the Plant King can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, 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 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 stealth skillraising it to a supernatural level and preventing any non magical detection. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Nature Survival

Cost: 5

Due to a Plant King's extensive experience and training in jungles and forests they gain +1 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Plant Abilities

Cost: 5

The Plant King can draw on certain abilities from plants for a temporary duration. Each plant ability lasts only so long as an plant remains within a 10 metre radius per ME, +10 metres per level. Can copy the abilities of 1 different plant per 5 ME at the same time, +1 plant per level. If there are more different plants present than can copy then may choose which abilities he copies. Some examples can be found here under the Plant Mimicry power.

Possess Plants

Cost: 5

This character can transfer his mind into any plant 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. If taken twice he can transfer his entire body.

Sense Plants

Cost: 5

The Plant King can detect the presence of any plants within an area of 100 metres per ME radius, +100 metres per level.

Talk to Plants

Cost: 5

The character talk to plant life forms and understand their reactions. He can speak and understand, and where possible read and write any plant language he comes into contact with at his base IQ score after 1 day (-1 hour per IQ of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + IQ. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. This will apply more to an evolved plant race.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Gameskeeper, Plant Breeder, Zookeeper, Plant Liberationist.

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 Pantheon section.

More than just a follower a Priest intercedes acts on behalf of others, seeking to use his powers to advance the beliefs of his mythos. Priests are generally good but can have any alignment acceptable to their order. Spells are the main tools of the Priest helping him to serve, fortify, protect, and revitalize those under his care.

He has a wide variety of Divine spells to choose from, suitable to many different purposes and needs. The Priest receives his spells as insight directly from his deity (the deity does not need to make a personal appearance to grant the spells he prays for) as a sign of and reward for his faith, so he must take care not to abuse his power lest it be taken away as punishment.

The Priest is also granted power over undead-evil creatures that exist in a form of non-life, neither dead nor alive. The cleric is charged with defeating these mockeries of life. His ability to turn undead enables him to drive away these creatures or destroy them utterly (though a cleric of evil alignment can bind the matures to his will).

Upon reaching 7th level the Priest automatically attracts a fanatically loyal

group of believers, provided the character has established a place of worship of significant size. He attracts D20 of these followers which arrive over a period of several weeks. The GM decides the exact number and types of followers attracted. The character can hire other troops as needed, but these are not as loyal as his followers.

At 9th level he may receive official approval to establish a religious stronghold be it a fortified abbey or a secluded convent. Obviously the stronghold must contain all the trappings of a place of worship and must be dedicated to the service of the Priest's cause. However the construction cost of the stronghold is half the normal price since the work has official sanction and much of the labour is donated. The Priest can hold property and build a stronghold anytime before reaching 9th level but this is done without church sanction and does not receive the benefits described above.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and ME 14 is necessary. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Religion
Knowledge Undead

Step 3: Abilities

Priests gain all the following free;
Spellcast - Priests don't pay for the Spellcast ability as they automatically

are bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities. Priests can tap into the world's natural PPE at a rate of IQ + ME x4.

PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Strike and dodge vs undead at levels 3, 5, 9, 11, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Priests start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Healing Hands

Cost: 5

This 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 HPS regardless of how many hit points were lost. It can only be used once every 24 hours per 3 ME.

Holy Confession

Cost: 5

Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 ME.

Holy Fortitude

Cost: 5

Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs Diabolic magic.

Holy Inspiration

Cost: 5

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.

Holy Judgment

Cost: 5

This power comes from within and releases a burst of holy light within a IQ 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. If they do save they lose half their HPS in damage. See the table below.

HPs Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

There is only one career, you work directly for your religion. The very detailed duties of a Priest can be found in BH21 The Book of Pantheons.

Step 5: Disadvantages

As a Priest you answer to your deity and must obey all of its rules 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 +20 points.

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

Level	Type
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

Privateer

The word pirate (peirato) was first used in about 140 BC by the Roman historian Polybius. The Greek historian Plutarch, writing in about 100 AD, gave the oldest clear definition of piracy. He described pirates as those who attack without legal authority not only ships, but also maritime cities. Piracy was described for the first time, among others, in Homer's The Iliad and The Odyssey.

Sometimes governments gave rights to the pirates to represent them in their wars. The most popular form was to give a license to a private sailor to attack enemy shipping on behalf of a specific king – Privateer. Very often a privateer when caught by the enemy was tried as an outlaw notwithstanding the license. On the whole Privateers were polite and merciful, and the recorded incidences of cruelty and viciousness were few and far between. The main difference between a pirate and a privateer was whether or not the pirate had the support of the crown. If the pirate was in the monarch's favour then life was good.

The pirate had open markets in England for the goods they stole from ships and had a measure of protection from prosecution by the English navy. The status of pirate or privateer sometimes seemed to shift as quickly as the wind. One day the sailors could be plundering Dutch ships for spices and other luxuries from Asia and Africa, the next the Queen could have signed a treaty creating a truce and attacks on the Dutch ships make the privateers pirates once again. They can be of any race.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Climb

Navigation

Pilot Marine Sailboat

Survival Ocean

Swim

Weapon Group Specialty Blade

Step 3: Abilities

Privateers gain the following ability free;

Haggler - Reduce price by 10% when buying and increase price by 10% when selling for every 3 ME. Merchants are very capable hagglers, and even in the hurry of adventuring life, they can often make good deals on things that they need. They are also skilled at dumping off all the loot their group finds. They can sell any magical object to another merchant for +5% of it's market value, and can buy such objects at 5% less than their market value. This ability increases to 10% at 2nd level, and by 5% each level thereafter, up to the maximum of 25% at 5th level.

The character gains 35 points to spend on any of the abilities below. He does gain the following free;

Appraise

Cost: 5

A Privateer can assay an item to determine its exact worth. This is identical to the Appraise skill but works automatically with no roll required. If taken twice this includes magical items and artifacts.

Blurred Attack

Cost: 5

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

as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

HPs Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Leap of Death

Cost: 10

In combat the warrior may leap over intervening combatants one metre per 5 PP 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 enemy. He

may continue to attack for as long as he has attacks until he misses her first monster.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's Willpower saves.

Strike Bonus

Cost: 10

+1 Strike

Step 4: Career

Swashbuckler, Pirate, Freebooter, Smuggler.

Ranger

Rangers boast the courage and strength of a warrior, and the stealth and self-reliance of a thief. They combine the Ranger'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.

The ranger's origins can be traced to the time when isolated human settlements were first founded in areas of unclaimed wilderness, or in areas occupied only by savage humanoid tribes. Those who were at first hunters, trappers, and guides were turned by the necessities of survival into canny wilderness warriors; and ultimately into the principle protectors of the scattered settlements of humans and demihumans, which had to fend off countless humanoid raids.

Few in number, but effective far beyond the power of local militias or the occasional military patrol of a ruling lord, the rangers have kept a protective watch on the forward frontier of human expansion. There are seldom more than one or two to be found in any place, but somehow, as a group, they PPEge to cover huge areas of the frontier. Where the tide of expansion has been turned back, they are the last to fight a desperate rear guard action against encroaching hordes of evil humanoids.

In more civilized areas, it is common for kings and wealthy nobles to annex large tracts of forests for personal use. Some are maintained as private game preserves, others are harvested for the valuable timber. As a king's wilderness holdings grow, so does the need to protect them. But suitable candidates are

hard to come by. Often, from among local woodsmen and hunters, able-bodied and trustworthy retainers are recruited as forest justices or wardens. Skilled in the PPEgement of land, wilderness survival, and natural lore, the forest justices are charged with guarding the king's holdings, preserving his game from poachers and his subjects from outlaws and brigands.

In other places, the local authorities have either lost control or become tyrannical. Perhaps the local order has broken down and the land is overrun by bandits or robbers. Perhaps a bad ruler has taken over and driven the peasantry beyond all possible tolerance. At such time a hero may arise, striding out of the wilderness, setting right the wrongs, returning a just overlord to power, and then disappearing back into wild and unknown lands. Such is the stuff of legends. Such is the legacy of the ranger.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and PE 14 is necessary. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acute Hearing

Knowledge Fauna

Knowledge Flora

Knowledge Magic

Orienteering

1 Weapon Group Specialty

Step 3: Abilities

Rangers start with the following ability free;

Chosen Enemy - Choose one enemy from among the following; Demons, Dragons, Undead (includes spirits),

Monsters, or a specific supernatural race. The Slayer has been tasked with destroying them all wherever and whenever he encounters them. As a result he receives +4 to all combat rolls against this type of enemy (Strike and dodge). This increases by +1 per level.

Rangers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Empathy

Cost: 5

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 then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. 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.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when the ranger is in his specialty terrain.

Natural Chameleon

Cost: 5

Using this ability the Ranger 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 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 stealth skill raising it to a supernatural level and preventing any non magical detection. Lasts for ME x1 round.

Nature Heal

Cost: 5

A Ranger may select a particular type of terrain as his specialty area for healing. Whenever in this terrain the Shaman can heal another life form at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; Restore 1 HP per IQ, +1 per level per 10 minutes; Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ; Negate all pain for 1 minute per IQ, +1 minute per level; or Immediately bring a comatose patient up to 1 HP per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. He may choose an additional terrain at level 5. Terrain types include;

Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Shaman may choose a new terrain.

Nature Stealth

Cost: 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 Stealth skill raising it to a supernatural level and preventing any non magical detection. Lasts ME x1 round

Nature Survival

Cost: 5

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 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Ranger may either take an additional +1 with their terrain OR choose a new terrain.

Ranged Weapons

Cost: 5

+1 Strike and an additional +1 every 3 levels.

Spellcast

Cost: 10

The cost is for each sphere of magic the Ranger wants to learn from. The first sphere must be from Faerie. He starts

with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Faerie, Dreampeak, Geomantic, Common and any Elemental. Rangers can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Strafe

Cost: 10

Each time bought the character can hit one additional foe in range if using a ranged weapon.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Naturopath Healer, Gameskeeper, Animal Breeder, Bee Keeper, Plant Breeder, Tracker, Hunter, Fighter, Scout.

Resonmancer

Resonmancers manipulate the remnants of arcane spells, producing effects similar to an Arcanist. By diligently studying the interactions of spell remnants, they can recreate spells from the latent magic in the air.

Resonmancers can wield devastating power by profoundly studying spell remnants and the techniques to manipulate them. They are often mistaken for amateur casters that cannot master any spells more powerful than cantrips, and are thus given as little respect as students of wizardry. As Resonmancers grow old, this neglect can turn to mockery or disdain as they are viewed as failures who have spent years unable to learn anything.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Concentration

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

Observation

Research

Step 3: Abilities

Resonmancers gain all the following free;

Resonmancy - The character can analyze spells by the magical traces they leave behind. He is constantly aware of any spells that had been cast in, from, or with an area of effect containing, the space he currently occupies up to a 1 metre radius per ME (+1 metre per level), up to 1 day ago per ME (+1 day

per level). By spending a full-round action in concentration, he can work backward, remaking a spell from the pieces it left behind and learn how to cast it. The Resonmancer though must first buy each sphere he wants available to him. He can likewise sense any magical object within the same area although not duplicate its abilities.

The Resonmancer can cast from any sphere of magic, but must buy each sphere at a cost of 5 points each. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Resonmancers can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Additionally Resonmancers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

PPE Bonus

Cost: 5

+10 PPE at levels 3, 7, 10, 13, 17 and 19.

Meditate

Cost: 5

Once per day per 5 IQ per level the Resonmancer can meditate for one hour and recover all his PPE.

Resonmetry Object

Cost: 5

The character can analyze spells that have been cast on a magical artifact by touching it. By spending a full-round action in concentration, he can learn what spell was cast and how to recreate it. The Resonmancer though must first buy each sphere he wants available to him.

Resonmetry Person

Cost: 5

The character can analyze any spells that have been cast by a wizard by touching him. By spending a full-round action in concentration, he can learn what spells he has cast and how to recreate them. The Resonmancer though must first buy each sphere he wants available to him. He is also limited by his own learning ability.

Resonmetry Scroll

Cost: 5

The character can analyze spells that have been written on a scroll by touching it. By spending a full-round action in concentration, he can learn what spell was cast and how to recreate it. The Resonmancer though must first buy each sphere he wants available to him.

Sanity Save

Cost: 10

+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.

Spell Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Willpower Save

Cost: 10

+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in ancient areas of power, etc).

Rogue

The Rogue is a quick and powerful individual who does not want to get hit. They are individuals that found the road of the fighter to slow and unadaptive, while at the same time finding the path of the thief, to be too reliant on stealth and petty tricks. As fast paced fighters that are at home on the battlefield, they take the best of both roles and combine them into quick and ruthless machines of death.

These warriors have learned to tap into the hidden reserve of strength that most humanoids have: Adrenaline. Using adrenaline to fuel their techniques, they look as blurs upon the battlefield. Besting some in straight combat with lightning quick precision or using lightning speed surprising the enemy with a series of sneak attacks. Rogues are a force to be reckoned with on and off the battlefield, because you never know when they will strike, and chances are you'll never see it coming.

Step 1: Attributes

Roll attributes as normal but +1 PP. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Climb

Endurance

Knowledge Street

Pick Locks

Survival

Weapon Group Specialty - choose one

Step 3: Abilities

Rogues gain the following ability free; **Boost** - Once per PE per day (+ once per level) the character can tap into his

adrenalin and boost his PP by an additional +1, AC +1 and SPD +4.

Rogues start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Appraise

Cost: 5

A Rogue can assay an item to determine its exact worth. This is identical to the Appraise skill but works automatically with no roll required and includes magical items and artifacts.

Backstab

Cost: 5

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.

Bonus Strike

Cost: 5

+1 Strike with melee or thrown weapons.

Focussed Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Hide

Cost: 5

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

Inured to Pain

Cost: 10

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Perfect Balance

Cost: 5

The Rogue gains +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Stealth

Cost: 5

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

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

Assassin, Bandit, Bounty Hunter, Burglar, Investigator, Mercenary, Outlaw, Scout, Smuggler, Thug.

Runemancer

Just as writing is the physical representation of the spoken word, runes are physical and aethyrial images of the language of magic. Magic is an unimaginably complex and demanding language. Accurate transcription of the Great Language into runes requires that the tiniest distinctions of pronunciation be precisely recorded in the rune.

Further, a rune must be inscribed not only in the physical domain, but also in the aethyrial domain; that is, they must be magically inscribed into the aethyrial field associated with the rune.

Properly inscribed runes are essential to all arcane undertakings, and all wizards must read and understand them. More ambitious students of magic may be qualified for research and development of revised or new applications of the arcane practices.

Runes are not cast in battle, but used to create powerful magical weapons and equipment. It takes time and skill to create rune weapons. The character must have access to a forge or workshop of some kind. Then, a special type of acid must be purchased or made to etch the rune into the object. Prayers must be said before, during, and after the etching. The key to the Runemancer career is the ability to cast runes which act as temporary buffs that provide additional benefits to the character using them. Runes can be used to attack the enemy directly, they can increase the damage caused by a player, and they can make them tougher and stronger.

Step 1: Attributes

Roll attributes as normal but an IQ of at least 15 and PP 14 is necessary. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Engrave
Knowledge Artifacts
Knowledge Geomancy
Knowledge Magic
Language Runic
Use Magic Device

Step 3: Abilities

Runemancers start with the following ability free;

Inscribe Runes - Runemancers may carve special runes onto any equipment, allowing the wearer to use the spell stored within. Only one rune may be placed on each piece of equipment, unless it is an artifact. Any requirements to cast the spell must be present when the rune is carved, and the carving takes 5 minutes or the spell's casting time, whichever is longer. Activating the spell stored in the rune is an immediate action, and does not require any kind of component to cast.

It is exactly as powerful as if the runemancer had cast the spell himself, but the specifics of the spell (such as it's target) is chosen by the wearer. After the rune is activated, it loses one charge, until depleted at which time the rune fades away. After third level the runemancer gains the ability to carve permanent runes into any hard surface, causing the spell associated with that rune to be treated as if he had cast the Permanency spell with it.

Additionally Runemancers start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Create Stylus

Cost: 5

This is the special ability to create a magical pen to write magic words, wards, circles, symbols, numbers, music and drawings. It can write underwater and is unaffected by gravity, pressure or other conditions in atmospheres. It will mark any object. It is used as a focus to directly transfer the Runemancer's PPE onto the object he is scribing on.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Impression

Cost: 5

With this ability the character can touch any rune (even those not created by him) and read images and the history about those who first inscribed it and any who have since touched it or where it has been placed. 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 rune that can be only picked up by reading the object or to provide a false trail.

PPE Bonus

Cost: 10

+10 PPE at levels 4, 6, 9, 12, 16, and 20. Pick one extra spell at levels 7, 13 and 19.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

Spellcast

Cost: 5 each

The cost is for each sphere of magic the Runemancer wants to learn from. The first sphere is free and must be Runic, each subsequent sphere costs 5 points. He may choose from Caligramancy, Geomantic, Geometric and Tattoo. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. However; spells can only ever be inscribed onto objects, never cast externally like other mages. Runemancers can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Librarian, Translator (of runes) and scholar.

Saint of Pearl

Heroic guardians of their aquatic people.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 PS, +2 PP and +3 PE. To qualify he must have a minimum PS of at least 15, PP 14, and PE 14. If he wants to use magic also at least IQ 12 and ME 11 is necessary. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

1 form of Armour Mastery

Endurance

Unarmed Combat Wrestling

Ride Sea Animal

2 Weapon Group Specialties

Step 3: Abilities

Saints gain the following ability free;

Patron God - All the Saint's powers come from their God. If they perform acts contrary to their God's teachings they may lose their abilities. A saint must be of lawful good alignment and loses all class features except skills if he ever willingly commits an evil act. Additionally, a Saint's code requires that he respect legitimate authority, act with honour (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents. They can at any time visit any holy order belonging to their God and have any supplies, weapons and equipment replaced for free. He will also receive free lodging and meals from them.

Saints start with 30 Points to spend on any of the following abilities. As they

earns more experience they may buy or rebuy more abilities.

Depth Tolerance

Cost: 5

This character can dive an additional 50% deeper than normal without ill effect.

Faith

Cost: 5

Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.

Follower

Cost: 5

The Saint has a follower. He is wholly reliable and someone the character can trust, a friend. He can be of great use providing information, equipment, or support and help in times of need. The Squire will travel with the character, fight back to back, and may even give his or her life for the character. The Squire can be created just like a player character. They can have advantages totalling no more than points, or one disadvantage of any value. A player will receive a negative reaction for betraying an ally. If continued the player will lose the ally and will have to spend the initial amount of points and a resolving adventure to get the ally back or a new one to take its place. If the ally dies on its own, then the character may slowly develop another ally without the cost of any points. The Ally may earn experience but it will be up to the GM to give the ally his experience not the player.

Healing Hands

Cost: 10

This can either be used to totally cleanse the body of anypoison 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 once every 24 hours per 3 ME.

Holy Artifact

Cost: 5

Start with 30 points to use on the Artifact Creation table below.

Holy Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Sermon

Cost: 5

Allies are immune to panic or being routed so long as the character continues fighting alongside them. He can also rally any previously routed by giving a stirring speech.

Spellcast

Cost: 10

A Saint who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose this ability. Saints can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Summon Steed

Cost: 5

This Saint can summon the service of an unusually intelligent, strong, and loyal

steed to serve him in his crusade against evil. This mount is usually a man sized sea horse, although more exotic mounts, such as a whale, dolphin, or walrus are also suitable. This mount functions as an animal companion, with an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. At any point he may see through its 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.

Turn Undead

Cost: 5

Undead are destroyed unless they spell save. If they do save they lose half their HPS in damage (See the table below). Also the Saint gains +4 to all combat rolls against all types of undead (Strike and dodge). This increases by +1 per level.

Step 4: Careers

There is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Saint you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each.

Holy Artifact Creation Table

Roll in each of the sections.

Step 1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be

composed of multiple parts; such as 2 rings, a bracelet and a helmet.

01-03	Armour, Ancient
10-12	Shield
13-15	Helmet, Ancient
19-21	Gauntlet
22-24	Sword
25-27	Axe
28-30	Bow
31-33	Crossbow
34-36	Mace
37-39	Knife
40-42	Hammer
43-45	Flail
46-48	Staff
49-51	Spear
52-54	Halberd
55-57	Trident
67-69	Bracelet
70-72	Ring
73-75	Necklace
76-78	Amulet
79-81	Crown
82-84	Earring
85-86	Belt
87-88	Crown
89-90	Wand
91-92	Sceptre
95-96	Other Weapon
97-98	Other Jewellery
99-00	Other Object (eg. clock, skull, etc)

Step 2: 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.

01-15	Artifact created by accident
16-30	Artifact belonged to a now departed or dead entity

- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

Step 3: Abilities

All Artifacts - Are indestructible by conventional means. Give its owner +1 Strike and AC when using it. Affects all Infinite and supernatural beings. 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. Each Artifact will have a certain amount of powers which can be bought using those 30 points the character has. 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. The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

Samurai

The word samurai has its origins in the pre-Heian period Japan when it was pronounced saburai, meaning servant or attendant. It was not until the early modern period, namely the Azuchi-Momoyama period and early Edo period of the late 16th century that the word saburai became substituted with samurai. However by then the meaning had already long before changed.

Trained in mounted combat and archery, they came to be exclusively used by the emperor to put down rebellions, while the armies were eventually fully disbanded. By the mid-Heian, they had adopted Japanese style armour and weapons and laid the foundation of bushido. For most of the later feudal period, the era of the rule of the samurai, term yumitori (bowman) remained as an honorary title of an accomplished warrior even when swordsmanship had become more important. Kyujutsu, Japanese archery is still an important part of the war god Hachiman.

Originally these warriors were little else than hired soldiers in the employ of the emperor and noble clans. But slowly they gathered enough power to eventually usurp the power of the emperor and establish the first samurai dominated government. As the regional clans allied with each other and gathered manpower and resources, they formed a hierarchy centred around a toryo or chief. This chief was a distant relative of the emperor and lesser member of one of three noble families, the Fujiwara, Minamoto, or the Taira.

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 there 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: Attributes

Roll attributes as normal. Then +3 ME, +2 PS, +3 PP, +4 PE, and +20 SPD. To qualify as a Samurai he must have a minimum PP of at least 15, and PE 14. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
1 type of Armour Mastery
Knowledge Heraldry (Japanese Houses)
Reflex Mastery
Unarmed Combat Martial Arts
Weapon Group Specialty Bow
Weapon Group Specialty Long Blades

Step 3: Abilities

Samurai gain the following free;
Chi Mastery - Characters can tap into the world's natural Chi at a rate of IQ + ME x2. Chi is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Chi per level.

The character gains 35 points to spend on any of the abilities below.

Ancestral Guidance

Cost: 5

This character can call on the spirits of his ancestors for advice. If you want to know something the GM must determine whether or not your ancestors know the answer.

Blade Grasp

Cost: 10

Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate PP rolls.

Cleansing Spirit

Cost: 5

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 HPSper Chi focused on it.

Disabling Touch

Cost: 5

The ability to touch and paralyze different parts of the body for D6 minutes per level. Requires 2 successful paralyzing touches on the same opponent to paralyze the entire body. The character can also dislocate the joints of any opponent, and even break bones.

Feign Death

Cost: 10

The character can enter a death like state for one minute per ME.

Focused Attack

Cost: 5

Every Chi spent while concentrating on the target gives either an additional +1 to Strike or +1 to damage (must decide before using it).

Kawasu

Cost: 10

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

Cost: 5

For every 1 Chi used can hit one additional foe in range if using a ranged weapon.

Leap

Cost: 5

+1 metre per Chi expended.

Whirlwind

Cost: 5

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: Career

Ronin, Bodyguard, Scout, and Mercenary.

Sha'ir

Based on Arabian folklore, the Sha'ir is a mysterious and powerful wizard that gains their power from Genies, and often acts as an ambassador on behalf of mortals to Geniekind. Sha'irs are both feared and respected for this role. Sha'irs are unable to cast any spells themselves, instead relying entirely on their Genie companion for this. This means they must work together in order to survive battles.

The most important thing in a Sha'irs life is his gen. Without this creature, there is no way for the Sha'ir to gain spells, and the connection with geniekind becomes very strained. Sha'irs are, therefore, highly protective of their gens and liable to aid them before helping out a friend or relative. Gens are as different as the Sha'irs who call them, and their attitudes do not always coincide with those of the Sha'ir with whom they work. Gens often have an agenda of their own, though it may seem inconsequential to their masters. Still, the gens regard their private goals as nearly sacred, and Sha'irs must pay attention to the requests of their gens.

While a genie cannot leave a Sha'ir, it may certainly become difficult to deal with if it is not allowed to see to its own affairs. If a genie deems it necessary that his master go and retrieve a magical item the genie has heard of, the master most often will go simply to avoid a conflict with the gen. Even gens know their bounds, however, and are not likely to force an issue with which their master has voiced his extreme displeasure.

In addition to their own plans and the occasional genie quest, there are other things that must be taken care of in order

for a genie to prosper. First, the genie must be allowed to rest on the elemental plane appropriate to its type. Gens usually rest when their masters do and do not appreciate being woken from their rest. If a character, for whatever reason, wakes in the middle of the night (or during the normal resting period) and demands the presence of the genie, there is a very good chance that he will be ignored. This chance of being ignored by the genie is equal to 50 percent minus 5 percent per level of the Sha'ir (to a minimum of 10 percent).

Sha'irs of the same alignment as their genie receive an additional 10 percent bonus to this roll. If the genie chooses to ignore the Sha'ir to whom it is loyal, it will not appear until its normal rest period is over and will be very grumpy about having its sleep disturbed. For the following day it will take the genie an additional 10 minutes to find any spell it is sent to retrieve. If the genie does wake and respond to its master, it will be very sleepy and not at all in a mood to go searching for spells.

If sent to find a spell, it will spend five minutes griping and groaning before it departs and will take an extra half an hour to return with the spell. If it knows its master is in dire need of the spell, it will take only the normal time to find the spell but will gripe and complain even louder until it is free to return to its elemental plane. Gens who wake and come to their master in the night will require an additional 20 minutes to locate spells during the next day.

The second requirement that must be dealt with is the payment of the gen. While they are loyal to their masters, they like to feel as if they are valued

allies rather than slaves. For every level of the caster, the genie will require 10 gp per month in payment. Sha'irs may substitute other forms of treasure appropriate to the gens element for gold and are encouraged to do so. No genie is happier than when carting back a nice bit of art or a new tool to its home on the elemental plane.

Such items might include a nice brazier for a fire genie, an ornately crafted wind chime for an air genie, a beautifully carved model boat for a water genie, or a painstakingly sculpted piece of semi-precious stone for an earth genie, All of these are appropriate, as are many others. The genie appreciates those items made by its master over those crafted by the hands of strangers but will accept any items it is given. Precisely what gens do with their payments is unknown, but it is believed they simply hoard the stuff. Rumours that they send a portion of their tribute to others of geniekind are unfounded but still popular.

The third necessity required by all gens is praise. Gens believe that they perform a necessary function for their Sha'ir and should be complimented for taking such action whenever possible. (The fact that it is also being paid for its services doesn't concern the average gen.) A Sha'ir who doesn't introduce his genie to new acquaintances should expect the genie to handle this chore itself. This can be particularly disconcerting if the Sha'ir is trying to conceal the fact that he is such a mage. Fortunately, most gens have enough sense not to endanger their Sha'ir over much. Though they feel it is fine to make the Sha'ir feel some discomfort (after all, humility is a sign of greatness), they will never do anything

that may result in overt harm to their master.

The last thing that gens require is contact with those of geniekind. Gens are very much dependent on their more powerful cousins for their magical powers and, some believe, for their very existence. Gens must be allowed to spend at least five hours a week talking to their kindred. While this requires no special actions on the part of the Sha'ir, it will place the genie beyond contact range for a time. Most gens like to tack this social time onto the beginning or end of their resting time. This allows them to enter the elemental plane and talk to some genies and then rest.

If a genie is deprived of any of these requirements for a week, the genie becomes very irritable and prone to irrational fits of anger. During this time, the genie will not actively hurt the Sha'ir or cause the Sha'ir harm in any direct way, but it will not go out of its way to help the Sha'ir, either. If a Sha'ir wants a spell and is not in immediate danger of being killed without it, the genie may take up to twice as long as normal to find the spell. This continues until the genie has received the treatment it requires in addition to some small, special treat that its master has long denied it.

All gens have tendency to ask for things they cannot have; this is a good chance to make a Sha'ir pamper the genie a bit. If a Sha'ir is so callous as to pay no heed to his gens surly attitude, the genie becomes even harder to handle and takes even longer to retrieve spells. All spells will take double the normal time to find, and the genie will deliver the spell with a snide comment of some sort or another.

In addition, the genie will refuse to wake during its rest period regardless of the situation its Sha'ir is in.

After a week of this, the genie will come right out and tell the Sha'ir what the problem is and how to fix it. This will require no less than a weeks vacation for the genie, as well as some sort of special prize that the genie has had its eye on. This gift must be worth at least 100 gp per level of the caster and must be delivered to the genie as quickly as possible. Should all of this fail to apprise the Sha'ir of his gens exceedingly poor attitude, the genie will make the ultimate show of disgust the poor creature will simply disappear for a week.

What the Sha'ir doesn't know is that the genie has sought refuge with geniekind and is busy pouring its heart out to anyone who will listen. At the end of the week, a genie will appear before the Sha'ir and explain the problem to him in terms that cannot be misunderstood. The genie who appears will be a step above the most powerful genie that the Sha'ir can bind and will not be amused should the Sha'ir try anything so foolish. This member of geniekind will act as an arbitrator in the dispute and will protect the genie until something satisfactory has been worked out. If things get to this stage, the Sha'ir is going to pay dearly and only some very persuasive arguments will prevent the forfeiture of the gens services for no less than a month and tribute worth at least 1,000 gp per level. Geniekind will enforce the agreed upon settlement.

Should the Sha'ir decide to break his agreement, his genie will leave forever and he will be forced to begin his career over as a sorcerer or elemental mage.

While all of this may make gens seem to be vain, troublesome creatures, in truth what they ask is quite reasonable. After all, the genie provides its Sha'ir with magicks that other wizards of similar levels can only dream about. And the genie is also a competent servant. While they require a little more care and pampering than a standard familiar, they are far more versatile and considerably more powerful. A Sha'ir who abuses such a creature deserves whatever he gets.

Gens are very similar to familiars, though there are a number of differences between a genie and a standard familiar (as stated in the Arabian Adventures rule book). The connection between a genie and its Sha'ir is also a bit different from that enjoyed by a standard sorcerer and its familiar. One of the major differences is the intensity of the connection. While an ordinary wizard shares an empathic link with her familiar, a Sha'ir and a genie become very closely linked. A Sha'ir can see and hear through a gens eyes and ears and may indulge in two-way, mental conversation with the gen. The range of this communication is equal to 10 feet per level of the caster.

This ability allows a genie to become a consummate spy, instantly reporting to its Sha'ir and gaining further orders without the need to return and confer with its master. Gens are also more intelligent than standard familiars, which gives them the ability to handle more complex tasks. Gens are as intelligent as bright children and only a little more mature. Thus, while they are able to perform complex tasks, the wording of such tasks is extremely important.

A Sha'ir who commands his genie to go and take a precious gem from the coffers of the caliph must remember to also ask the genie to be sneaky. Otherwise the genie is likely to walk up to whoever is guarding the gem and demand the item, usually in the name of its Sha'ir. This is a situation that could become very embarrassing very quickly. Like all of geniekind, the gens are somewhat capricious; ask what you will of them, but always be very specific.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Sha'ir gain the following free;

Genie Companion - The Sha'ir may summon and permanently psionically link with a Genie companion. At any point he may see through the Genie'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. However all the magical abilities reside with the Genie, only he can cast spells, not the character. If the Genie is subdued then the character must rely on his own resources to survive. If on the other hand the character is subdued while the Genie

is still conscious then the Genie may grab his master and escape.

The Genie is either male or female and 5 +D4 ft high. Their attributes will be; IQ: 4D6, ME: 4D6, PS: 4D6, PP: 4D6, PE: 5D6, MA: 4D6, PB: 4D6, SPD: 5D6, SDC: 10D8, AR: 12, Strike: +4. Genies can spellcast any spell from the Faerie and any Elemental spheres. They can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep, and receive +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. Also +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18 which is also imparted on the character.

Additionally Sha'irs start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Create Artifact

Cost: 10

The ability for the character's Genie to create Magic Armour, Rings, Wands, Weapons, and other equipment. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 20 + the cost of each spell or enchantment.

Create Potion

Cost: 10

The ability for the character's Genie to create a magic liquid that produces its effect when imbibed. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Damage Bonus

Cost: 5

+1 damage to spells cast each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere. This only applies to the Genie though.

Extend Duration

Cost: 5

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere. This only applies to the Genie though.

HPs Bonus

Cost: 5

PE +6 HPs instead of 4, +6 per level.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere. This only applies to the Genie though.

Sanity Bonus

Cost: 5

+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.

Save Bonus

Cost: 5

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Willpower Bonus

Cost: 5

+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Shaman

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. He knows herbs and the uses of them as medicine and in ceremony, dance, vision quests, and healings.

Shamans are said to treat ailments/illness by mending the soul. Alleviating traumas affecting the soul/spirit restores the physical body of the individual to balance and wholeness. The shaman also enters supernatural realms or dimensions to obtain solutions to problems afflicting the community. Shamans may visit other worlds/dimensions to bring guidance to misguided souls and to ameliorate illnesses of the human soul caused by foreign elements. The shaman operates primarily within the spiritual world, which in turn affects the human world.

The restoration of balance results in the elimination of the ailment. Shamans gain knowledge and the power to heal by entering into the spiritual world or dimension. The shaman may have or acquire many spirit guides in the spirit world, who often guide and direct the shaman in his/her travels. These spirit guides are always present within the shaman though others only encounter them when the shaman is in a trance. The spirit guide energizes the shaman, enabling him/her to enter the spiritual dimension. The shaman heals within the spiritual dimension by returning 'lost' parts of the human soul from wherever

they have gone. The shaman also cleanses excess negative energies which confuse or pollute the soul.

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.

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: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Planar
Knowledge Religion
Knowledge Undead

Step 3: Abilities

Shaman gain all the following free;
Spellcast - The first sphere the shaman learns from is free and must be from

Faerie, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Faerie, Dreamspeak, Geomantic, Common and any Elemental. Shaman can tap into the world's natural PPE at a rate of IQ + ME x4.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 5, 8, 10, 12, 14, 16 and 18. +1 Sanity save at levels 3, 5, 7, 10, 13, 15 and 17. +1 Willpower save at levels 2, 4, 6, 8, 11, 13, 17 and 20. +1 Spell Bonus at levels 1, 4, 7, 9, 12, 14, 16 and 19. Pick 1 extra spell at levels 3, 6, 9, 13, 15 and 18. Choose 1 animal Totem as your spirit guide and mentor.

Additionally Shaman start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Empathy

Cost: 5

Shaman 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 then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. 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.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 5

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HPs Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Medium

Cost: 5

This character can see and talk to spirits and ghosts. Specifically he can;

- 1) Listen to and relate conversations with the departed.
- 2) Go into a trance and allow a spirit to enter his body in order to speak through it.

3) Sense the emotional state of the departed and whether they are being truthful.

Nature Heal

Cost: 5

A Shaman may select a particular type of terrain as his specialty area for healing. Whenever in this terrain the Shaman can heal another life form at phenomenal rates. He must touch the organism for 1 minute uninterrupted to perform the following healing; restore 1 HPs per IQ, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ; negate all pain for 1 minute per IQ, +1 minute per level; or immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Shaman may choose a new terrain.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to all the character's CON saves.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include;

Botanist, Naturopath Doctor, Anthropologist, Vet, Zookeeper, Gameskeeper, Animal Breeder, Bee Keeper, Plant Breeder and Academic Researcher (specialising for instance in plants, etc).

Totems

Each animal has it's own special power and message, for each animal has a powerful spirit and an inherent skill. Animal Spirits choose a person to be a companion to, a friend to, not the other way around. You can not think, 'gee a bear is cute or powerful and I like what it represents so the Bear will be my Animal Totem'. No, the animal will choose you and make itself known to you. You will only need to pay attention to discover what your totems are. Mistakenly people often think of animals as non-spiritual, uncultured, and less intelligent than humans.

Amphibious

This totem favours endurance and patience, as well as determination and creativity.

Summoned Abilities include; ME +4, PE +4. Further he has gills which allow him to breathe underwater as naturally as above water. 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 HP per PE, and +1 PS per 10 HPs (the bonuses still apply above water). His swim rate is SPD x4.

Totems include; Dolphins, Porpoises, Fish, Seals, Sharks, Turtles, Tortoises and Whales.

Avian

This totem favours speed and cunning, and values freedom and agility.

Summoned Abilities include; IQ +4, SPD +8. Glide at 20kph +2kph per level with sufficient wind. Vision x2 normal range and can see small objects clearer.

Totems include; Chickens, Condors, Crows, Ducks, Eagles, Falcons, Geese, Hawks, Hummingbirds, Ostriches, Emus, Owls, Parrots, Peacocks, Pelicans, Penguins, Ravens, Roadrunners, Swans, Turkeys and Woodpeckers.

Canine

This totem favours speed and endurance and loyalty.

Summoned Abilities include; PE +4, SPD +8. 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.

Totems include; Coyotes, Dingoes, Domestic Dogs, Foxes, Hyenas and Wolves.

Feline

This totem favours stealth and cunning.

Summoned Abilities include; IQ +4, PP +4. Nightvision equal to normal vision. +1 on dexterity skills and agility rolls.

Totems include; Domestic Cats, Cheetahs, Cougars, Pumas, Jaguars, Leopards, Lions, Lynxes and Tigers.

Hoofed

This totem favours strength and speed.

Summoned Abilities include; PS +4, SPD +8. +50% per level to normal leap range, +1 AR, +2 Strike.

Totems include; Buffalos, Camels, Cows, Bulls, Deer, Donkeys, Elephants, Giraffes, Goats, Hippopotami, Horses, Moose, Pigs, Boars, Rhinos, Sheep and Zebras.

Mustelid

This totem favours strength and cunning. Summoned Abilities include; IQ +4, PS +4. Further he has nightvision equal to normal vision. He 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 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. 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.

Totems include; Armadillos, Badgers, Bats, Beavers, Hedgehogs, Meerkats, Moles, Mongooses, Mice, Otters, Porcupines, Possums, Rabbits, Raccoons, Rats, Skunks, Squirrels, Weasels and Wolverines.

Reptile

This totem favours cunning and patience and is well versed in survival and stealth. Summoned Abilities include; IQ +4, ME +4. Further he can hold his breath at x4 normal duration. He can resist the effects of high water pressure, up to 50 metres per PE underwater, without worry of such ailments as burst eardrums, damage

to blood vessels, and the bends. Gains +5 HPs per PE, and +1 PS per 10 HPS (the bonuses still apply above water). His swim rate is SPD x4. Vision x2 normal range. Totems include; Alligators, Crocodiles, Frogs, Lizards and Snakes.

Ursine

This totem favours strength and endurance but is also known for its introspectiveness and self knowledge. Summoned Abilities include; PS +4, PE +4. Lifting, Carrying and Throwing capacities are doubled. Totems include; Grizzly, Kodiak and Polar Bears.

Sheriff

The Office of Sheriff is one of antiquity. It is the oldest law enforcement office known within the common law system and it has always been accorded great dignity and high trust. For the most part, the Office of Sheriff evolved of necessity. Were it not for laws which require enforcing, there would have been no necessity for the Sheriff. There would have been no need for the development of police administration, criminology, criminalists, etc.

This is not the case, however. Man learned quite early that all is not orderly in the universe. All times and all places have generated those who covet the property of their neighbours and who are willing to expropriate this property by any means. As such, man's quest for equity and order gave birth to the Office of Sheriff, the history of which begins in the Old Testament and continues through the annals of Judeo-Christian tradition. Indeed, there is no honourable law enforcement authority in Anglo-American law so ancient as that of the County 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. Around 500 AD, Germanic tribes from Europe (called the Anglo-Saxons) began an invasion of Celtic England which eventually led over the centuries to the consolidation of Anglo-Saxon England as a unified

kingdom under Alfred the Great late in the 9th Century. Alfred divided England into geographic units called "shires", or counties.

In 1066, William the Conqueror defeated the Anglo-Saxons and instituted his own Norman government in England. Both under the Anglo-Saxons and under the Normans, the King of England appointed a representative called a "reeve" to act on behalf of the king in each shire or county. The "shire-reeve" or King's representative in each county became the "Sheriff" as the English language changed over the years.

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: Attributes

Roll attributes as normal but an IQ of at least 14 is necessary. Hit points = PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Alertness

Interrogate

Investigate

Knowledge Law Criminal

Knowledge Street

Trailing

Step 3: Abilities

Sheriffs gain the following ability free;

Patriot - Designate one area as your home city or village. He is immune to arrest when there and can have any equipment replaced for free.

Sheriffs start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Disabling Touch

Cost: 10

The ability to touch and paralyze different parts of the body for D6 minutes per level. Requires 2 successful paralyzing touches on the same opponent to paralyze the entire body. The character can also dislocate the joints of any opponent, and even break bones.

Hide

Cost: 5

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

KO

Cost: 10

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Natural Climber

Cost: 10

+1 to natural climbing, an additional +1 if using equipment

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Stealth

Cost: 5

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.

Strike Bonus

Cost: 10

+1 Strike

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Career

Deputy, Sheriff, Baliff, Court Clerk.

Skulk

Skulks are experts at underwater stealth and surprise, moving through the shadows, vanishing into thin air, or stealing items from their opponents and using them as weapons. They practice an agile, acrobatic fighting style, which can make them very hard to hit.

Step 1: Attributes

Roll attributes as normal but +1 PP. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acrobatics

Bribe

Intel

Knowledge Street

Pick Locks

Pick Pockets

Step 3: Abilities

Thieves gain the following ability free; Social Chameleon - The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly

Thieves start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Acute Senses

Cost: 5

Skulks gain +1 per 5 IQ to detect a hidden object, door, person, etc.

Ambidexterity

Cost: 5

The character can use both hands equally without penalty.

Appraise

Cost: 5

A Skulk can assay an item to determine its exact worth. This is identical to the Appraise skill but works automatically with no roll required and includes magical items and artifacts.

Backstab

Cost: 5

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.

Bonus AR

Cost: 5

+1 AR

Bonus Strike

Cost: 5

+1 Strike with blade weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.

Mix and Create New Poisons

Cost: 5

Skulks are proficient users of poisons -- ingested, contact, and weaponized. These poisons are often illegal, and if observed using poison, the assassin might be targeted by the law, or by the witness themselves. Familiarity with poisons also enables them to analyze a poison, to determine what it is, and to protect themselves from it.

Stealth

Cost: 5

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.

Track Underwater

Cost: 5

The ability to track a living thing underwater by their scent and any disturbances in areas they have passed through.

Truesight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Acrobat, Assassin, Bandit, Bounty Hunter, Burglar, Cutpurse, Fence, Footpad, Investigator, Outlaw, Scout, Smuggler, Spy, Thug.

Step 5: Disadvantages

The character is hunted by someone he wronged at Extreme level. It may be a person or group who either wants something he took returned or the character dead. +20 points.

Sky Knight

Long ago the major empires learned that the sky was a place where wars could be won or lost. Dragons of great power, magical beasts, giant birds, and awesome spells brought warfare to the skies, and the rulers decided to establish a special force of the greatest of their holy knights to watch the sky against dangerous invaders. Thus the Sky Knights, appointed dragon slayers and aerial combatants, were formed. As part of their duties, the Sky Knights were stationed to watch the skies against magical or draconian attack.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 PS, +2 PP and +3 PE. To qualify as a Knight he must have a minimum PS of at least 15, PP 14, and PE 14. If he wants to use magic also at least IQ 12 and ME 11 is necessary. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Heraldry

Knowledge Magic

Knowledge Religion

Ride Air Animal

Choose 1 Weapon Specialization

Weather Sense

Step 3: Abilities

Knights gain the following ability free;

Mount - At first level, the knight can designate a single animal or monster which can fly which he has personally trained to bear him in combat as his bonded companion. This is a process which takes 8 hours of interaction with it. The process can also replace a bonded companion that has perished or been

released from service. Upon completion he becomes permanently psionically linked with his mount. At any point he may see through its, 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. Examples of mounts include giant birds, hippogriffs, dragons.

Knights start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Aerial Manoeuvres

Cost: 5

The Sky Knight can move his mount in complex aerial patterns to make him harder to hit. If he makes a successful evade roll against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used even if the Sky Knight is wearing medium or heavy armour. A helpless Sky Knight does not gain the benefit of evasion. He gets a +1 Dodge bonus per 5 PP when doing this. He can also withstand the sudden high-G forces of extreme acceleration for short periods, +1 per 5 PE on any roll to avoid the effects. The character is also immune to wind shear.

Divine Judgment

Cost: 5

This power comes from within and releases a burst of holy light within a 1x1 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.
It can be used once per day per 5 ME.
See the table below.

Divine Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Fearless

Cost: 5

The knight has no fear of heights no matter how far up. +3 with balance save, and +2 to willpower save.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Patriot

Cost: 5

All supplied weapons and equipment are replaced for free if the Knight visits a city which is a part of or friendly to his Lord's Empire.

Reduce Fall

Cost: 5

This allows him to fall a large distance without suffering harm. The Sky Knight suffers damage from any fall as though it were 10 metres less. At each subsequent level, this ability increases so that the Sky Knight ignores 5 more metres when determining falling damage.

Spellcast

Cost: 10

A Knight who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose this ability. Knights can tap into the world's natural PPE at a rate of $IQ + ME \times 2$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Undead Enemy

Cost: 10

Choose 1 specific undead enemy; +4 to all combat rolls against this type of undead (Strike and dodge). This increases by +1 per level.

Step 4: Careers

Thime is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Knight you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each.

Slayer

The Slayer has been bestowed with special abilities for destroying the evil forces of the world, and resisting the unnatural powers that these creatures possess. Whether seeking revenge, atonement for some failure or disgrace or some other motive the Slayer has dedicated his life to ridding the world of these beings. The most common are Dragon Slayers, Undead Slayers and Monster Slayers.

Step 1: Attributes

Roll attributes as normal but ME +5, PS +10, PP +5, PE +10, SPD +10, Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Knowledge Demons
Knowledge Monsters
Knowledge Undead
Unarmed Combat Martial Arts
One Weapon Group Specialty (must be melee)
One Weapon Specialization

Step 3: Abilities

All Slayers start with the following ability free;

Chosen Enemy - Choose one enemy from among the following; Demons, Dragons, Undead (includes spirits), Monsters, or a specific supernatural race. The Slayer has been tasked with destroying them all wherever and whenever he encounters them. As a result he receives +4 to all combat rolls against this type of enemy (Strike and dodge). This increases by +1 per level.

Slayers start with 35 Points to spend on any of the following abilities. As they

earns more experience they may buy or rebuy more abilities.

Holy Aura

Cost: 5

The enemy can see the character's true aura and will suffer -1 per 2 ME on all their rolls.

Holy Immunity

Cost: 5

To any form of Diabolical magic, supernatural special attacks (including fear) and all types of Possession. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18.

Holy Inspiration

Cost: 5

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. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Holy Leap

Cost: 5

In combat the warrior may leap over intervening enemies one metre per 2 PS even if he would otherwise be pinned. He may then attack an enemy 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

Cost: 5

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

Cost: 5

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

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Holy Walk

Cost: 5

The 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 Stealth skill raising it to a supernatural level and preventing any non magical detection.

Holy Whirlwind

Cost: 5

Once per hour can triple the number of attacks in one combat.

Spellcast

Cost: 10

A Slayer who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere.

Further if they are dismissed from their religion for some heinous act they will lose this ability. Slayers can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Step 4: Careers

There is only one career; slaying all your enemies.

Step 5: Disadvantages

Regardless of their intelligence level all the Slayer's chosen enemy will recognize him for what he is and treat him as the greatest threat, ignoring other characters present.

Sojourner

The Sojourner uses his gifts to allow him to move himself and others great distances and to clear the path from enemy obstructions. He has learned to travel both upon the land and between dimensions with grace and ease. A true Macronaut.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15 and ME to 14, or if already over add +1 instead. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Science Planar

Step 3: Abilities

Sojourners gain all the following free;
Spellcast - The first sphere the shaman learns from is free and must be from Translocative, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Translocative, Psionic and Common.

Sojourners can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7,

11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Sojourners start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Anchor

Cost: 5

The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 5

The Sojourner may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Language

Cost: 5

The character 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 he is currently fluent in is limited to his level + IQ. When he exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue he has had little use for. The speed with which a he can learn a new language is determined by its strangeness and what source materials are available. He can read, write, speak and understand any language at his base IQ score after 1 day (-1 hour per IQ of listening, studying and practicing it).

Planar Navigation

Cost: 5

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.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility and recognize what dimension or universe they originate from. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian and Academic Researcher (specialising for instance in Dimensions, etc).

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: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, PP and PE. To qualify as a Soldier he must have a minimum PS of at least 12, PP 13, and PE 13. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Endurance

Survival

Weapon Group Specialty Bows

Weapon Group Specialty Polearms

Weapon Group Specialty Short Blades

Weapon + Shield

Step 3: Abilities

Soldiers gain following ability free;

Patriot - All supplied weapons and equipment are replaced for free if the soldier visits a city which is a part of or friendly to the Roman Empire.

Soldiers start with 50 Points to spend on any of the following abilities. As they

earns more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

HPs Bonus

Cost: 10

PE +12 HPs instead of 10, +12 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Strike Bonus

Cost: 10

+1 Strike

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

There is only one career, the Roman Legion. However advancement is possible such as to Optio, Centurion or becoming part of the Praetorian guard in Rome.

Step 5: Disadvantages

As a Soldier you are a part of the Roman Legion and must answer to it and your emperor. Gain the disadvantage of Watched at +10 points.

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: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Fast Cast

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Step 3: Abilities

Sorcerers gain all the following free;

Spellcast - The first sphere the shaman learns from is free and must be from Combatic, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Combatic, Transmutanic, Common and Chaotic. Sorcerers can tap into the world's natural PPE at a rate of IQ + ME x4.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1,

3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 1, 5, 9, 13, 16 and 19. +1 Willpower save at levels 2, 4, 7, 11, 14, 17 and 19. +1 Spell Bonus at levels 3, 7, 11, 14, 17 and 20. +1 Pain save at levels 5, 8, 10, 13 and 15. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Sorcerers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Attribute Bonus

Cost: 5

Can focus PPE into either PS, PP, PE or SPD at a rate of 2 PPE for every attribute point raised. This lasts for 1 round per ME.

Contact

Cost: 5

The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be in the military.

Damage Bonus

Cost: 5

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Heightened Senses

Cost: 5

The Sorcerer can at will double the normal range of his sight or hearing.

HPs Bonus

Cost: 5

PE +10 HPs instead of 8, +10 per level.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Soldier, Mercenary, Police Officer, Marine, Weapons Dealer and SWAT.

Soulmancer

The soul of any mortal creature is brimming with magical energy, and none use that energy more horrifyingly than those who follow the path of the Soulmancer. The energy that comes from the soul of a deceased creature can also be used for PPEcasting.

Not to be confused with Necromancers, Soulmancers collect the souls of the dead and recycle their energy and repurpose it.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Geomancy

Knowledge Magic

Knowledge Undead

Science Biology

Step 3: Abilities

Soulmancers gain all the following free; **Spellcast** - The first sphere the mancer learns from is free, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Mancers can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7,

10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Soulmancers start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Bind Soul

Cost: 5

The mancer can bind the soul of a newly-dead creature, entrapping it in an object. He can only place one soul in each item. If he wants to entrap a new soul in the same object, he must first release the soul, if any, that is already imprisoned within as a standard action, and then imprison the new one. If the item is destroyed, any soul within is freed. He can do this once per week per ME. The victim must have been dead for no more than one minute per ME.

Disturb Soul

Cost: 5

The mancer can split a victim's soul into immeasurable pieces, filling their mind with a multitude of fragmented voices

and sounds that reduce them to near-insanity. The victim will develop up to one multiple personality per 5 ME of the mancer unless they spell save.

Enhance PPE

Cost: 5

Whenever the character kills someone he can drain all their PPE and add it to his own until such time as he uses it. He must be touching the victim as they die to do this.

HPSBonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Purify or Taint Soul

Cost: 5

If the character chooses the purify ability he can immediately remove any evil stains on a soul and change their alignment to lawful, neutral or chaotic good. It also removes any curses placed on the character. If he instead chooses the taint ability then bring out a person's darker side making their alignment lawful, neutral or chaotic evil.

Sanity Bonus

Cost: 5

+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.

Save Bonus

Cost: 5

This is the cost for each additional +1 added to the character's spell save.

Soul Sense

Cost: 5

Soulmancers can see the souls of all living things. They can tell the power level, state of health, current emotional state, amount of PPE, etc of whatever

they look at. They can also see all spirits and communicate with them.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include;

Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Squire

A squire was the shield bearer or armour bearer of a knight, and at times squires included a knight's errand runner or servant. Use of the term has evolved over time. In the Middle Ages, squires were trainees to a knight but later a leader in an English village or Lord of the Manor might be called a squire, and later key public figures such as justice of the peace or Member of Parliament.

Squire is a shortened version of the word Esquire, from the Old French *escuier* (modern French *écuyer*), itself derived from the Late Latin *scutarius* ("shield bearer"), in medieval or Old English a *scutifer*. The Classical Latin equivalent was *armiger*, "arms bearer".

The most common definition of 'squire' is that to which refers to the medieval times. A squire would be a teenage boy, in his training to become a knight. He would start by serving as a page for about seven years, running messages, serving, cleaning, and even learning the basics of combat, and the lord he was working for would usually treat him fairly but they went through intensive training.

A page could be generously rewarded if he or she did a great act of service. The lord sometimes gave the page private combat training from the age of seven until he was fourteen. At age fourteen, he could graduate to become a squire, and by age 21, perhaps a knight himself.

As part of his development to that end, he served an existing knight as an attendant or shield carrier, doing simple but important tasks like saddling a horse or caring for the knight's weapons and armour. The squire would sometimes

carry the knight's flag to battle with his master. But a squire did not stay a squire forever. A knight would take his squires (a knight could have multiple squires but a squire could only have one knight) into battle with him and that was a squire's chance to prove himself.

If he proved his loyalty and skill in battle, he would have a dubbing, an official ceremony to become a knight. However, during the Middle Ages the rank of the squire came to be recognized in its own right, and once knighthood ceased to be conferred by any but the monarch, it was no longer to be assumed that a squire would in due course progress to be a knight. The connection between a squire and any particular knight also ceased to exist, as did any shield-carrying duties.

The typical jobs of a squire included:
Carrying the knight's armour, shield, sword,
Holding any prisoners the knight takes,
Rescuing the knight should the knight be taken prisoner,
Ensuring an honourable burial of the knight in the event of his death,
Replacing the knight's sword if it were broken or dropped,
Replacing the knight's horse or his own horse if either be injured or killed,
Dressing the knight in his armour,
Carrying the knight's flag,
Protecting the knight if needed,
Taking care of the knight's horses,
Accompanying the Knight to tournaments and during the time of war to the battlefield,
Ensuring the armour and weapons of the knight were in good order.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Current Events

Knowledge Heraldry

Knowledge Religion

Knowledge Undead

Ride Land Animal

Weapon + Shield

Step 3: Abilities

Squires gain the following ability free;

Patron - The character has a knight patron who employs, teaches, grants favours and helps the player in his adventures. In return the character performs his usual duties including any special missions.

Additionally Squires start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Alcohol Tolerance

Cost: 5

The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.

Ally

Cost: 10

The character has an Ally (see the Advantages section for how these work). The cost of building the Ally is free.

Contacts

Cost: 5

The character has the following contacts; 1 bureaucratic, 1 military, 1 street and 1

business (see the Advantages section for how these work). They may be in any city he likes.

Favour

Cost: 5

The character is owed either 1 minor favour, 2 major favours or 1 extreme favour (see the Advantages section for how these work).

HP Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Identify Deception

Cost: 5

He can tell when someone is not telling the truth. He can also tell if someone is disguised but not what he looks like without the disguise.

Patriot

Cost: 10

All supplied weapons and equipment are replaced for free if the Squire visits a city which is a part of or friendly to his Lord's Empire.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

Strike Bonus

Cost: 5

+1 on all combat rolls.

Step 4: Careers

There is only one career, you work directly for your Knight and religion.

Step 5: Disadvantages

As a Squire you answer to your Lord and religion and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour at +20 points each.

Stalker (Elven)

Renowned for their impressive longbows, Elven Stalkers are skilled hunters whose understanding of the woods allows them to move seemingly unhindered through thick brush and dense undergrowth. They are feared throughout the whole world for the deadliness of their archery and rightly so. They are also at times utilised as bodyguards for Highborn and Noble Elves.

They have honed their skills to a point where they can remain concealed and unmoving for days on end and then let loose a volley of arrows instantly and with deadly precision, without the foe ever seeing their attackers. Stalkers spend most of their time honing their weapon skills, studying the habits and anatomy of foes, and practicing combat manoeuvres. They roam the wilderness hunting their enemies, defending their ideals, and honing their skills, but the ways in which they do so are as varied as the flora in a rainforest.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 PS, +2 PP and +2 PE. To qualify he must have a minimum PS of at least 13, PP 14, and PE 14. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Crackshot

Fast Draw

Reflex Mastery

Unarmed Combat Elven Martial Arts

Weapon Group Specialty Bow

1 other Weapon skill of choice

Step 3: Abilities

Stalkers start with the following ability free;

Blurred Attack - The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Additionally Stalkers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Grab Blade

Cost: 10

Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate PP rolls.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Leap of Death

Cost: 5

In combat the warrior may leap over intervening monsters one metre per 5 PP 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

Cost: 10

The Dancer can catch any object thrown at him at a rate of 1 per 3 PP, or arrows/bolts at 1 per 4 PP within 1 combat melee.

Parry Missile

Cost: 10

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.

Run like the Wind

Cost: 5

For PE x1 minute SPD and endurance related to that running are tripled.

Spellcast

Cost: 10

Stalkers can learn any spells with the exception of Biomantic, Chronomantic, Divine, Duh and Urbana. Half the spells must be Combatic though. They can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Stealth

Cost: 5

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

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Career

Almost anything really though more likely to be a bodyguard, mercenary or in some form of army.

Storm Warrior

Magic genes are portions of human DNA that determine whether a person will have magical abilities. Those people born with the genes active are magic users or Mysticis Disciplinis, while those who have no gene are normal. And then there's those with the dormant gene.

This character has had his genetics and physical structure altered by magic to be the perfect fighting warrior.. stronger, tougher, faster.

But not just anyone can have their body altered this way. The recipient must have the magic gene, and it must be recessive. If he has no gene or it is the active magic gene then the experiment will go terribly wrong, horribly mutating the character.

Step 1: Attributes

Roll attributes as normal then +4 PS, +5 PP, +3 PE, +6 SPD then SPD total x3. +1 Attack, +2 Initiative, +1 Strike. Leap is 4.6mtrs up x 6.1mtrs across, throw is x2 normal range. Hit Points = 30 +4D6 +(4D6 x10).

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Orienteering

Survival

Unarmed Combat Martial Arts

Weapon Group Specialty of choice

Weapon Twin Specialty

Weapon Two Handed Specialty

Warriors also get to specialize in one area from the list below. All the skills listed in each category are gained free;

Extraction - Specialising in hostage rescue. Alertness, Intel and 4 weapon skills

Fire Support - Specialising in weapons. Weapon Improvisation and 5 other weapon skills

Infiltration - Alertness, Disguise, Gather Info, Impersonate, Intel, and Stealth

Step 3: Abilities

Warriors start with the following ability free;

Supernatural Bonuses - +1 Spell save at levels 2, 5, 8, 11, 14 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Warriors gain 30 points which may be spent on buying the following abilities. Each ability may be rebought multiple times.

Better Hearing

Cost: 5

The character has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.

Better Sight

Cost: 5

His visual range is one mile of distance and can see 20% more clarity and colour, perfect 20/20 vision. This also gives bonuses to all skills of +1 where visual acuity plays an important role. It also 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.

Coma

Cost: 10

If the character suffers life threatening injuries his body will try to limit damage by directing the blood away from wounds, releasing endomorphins and building alternative blood vessels and nerves to circumvent injuries. If everything else fails his body enters a coma, lowering his body temperature, to allow a cryogenic suspension. The recipient heals twice as fast as normal and will appear dead to most people.

Healthy Lungs

Cost: 5

The lung tissue as well as the structure of the blood vessels are modified in order to allow the user to spend more time underwater, including fully functioning gills. 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.

Major Willpower

Cost: 5

The character can control his body to such an extent that he 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).

Mind Protection

Cost: 10

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), 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. An additional +2 save to both each time rebought.

Really Healthy

Cost: 10

The character's body is 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 +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 +2D6 to SDC. All bonuses are increased by an identical amount each time rebought.

Really Tough

Cost: 10

The character's muscles have been hardened to withstand and deal massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. Gain +5 HPs per PE, and AR +5. +4 PS and PE,

and +8 to SPD. Further the character can leap at double the normal range. +2 SDC, +1 AR, +2 SPD, and +1 to PS and PE each time rebought.

Smell Magic

Cost: 5

The character can literally smell any magic which is active or has been cast within CON x1 metre radius. Even further with a strong wind.

Strong Bones

Cost: 10

The bones themselves are densified adding +20 HPS and 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, slamming the finger in a door, etc. This also makes him resistant to any magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. All bonuses are increased by an identical amount each time rebought.

Step 4: Career

This depends entirely on the character's current status with the people behind his augmentation. See the table below.

The Funding organization

Determine who paid for the character's augmentation;

01-20 A single magic user.

21-40 A magic user's guild.

41-60 A secretive government department. Choose a country and agency.

61-80 A secretive agency which works for a king/queen. Choose a country.

81-00 An evil occult organization.

Allies or enemies?

Is the character still with his sponsor and how do they feel about each other?

01-08 Still with the organization and very well treated. Receives favours and a high wage from them of D10 x100 sestertii per week.

09-16 Still with the organization and well treated. Receives a moderate wage from them of D6 x50 sestertii per week.

17-24 Still with the organization and dissatisfied. Treated with disdain by them and receives a minor wage from them of D4 x10 sestertii per week.

25-32 Still with the organization and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 organization closed down.

45-52 organization still exists but has moved onto other experiments or projects. Not interested in the character.

53-60 Left the organization on very good terms. May receive favours and freelance work from them.

61-68 Left the organization on good terms. May receive freelance work from them.

69-76 Left the organization after a fight and is no longer welcome.

77-84 Left the organization after a major fight and some injuries. Hunted by them at Difficult level. They want him recaptured.

85-92 Left the organization after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.

93-00 Left organization after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or

even Difficult level. They want him dead.

Summoner

The Summoner has the unique ability to call magical beings to do his will. He can call on powerful entities to attack enemies, protect him, or render other forms of aid.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Summoners gain all the following free; **Spellcast** - The first sphere the Summoner learns from is free and must be from Summoning, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Summoning, Faerie, Psionic and Common. Summoners can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

+1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Willpower save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Summoners start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Anchor

Cost: 5

The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Banish

Cost: 5

This power only affects summoned beings, the character can remove the magical anchor holding it here. This can be done by touch or if the being enters a 1x1 metre radius. Any summoned are instantly dispelled back to their origin point.

Bind

Cost: 5

This power only affects summoned beings, the character can attempt to bind them to his will. This requires a Will save and can even be used against summoned beings controlled by another Summoner.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 5

The Summoner may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Transfer Damage

Cost: 5

The Summoner can transfer any damage done to him to any being he has summoned that remains within 10 metres per ME of him.

True Sight

Cost: 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, and the exact nature of the magic. Further the Summoner can learn the true name of whoever he looks at.

True Speak

Cost: 5

The Summoner instantly learns the language of any summoned being he comes into contact with and he can then converse with it. This only lasts until they are separated, at which point he forgets the language.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Thief, Ancient

One of the oldest professions in the world Thieves specialize 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: Attributes

Roll attributes as normal but +1 PP. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Acrobatics
Climb
Knowledge Street
Pick Locks
Pick Pockets
Stealth

Step 3: Abilities

Thieves gain the following ability free;

Backstab - 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.

Thieves start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Animal Assistant

Cost: 10

Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal

learns one of the specific tasks below its chance of performing the task are determined by rolling under the Thief's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation. At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard.

Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so.

Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including

many hounds) gain a + 1 or +2 to this particular ability.

Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects.

Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Appraise

Cost: 5

A thief can assay an item to determine its exact worth. This is identical to the Appraise skill but works automatically with no roll required. If taken twice this includes magical items and artifacts.

Armour Bonus

Cost: 5

The less armour the Thief wears the higher his combat bonuses. With studded leather armour he gains +1 Strike and dodge. Gain a further +1 if the armour is normal leather.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when in a city or village.

Exceptional Balance

Cost: 5

The Thief gains +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Hide

Cost: 10

Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.

HP Bonus

Cost: 10

PE +8 HPs instead of 6, +8 per level.

Natural Climber

Cost: 5

+1 to natural climbing, an additional +1 if using equipment.

Stealth

Cost: 5

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.

Strike Bonus

Cost: 5

+1 Strike with melee or thrown weapons.

Step 4: Careers

Acrobat, Assassin, Bandit, Bounty Hunter, Burglar, Cutpurse, Fence, Footpad, Investigator, Outlaw, Scout, Smuggler, Spy, Thug.

Step 5: Disadvantages

The character is hunted by someone he stole from at Extreme level. This person or group wants the item/s back and the character dead. +20 points.

Tinker

The brilliant inventor, the mad scientist, the tinkerer sets out into the world armed with little but his mind and a pile of items no one else would have thought of as weapons. Tinkerers adventure for a variety of reasons. Some adventure to find new construction material, or to study the magical technology of exotic cultures.

Some adventure simply for the sake of broadening their experience, for the ability to keep an open mind is an essential talent for tinkerers. But most of them adventure for the lure of testing and showing off their latest inventions.

Tinkerers tend to be perceived as brilliant but eccentric, having potential but not the focus to do much with it, or possessing an insight to accomplish the impossible but not the wisdom to foresee the consequences.

Tinkers are among the smartest of the adventurers setting out to explore and conquer the known world. The creators of incredible inventions from steam saws to siege engines, their devices allow them to overcome nearly any situation — and if they don't have the device they need, they just might be able to design and create a new one on the spot.

As tinkers begin to spread to all the races, the idea of the “typical tinker” may continue to change, but inventiveness and intelligence will always be an important part. For some, the smell of oil is akin to that of a fine perfume, the rush of invention is the only motivation one needs, and the eternal battle against corrosion is a constant annoyance.

These individuals, the tinkers, are exemplars of the unfettered creative spirit. It is this creative spirit, the constant thirst for new ideas, that propels them to seek the unknown, whether it be found in a library or in the dark depths of an ancient tomb. Supported by a vast array of custom automatons, an experienced tinker, while not a fierce combatant on his own, commands an exceptionally versatile squadron that more than makes up for his own deficiencies.

Step 1: Attributes

Roll attributes as normal but IQ is raised to 18 +D6 and ME is +4. A PP of at least 14 is desirable. Hit points = PE +4, +4 per level.

Step 2: Skills

This character is a natural scholar and a genius. Any course can be done within half the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Armourer
Blacksmith
Metallurgy
Science Mathematics
Science Physics
Weaponsmith

Step 3: Abilities

Tinkers gain the following ability free; **Gizmoteer** - Tinker's can build, repair, custom modify and design various items which already exist in their era. Weapons can have their damage and range increased up to +50%, and SDC, AC and speed increased up to +50% prior to attaching any armour.

Additionally Tinkers start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

AR Bonus

Cost: 5

The Tinker can increase the AR of any armour by an additional 1. The bonus can be added at any time.

Bonus Skills

Cost: 10

The character can choose an additional six skills which need not be related to his work.

Damage Bonus

Cost: 5

The Tinker can increase the damage of any weapon or ammunition by an additional +1. The bonus can be added at any time.

Detect Hidden

Cost: 5

The character gains +1 per 5 IQ to detect a hidden object, door, person, etc.

Fabrications

Cost: 10

This character can also build fantastic dwellings. For creation rules use the headquarters section. Bonus free skills: Knowledge Architecture, Stonemason and Fortifications.

Genius

Cost: 5

The character has a chance of understanding any alien equipment he has never seen before. The chance is equal to his ME x2%, +5% each time retaken.

HPSBonus

Cost: 10

CON +6 HPs instead of 4, +6 per level.

Keen Eye

Cost: 5

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.

Range Boost

Cost: 5

The Tinker can increase the range of any weapon by an additional +50%. The bonus can be added at any time.

Unbelievable

Cost: 10

The Tinker can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Step 4: Career

Possible related careers include; Architect, Weapon Maker and Inventor.

Urbainmancer

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. Urbain Mages range from social workers, to punk rockers, to hard core gang members. While other PPEcasters 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: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Knowledge Current Events

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Street

Step 3: Abilities

Urbainmancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Urban, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Urban, Aria, Common and Combatic.

Mancers can tap into the world's natural PPE at a rate of IQ + ME x4.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 7, 11, 13, 18 and 20. +1 Willpower save at levels 1, 5, 9, 13, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Urbainmancers start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location but it will only function within a city or village but not necessarily the one the mage is in. That is he can travel astrally between cities. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities, cast any of his spells and 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.

Clairaudience

Cost: 5

Identical to the Minor power but will only function within a city or village.

Clairvoyance

Cost: 5

Identical to the Minor power but will only function within a city or village.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Familiar Link

Cost: 10

The Urbainmancer may summon and permanently psionically link with an animal which is comfortable living in a city. 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.

HP Bonus

Cost: 5

PE +8 HPs instead of 6, +8 per level.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Sixth Sense

Cost: 5

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.

Urban Connection

Cost: 5

The mancer is psychically attuned to the city and hears its whispers in his head. Any object that he touches which is a part of the city will come alive and obey simple commands involving speech (will answer questions).

Step 4: Careers

Possible related careers include;

Architect, Librarian, Museum Curator, Historian, Stage Magician and Academic Researcher (specialising for instance in local city history).

Wandering Avenger

Not all Paladins make it. Some will fail to achieve their goals or fall and lose their faith in what it means to champion law and good. Yet in falling, not all Avengers immediately switch sides to become Fallen, and some, those unsuited to champion lawful goodness, use the knowledge they've gained from their Avenger levels to champion good and law in different ways, drawing strength from their convictions and desire to make the world a better place, even if they themselves are tarnished. They come to grips that they are sinful, but believe they still have the power to improve themselves and others through hard work, dedication, and hotblooded fervour.

Certain in this new path, they continue to fight. While unable to retain the restrictions of their profession, they did not fall to hatred and perform their acts of falling without malice or senseless emotion. They still wish to fight for law and good, and while unable to call the powers of heaven they find sympathy in the minds of other outsiders of law or good. Thus they form a new pact, one of the sanity, loyalty, comfort and protection of one of the neutral gods.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 PS, +2 PP and +3 PE. If he wants to use magic he must have at least IQ 12 and ME 11 is necessary. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
Knowledge Heraldry
Knowledge Magic

Knowledge Religion
Knowledge Undead
Ride Land Animal
1 Weapon Group Specialty

Step 3: Abilities

Avengers gain the following ability free;
Neutral Patron God - All the Avenger's powers come from their God. If they perform acts contrary to their God's teachings they may lose their abilities. An Avenger must be of chaotic good alignment and loses all class features except skills if he ever willingly commits an evil act. Additionally, his code requires that he respect legitimate authority, act with honour (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

They can at any time visit any order belonging to their God and have any supplies, weapons and equipment replaced for free. He will also receive free lodging and meals from them.

Avengers start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Neutral Artifact

Cost: 5

Start with 30 points to use on the Artifact Creation table below. This is neither really holy or unholy.

Sermon

Cost: 5

Allies are immune to panic or being routed so long as the character continues fighting alongside them. He can also rally any previously routed by giving a stirring speech.

Spellcast

Cost: 10

Thanks to some neutral god the Avenger can learn spells from the Combat school. He starts with one spell per IQ point over 9, he can learn an equal amount per level whenever this god is feeling in the mood. Thus IQ 13 = 4 spells +4 per level. Avengers can tap into the world's natural PPE at a rate of $IQ + ME \times 2$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Summon Steed

Cost: 5

This Avenger can summon the service of an unusually intelligent, strong, and loyal steed to serve him in his crusade against evil. This mount is usually a heavy horse (for a Medium Avenger) or a pony (for a Small Avenger), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as an animal

companion, with an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. At any point he may see through its 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.

True Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Turn Undead

Cost: 5

Undead are destroyed unless they spell save. If they do save they lose half their HPSin damage (See the table below). Also the Avenger gains +4 to all combat rolls against all types of undead (Strike and dodge). This increases by +1 per level.

Whirlwind

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Wise Counsel

Cost: 5

The character has a lot of experience in dealing with people. He always knows just the right thing to say when comforting or advising someone.

Step 4: Careers

There is only one career, you work directly for your religion and justice.

Step 5: Disadvantages

As a Avenger you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each. Not even monarchs may stand in the way of your bringing justice to all.

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. 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. 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: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Fey

Knowledge Geomancy

Knowledge Magic

Knowledge Undead

Step 3: Abilities

Warlocks gain all the following free;

Spellcast - The first sphere the Warlock learns from is free and must be from one

of the elemental spheres, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ - 9 = \text{number of spells}$. The spells can come from Common and any elemental sphere of magic and in any combination. Warlocks can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. Warlocks have permanent immunity to magic from their own elemental starting sign.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Elemental spell save at levels 2, 5, 9, 14 and 20 (this is in addition to the normal spell save, you can add them). +1 Sanity save at levels 4, 7, 10, 13, 16 and 20. +1 Willpower save at levels 1, 5, 9, 14 and 18. +1 Spell Bonus at levels 7, 11, 15 and 19. +1 Toxin save at levels 2, 8, 11, 14, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 20.

Additionally Warlocks start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Elemental Assistance

Cost: 5

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, it 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

Cost: 5

A Warlock can sense his sign within a ME x10 metre radius, +10 metres per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense well, fire. He can also detect any elemental magic cast within his radius and what sign type it is.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HP Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Infuse Weapon

Cost: 5

This allows the character to temporarily infuse any weapon he is welding with his sign. Once the character lets go of the weapon it will revert to normal; **Air**; The character can cause any weapon that he welds to fire a blast of rapidly spinning air molecules that hit like a ton of bricks to anything it touches. Any hit from this weapon will do an additional +D6 per 5 ME, +D6 per level, pushing the victim back 1 metre per ME.

Earth; The character can cause any weapon that he welds to expel shards of rock. Any hit from this weapon will do an additional +D6 per 5 ME +D6 per level, over 1 metre per ME + an equal increase in range per level.

Fire; The character can empower any weapon that he touches with fire. Anything hit takes +D8 per 5 ME +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight.

Water; The character can cause any weapon that he welds to draw condensation from the air and direct it as a jet stream of water upon contact with an item. Any hit from this weapon will do an additional +D6 per 5 ME, +D6 per level, pushing the victim back 1 metre per ME.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Chemist, Meteorologist, Physicist, Historian, and Academic Researcher (specialising for instance in cults, etc).

Waverider

Underwater warriors skilled in deep ocean combat.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +2 PS, +2 PP and +2 PE. To qualify he must have a minimum PS of at least 13, PP 14, and PE 14. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
1 form of Armour Mastery
Endurance
Unarmed Combat Wrestling
1 Weapon Group Specialty
2 other Weapon skills of choice

Step 3: Abilities

Waveriders start with the following ability free;

Whirlpool Swim - For this attack only the character may swim at an enhanced speed in a circle around his opponent/s. The whirlpool he generates has a rotational speed of PS x10kph, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions. Damage to those within is D6 per PS per round. The whirlpool has a PS of 18, +1 per 5 PS, and people must make a strength roll to force their way through it. Exiting the whirlpool also does D6 per PS. He can do this for PE x1 round once per day per level.

Additionally Waveriders start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ambidexterity

Cost: 5

The character can use both hands equally without penalty.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Bonus AR

Cost: 10

+1 AR

Bonus Strike

Cost: 5

+1 Strike with melee or thrown weapons.

Depth Tolerance

Cost: 5

This character can dive an additional 50% deeper than normal without ill

Flying Fish

Cost: 5

The warrior may leap out of a body of water up to 1 metre per 5 PP up x one metre per 3 PP across.

High Pain Threshold

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately she doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are

+5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Presence

Cost: 10

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. She is immune to intimidation.

Temperature

Cost: 5

The character can tolerate temperatures as low as -1C per Tolerance PE.

Tsunami Attack

Cost: 5

Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon. He also does an additional +1 damage.

Step 4: Career

Almost anything really though more likely to be a bodyguard, mercenary or in some form of army.

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.

Witches believe in the Wiccan Rede, which states "An it harm none, do what you will." Most witches also believe in the threefold rule: that anything you do, any energy you send out will come back to you in magnified form. Simply stated, this means, do good and good will return to you. Do evil and evil will return to you.

Witches are generally female but can also be male and can be of any alignment. Witches must belong to a coven, those who do not will not have access to the coven's High Secret Order spells. The deities of witches jealously guard their followers. The Goddess is ready to aid her witches in times of need, grant her spells and powers, but this comes at a price. If a witch abandons her deity she will lose all her magic regardless of her former level or station.

At entry to the coven every witch will receive a special mark on her body that identifies her as a witch. This mark, which can be almost anything is usually small, well hidden, and insensitive to pain. Any witch can recognize another witch due to this mark, unfortunately so could witch hunters. This mark can never be removed except by the witch's deity. Common rites performed by a witch are birth rites, marriage rites, changes of the season, and death or funeral rites. A witch may also provide spells for a service or payment. Any witch can provide her potions for sale or use. Most common are healing, potions for telling fortunes and the casting of love or curse spells for others.

Unlike other classes, one does not wake up one day and decide to become a witch. Generally the prospective witch, the Initiate will hear the Call of the Goddess at a young age. She must then seek out a coven and a witch tradition. Upon entering the coven the highest ranking witch called the High Priestess, will invite the young initiate to learn all she can from the covens' Books of Law.

Some covens require a year and a day before the initiate can fully join. Only then will the new witch be taught the

magic and ritual of being a witch. If a coven is not found, then the initiate might become a solitary. Often the solitary may be learning from an old book of a forgotten coven or she may be receiving direct instruction from her Goddess.

The modern day Wicca seek an understanding with the elements. They believe that there are five elements; fire, air, earth, water and spirit. However the Wicca may only access one of the four primary elements; water, air, fire or earth as her own. Wicca will generally choose an element that is close to their deity. Air Witches usually worship a Goddess of flying, fire witches may belong to diabolical cults, and so on. Water and Fire are the most popular elements for many witches which could explain why burning and drowning are the preferred methods of eradicating a witch in most lands. A coven can have all four kinds as members.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts
Knowledge Demons
Knowledge Fey
Knowledge Geomancy
Knowledge Magic
Knowledge Mythology

Step 3: Abilities

Wicca gain all the following free;

Spellcast - The first sphere the Wicca learns from is free and must be from one elemental sphere, each subsequent

sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The Wicca can only ever choose one elemental sphere. Other spheres may include Runic, Psionic, Common and Tantric. Mancers can tap into the world's natural PPE at a rate of $IQ + ME \times 4$.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Elemental spell save at levels 5, 8, 14 and 20 (this is in addition to the normal spell save, you can add them). +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 3, 4, 7, 9, 11, 13, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Wicca start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Beguile

Cost: 5

This affects one person per level for one hour per ME. The victim must save vs. Psionics or be completely entranced by the wicca and be unable to do anything except follow her around mindlessly.

Create Artifact

Cost: 5

The ability to create Magic Armour, Rings, Wands, Weapons, and other equipment. To create any of these the Wicca needs a heat source, some blacksmith tools and of course a supply of materials to build the item from. Time required is one day multiplied by (the amount of enchantments + the amount of

PPE). PPE cost is 20 + the cost of each spell or enchantment.

Create Poppet

Cost: 5

The ability to create Puppets, Dolls, Toys and other forms of figures. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 20 + the cost of each spell or enchantment.

Create Potion

Cost: 5

A potion is a magic liquid that produces its effect when imbibed. The Wicca needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Create Scroll

Cost: 5

The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. To create a scroll the Wicca must use writing implements and materials which are fresh and unused.

The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Familiar Link

Cost: 5

The Wicca may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Meditate

Cost: 10

Once per day per 5 IQ per level the Wicca can meditate for one hour and recover all his PPE.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Groundskeeper, Zookeeper, Historian, Archaeologist, Anthropologist, Botanist and Naturopath Doctor.

Pulp Era

Adventurers are always on the move in an endless quest for danger and excitement during the period 1901 AD – 1950 AD. They are typically typically well traveled and often have a useful skill, such as piloting a plane, which makes them an asset to any expedition. They are experienced at getting into and out of tight spots and can fight when the situation calls for it. Adventurers are fiercely independent and tend to do things for their own reasons.

01-25 Metahuman

01-33 Diviner
34-66 Fakir
67-00 Medium

26-50 Mysticis Disciplinis

01-10 Diabolist
11-22 Enchanter
23-33 Mage
34-44 Missionary
45-54 Occultist
55-66 Sage
67-77 Stage Magician
78-89 Wizard
90-00 Wu-Jen

51-75 Superscience

01-00 Gifted Scientist

76-00 Trained

01-06 Ace Aviator
07-12 Archaeologist
13-18 Bounty Hunter
19-24 Entrepreneur
25-30 G-man
31-37 Grease Monkey
38-44 Gumshoe Detective
45-51 Martial Artist
52-58 Masked Adventurer
59-65 Mercenary
66-72 Mobster
73-79 Noble Savage
80-86 Reporter
87-93 Scoundrel
94-00 Spy

Ace Aviator

The daredevil barnstormer, capable of astounding feats of flying skill, and probably the owner of own plane or flying boat. If it flies, he can fly it. Hot-air balloons, airships, biplanes, autogyros, --he's piloted them all. Airplanes are still a fairly new concept. Most people have never actually seen one. Many adventurers raise some money, build a plane and put on shows to exhibit their skills. Some race their planes, while others do stunt shows.

Step 1: Attributes

Roll attributes as normal but +2 to PP.
Hit points = PE +6, +6 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Navigation

Orienteering

Pilot Airship

Pilot Balloon

Pilot Fixed Wing Propeller

Technical Aircraft Mechanics

Step 3: Abilities

Aces start with the following free;

Talented - While piloting an aircraft the plane can go 10% faster the weapons systems are +2 to Strike, and are +2 to evasive flying. He also knows planes so well he can recognise each one instantly (unless it is a brand new never before publicly seen model). Finally he 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.

The character gains 25 Points to spend on any of the following abilities. As he

earns more experience he may buy or rebuy more abilities.

Absolute Direction

Cost: 5

The character always knows which way is planetary north.

Acceleration Tolerance

Cost: 5

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for atmospheric and space fighter pilots where it can sometimes be possible (for instance) to dodge a missile. This advantage gives a +1 on any roll to avoid the effects of acceleration and G forces. Costs 5 points per +1 bought.

Ally

Cost: 5+

Allies can be comrades, sidekicks, or lifelong friends from various walks of life. Many times a character will make allies in a games session, but most of them are acquaintances, with their own agendas, goals, and motivations, which may not be the same as the players. Allies are more than just an acquaintance or a contact. Allies are wholly reliable and someone a character can trust, they are a friend. They can be of great use providing emergency funds, information, equipment, or support and help in times of need.

An ally will travel with the character, fight back to back, and may even give his or her life for the character. The player should explain how the character gained such a dedicated friend. Allies do have lives of their own. Allies do not follow the character around waiting on them hand and foot. The more powerful

the ally the busier they are. An ally can be created just like a player character. They can have advantages totalling no more than points, or one disadvantage of any value. In selecting skills, it is important to remember than often the ally comes from the same background or profession as the character.

The ally is a NPC and should be played as such. While allies are usually agreeable on the opinions or suggestions of the player they are not puppets. They may disagree or may try to persuade the character from a plan that seems foolish to them. He may even refuse to cooperate. An ally may even cause problems for the player picking fights, landing in jail, insulting high status people. But of course an ally will try to bail him out if the player makes similar mistakes.

A player will receive a negative reaction for betraying an ally. If continued the player will lose the ally and will have to spend the initial amount of points and a resolving adventure to get the ally back or a new one to take its place. If the ally dies on its own, then the character may slowly develop another ally without the cost of any points. The Ally may earn experience but it will be up to the GM to give the ally his experience not the player. Costs 5 points to buy the Ally + however much else to buy his abilities, powers, magic, etc. Just like creating a player character.

Contact

Cost: 5

The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Fearless

Cost: 5

No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and

authority, +1 to reaction. He is immune to intimidation.

Resist Cold

Cost: 5

The character is able to withstand extremes of cold, possibly due to the environment in which he grew up. Characters with this advantage take half normal losses from extreme temperatures and gain +1 on any saves.

Wealth

Cost: 5+

This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week.

Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

Archaeologist

While the more academically-inclined Archaeologists are to be found in a library, laboratory, or behind a large desk in the museum, this character is more likely to be found in the jungles of Africa looking for King Solomon's Mine. In this dangerous role, they may have to use their brawn as well as their guile to advance their studies.

Unfortunately, the local authorities in most countries don't see them as heroes rescuing lost artifacts, but rather consider them grave robbers and rabble-rousers.

They are intrepid pioneers, unearthing the secrets of the unexplored regions of darkest Africa, the teeming jungles of South America, and the mysterious East. Archaeologists brave the unknown, searching for treasure, seeking ancient knowledge or questing to see what lies over the horizon. He is the one others turn to when they find themselves lost or in search of new wonders — whether on the plain of the Serengeti, high in the Andes, deep beneath the surface of the Earth, or places more remote still.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Knowledge Ancient History

Knowledge Artifacts

Knowledge Mythology

Knowledge Religion

Science Anthropology

Science Archaeology

Step 3: Abilities

Archaeologists start with the following free;

Artifact Specialist - This goes beyond the Knowledge Artifact skill and allows the character a chance at understanding and using any magical artifact he comes across. His ability to decipher and use it is equal to rolling under his ME +2.

Additionally Archaeologists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 5+

See the Ace Aviator for information on Allies.

Ancient Language

Cost: 5

This is more of a skill package which gives the character the knowledge to decipher and read 1 ancient language per 2 IQ that he has. Plus an additional 1 language per 2 IQ each time rebought.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a

police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per

major favour and 15 points per extreme favour.

Fearless

Cost: 5

No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.

Keen Eye

Cost: 5

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.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Wealth

Cost: 5+

This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

Bounty Hunter

The fearless former huntsman always on the look out for the next big challenge, having already faced lions, tigers, bears, elephants, and rhinos. Now he tracks people, whether to bring criminals to justice or rescue someone lost. They are often deadly with ranged weapons, but they may seek to challenge themselves by using less effective weapons. With their ability to protect and provide for other people, they are a huge benefit to any expedition to the wilds.

Step 1: Attributes

Roll attributes as normal, then +1 PP.

Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Ambush

Hunting

Orienteering

Survival

Tracking

Weapon Group Specialty Rifles

Step 3: Abilities

Hunters start with the following abilities free;

Stealthy - 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.

Additionally Hunters start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when in a city or village.

Fearless

Cost: 5

No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.

Focused Hand

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving vehicles so long as the character performs no other actions that melee.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Followers

Cost: 10

The character can have one assistant per 5 MA.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he

doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

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.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Wealth

Cost: 5+

This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week.

Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

Diabolist

Diabolists believe they can master the dark arts to use against evil, fighting fire with fire. But fire has a way of burning all involved.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Knowledge Undead

Step 3: Abilities

Diabolists gain all the following free;

Spellcast - The first sphere of magic the Diabolist learns from is free and must be from Diabolical, each subsequent sphere costs 5 points. The spells can come from any sphere of magic except Divine and in any combination. He starts with one spell per IQ point over 11, and can learn an equal amount per level. Thus IQ 13 = 2 spells +2 per level.

Unlike other spellcasters Diabolists draw their PPE from living things. All lifeforms contain a portion of magical energy or PPE, sharing a mystical life force that a magic user can use to power his spells. In order to cast a spell, the Diabolist gathers this power of life until he has accumulated enough energy to create the enchantment he desires. He can draw PPE from plant, animal and even humanoid life. To gather energy, the Diabolist concentrates on drawing the life force that surrounds him into his

body, draining it away from the nearby vegetation first, then animals and then people.

If the spellcaster chooses to defile his surroundings, the vegetation is destroyed by this process and any animals and people also caught up in it take D6 damage per 10 PPE drained. The act of defiling destroys an area of 1 metre in radius per 10 PPE acquired in this fashion. Diabolists accumulate PPE at a rate of IQ + ME x4 per round of gathering energy. The wanton destruction of life for personal power is not a good act; Diabolists can't be good in alignment.

In fact, most Diabolists tend to have evil tendencies, if not an evil alignment. Secondly, the land destroyed by a defiler remains useless for years; the ground may as well have been salted or poisoned by the character. All living things caught in the defiler's radius of destruction (except the defiler himself) suffer D6 points of damage per spell level. PPE is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep.

Additionally Diabolists start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME,

+1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Familiar Link

Cost: 10

The Diabolist may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Infamous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.

San Save Bonus

Cost: 5

+1 Sanity save.

Spell Save Bonus

Cost: 5

+1 Spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Undead Bonus

Cost: 10

+1 Strike and dodge vs undead at levels 3, 5, 9, 11, 15, 17 and 19.

Unholy Aura

Cost: 5

Enemies within line of sight suffer -1 per 5 MA of the character on all their rolls.

Unholy Fortitude

Cost: 5

Immune to any form of supernatural special attacks (including fear) and all types of Possession. Further he gains +1 save per level vs Diabolic magic.

Will Bonus

Cost: 5

+1 Willpower.

Step 4: Disadvantages

Any holy people will recognize you for what you are. Don't expect to be welcome in a LOT of places. +20 points. Gain 1 Psychological Limitation Insanity per year of using Diabolical Magic. Why? Because despite all your best intentions you are damned to burn in hell and you know it..

Diviner

The Diviner is a psychic who is sensitive to mystic, psychic and supernatural energy. This character can see and/or feel and follow the flow of psychic and magical energy, including ley lines and the use of magic (a succession of spells or magic ritual, the opening of a dimensional portal, etc.), as well as there-lease of energy (energy bolts, lightning, fire breath, etc.) produced by supernatural beings (and creatures of magic), and magic rituals (especially as they build to a crescendo). The Diviner can also read signs and see omens in what seems to be the ordinary.

Step 1: Attributes

Roll attributes as normal but ME +2. Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Alertness
Concentration
Direction Sense
Knowledge Astrology
Notice
Water Find

Step 3: Abilities

Diviners start with the following abilities free;

Divination - This grants 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).

Additionally Diviners start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Danger Alarm

Cost: 5

This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 ME, +1 minute per level. Will know direction and threat level. +1 to Perception.

Empath

Cost: 5

The character 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.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.

Palm Reading

Cost: 5

The Diviner derives knowledge from physical signs and patterns, which means he can read a person's palms to get fundamental information about that

individual similar to the psychic ability, See Aura. The Diviner does not actually see the aura, but he gets the same information: An impression of alignment (good, selfish or evil), age (within 4 years), general level of experience (low, medium or high), health (well, ill, suffering from an injury), key personality traits (shy, confident, quiet or outspoken, indecisive, bold, etc.) and whether the individual has low self-esteem or healthy self-esteem and if fortune or misfortune may be in his future.

Note: Requires physical contact, sufficient light and close examination of the palm for at least one minute. That means the psychic will need the individual's cooperation or an unconscious subject. A casual glance or handshake provides nothing. Most people are fascinated with the idea of palm reading and getting their future told, especially in a casual meeting or party atmosphere, and will allow a quick reading they believe is a fun parlor game.

Psychic Dowsing

Cost: 5

In plain and simple terms, Diviners can use their Dowsing abilities to sense magic energy (PPE). This ability is so finely tuned they can locate and follow invisible lines of energy radiating from the earth (ley lines), locate depositories of PPE (places of magic), and track the supernatural by following the energy signatures the more powerful creatures leave behind like a vapour trail. In most cases, the psychic needs a tool called a Divining Rod. The traditional rod is "Y" shaped, with the Diviner holding the top with both hands and letting the bottom (in this case, the point) lead him to

sources of PPE (or other natural resources). The Divining Rod serves as the psychic's focus of his own, natural psychic abilities to draw upon the ambient mystic energy in the area. This creates vibrations in the Divining Rod that grow with intensity from barely noticeable at first to obvious trembling movement as the character gets closer and closer to the object of his psychic search. The Diviner is so attuned to his tool and the subtleties of the vibrations that he can feel the rod pulling him in directions - right, left, forward, and so on.

When the object of the search or the location/source of the energy has been found, the Divining Rod may point downward or bob up and down. The Divining Rod can be used to locate almost anything: earth energy/ley lines, water, gold and other precious metals, fossil fuel, and strong sources of PPE, including, places of magic, powerful supernatural beings, creatures of magic, beings (mortal and supernatural) involved in the expenditure of magic (i.e., casting spells), rituals that draw out or syphon PPE and so forth, even lost keys. Note: In addition to the above, the Diviner will sense if the underground resource or place of power is located on an ancient burial ground or a place with a history of tragedy and death or supernatural activity.

Read Omens

Cost: 5

The Diviner can also read signs. Unlike charlatans and superstitious individuals who read meaning into dreams, coincidence or superstitions (i.e., a black cat is bad luck) and think they see the future or some sign of things to come, the Diviner really does see omens that

speak to the future. Unlike the Psychic Sensitive who receives all sorts of psychic sensations and visions, the Diviner needs physical props and tools to use the ability to read signs. Ironically, these signs don't usually come in the form of cards or bones or tea leaves, though they can, but rather in ordinary things the psychic happens to notice. For the Diviner, psychic insight is triggered by random patterns that could come from anything and occur almost anywhere.

A wave of insight might come from a pattern in a spider's web or weave of vines, a flower blossom or a random pattern of cracks in the foundation of the floor, dribbles of blood or wine or spilt paint or the ring left by a coffee cup or glass of water, to a particular cloud formation, a pattern of light or reflection, the ripple of waves, a pile of twigs or leaves, scratches in the floor or table, or marks in the dust, or the presence of a bird, insect, cat, dog or other animal, and just about anything else.

It is important to understand that a Diviner can't make a sign appear when he wants one, he only sees and interprets what is actually there, if anything at all. The meaning of the sign is instantly known to the Diviner, but it is often broad or vague. The ability to read signs is also valuable in that it can provide additional insight and information.

One With the Universe

Cost: 5

Instantly sense anybody who enters his circle of 1 metre per ME, +1 metre per level, including the invisible (even though he can't see them). +3 initiative, +2 dodge.

Sense Supernatural/spirits

Cost: 5

The Diviner can see all forms of spirits and recognize the supernatural even if they are invisible. He can also sense magic.

Tongues

Cost: 5

The character can reply in any language spoken to him, even supernatural beings and ghosts. Note the other person/being must speak to him first.

Touch Conveyance

Cost: 5

Touch Conveyance has nothing to do with patterns, and everything to do with the flow of energy in and around the character being touched. This power enables the Diviner to tell how much PPE the character has, if he or she is psychic or wields magic (or has the potential for one or the other), if the character is human or something else (but not exactly what), and if the character is possessed or something is not right (the latter usually indicating a magical charm, trance or enchantment in place rather than outright possession, or a symbiotic link with something inhuman, or the presence of a terminal disease).

In addition, the touch (shaking hands is typical) will indicate if the individual is friendly and open, closed and secretive, or glad to see the individual, indifferent (which may simply mean he doesn't know the person and is simply being polite) or annoyed, bothered or angry/resentful toward the psychic. Powerful evil or intense good can also be sensed by touch. Note: Requires physical contact with the skin of the

subject for at least five seconds to get any sense of the person.

Enchanter

Schooled in the arts of mind magic, the Enchanter uses his self-awareness to understand the mysteries of the world around him. The temptation of mind control, playing with emotions and perceptions causes many magic users to study this sphere.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
Bluff

Knowledge Astral

Knowledge Dreamscape

Knowledge Geomancy

Knowledge Magic

Knowledge Sociology

Step 3: Abilities

Enchanters gain all the following free;
Spellcast - The first sphere of magic the enchanter learns from is free and must be from Psionic, each subsequent sphere costs 5 points. The spells can come from Psionic, Illusion, Common, Dreamspeak and Combatic. He starts with one spell per IQ point over 11, and can learn an equal amount per level. Thus IQ 13 = 2 spells +2 per level. Magicians can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 PPE at levels 3, 6, 9, 12, 15, and 18.

Additionally Enchanters start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Danger Alarm

Cost: 5

This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 ME, +1 minute per level. Will know direction and threat level. +1 to Perception.

Dreamwalk

Cost: 5

This character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. 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 character 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 character's real body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Empath

Cost: 5

The character 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.

Familiar Link

Cost: 5

The enchanter may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Meditate

Cost: 5

Once per day per 5 IQ per level the Magus can meditate for one hour and recover all his PPE.

Mental Fortitude

Cost: 5

+1 Will, and +1 save vs any attempts at mind control or possession.

One With the Universe

Cost: 5

Instantly sense anybody who enters his circle of 1 metre per ME, +1 metre per level, including the invisible (even though he cant see them). +3 initiative, +2 AC.

True Sight

Cost: 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, and the exact nature of the magic.

The Entrepreneur

The Entrepreneur is a scion of a wealthy household, a self-made millionaire, or some other beneficiary of affluence. He travels in high society and hobnobs with wielders of power throughout the world. they use their power and wealth to further causes like democracy and fighting hunger; villainous ones use their millions to increase their personal power.

Young (low-level) Entrepreneurs are often dilettantes, enjoying enormous wealth but lacking direction; they may be rakes, society types or aimless travellers. Older (high-level) aristocrats are captains of industry, diplomats, philanthropists or greedy madmen. Apart from being fantastically rich, fantastically attractive, and well educated, the Entrepreneur isn't worth much. He might even be a little dumb, or irritating, or may constantly require saving from kidnappers and ninjas. But as long as he's financing the group's expeditions, the others will just have to put up with him tagging along.

Occasionally, one of these will surprise everyone by turning out to be a master swordswoman (I say, they taught fencing at university, old chap, and I was scouted for the Olympic team--en garde!). They are also prominent and respected individuals whose family name and lineage are meticulously documented. Their name alone will open a lot of doors. However sometimes have to put aside their own feelings and desires to do what is best for the family. Mistakes or scandals can bring disgrace to their good name, so Entrepreneurs tend to be masterful at both choosing their friends and covering their tracks.

Step 1: Attributes

Roll attributes as normal but MA is +2.
Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Bluff
Bribe
Charm
Diplomacy
Etiquette
Gaming

Step 3: Abilities

Entrepreneurs start with the following abilities free;

Damn Filthy Rich - This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week at a moment's notice. He can gather another amount equal to x10 this by selling stocks and various properties but this would require time to do. He can immediately access D10 x100 dollars each week. He also has a sizeable mansion, yacht and D4 expensive cars.

Additionally Entrepreneurs start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 5+

See the Ace Aviator for information on Allies.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the

GM. Add an equal amount of contacts each time rebought.

Cultural Adapatability

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and

an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Followers

Cost: 5

The character can have one assistant per 3 MA. These can include butlers, maids, drivers, mechanics, etc.

I actually know what Im doing

Cost: 5

This character really does know how businesses work and is involved in running his family's. Gains the following additional skills; Bureaucracy, Knowledge Accounting/Tax, Knowledge Economics, Knowledge Law Civil, and 2 Languages.

HPSBonus

Cost: 10

PE +6 HP instead of 4, +6 per level.

Less Sleep

Cost: 5

The character can make do with only half the normal required sleep. He can do this for an amount of days equal to one third of his CON before needing a full night's rest.

Fakir

A fakir, or faqir derived from faqr (Arabic: "poverty") is a person who is self-sufficient and only possesses the spiritual need for God. The term may refer to a Muslim Sufi ascetic in the Middle East and South Asia. Though, Sufis have spanned several continents and cultures over a millennium, originally expressing their beliefs in Arabic, before spreading into Persian, Turkish, Indian languages and a dozen other languages. They are commonly considered wonder workers, mastering the esoteric powers of the mind, working to develop an intuitive understanding of the cosmos and their position in it. Whether they seek epiphany through simple meditation or elaborate ritual, all Fakirs agree that in order to truly understand reality we must abandon all preconceived notions of the world and give ourselves over to veiled, sometimes counter intuitive celestial truths.

Step 1: Attributes

Roll attributes as normal but ME +2. Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Contortion
Endurance
Escapology
Knowledge Philosophy
Rope Use
Slow Respiration

Step 3: Abilities

Fakirs start with the following abilities free;

Hypnosis - This mental ability allows characters to perform a limited form of mind control. He can implant an idea into a victim's head (eg, I'm your friend,

you're sleepy, etc) but only outside of combat. He can also cause a victim to speak what he is actually thinking. And finally he can implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain +2 to save. All of these require eye contact and speech for it to work.

Additionally Fakirs start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Endure Hunger and Thirst

Cost: 5

The character is able to function for long periods of time without food or water, and incurs only half the normal losses when under such conditions. The maximum amount of time the human body can survive without water is four days. Dehydration sets in at two days, bringing on headaches, hallucinations and the cessation of perspiration. After the third or fourth day without fluids, it is likely that dementia will set in and the character will die.

Floating Rope Trick

Cost: 5

The character can make any rope he touches to become as stiff as wood, and float up to a distance of 1 metre per ME.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. This allows him to lay on and walk along nails and other sharp objects. Unfortunately he doesn't notice most minor injuries, including bleeding.

Levitation

Cost: 5

The character can levitate himself and up to 20kgs (+1 per level). Maximum ceiling height of 1 metre per ME.

One With the Universe

Cost: 5

Instantly sense anybody who enters his circle of 1 metre per ME, +1 metre per level, including the invisible (even though he can't see them). +3 initiative, +2 dodge.

Sense Supernatural/spirits

Cost: 5

The Fakir can see all forms of spirits and recognize the supernatural even if they are invisible. He can also sense any magic.

Serenity

Cost: 5

He can calm anyone within 1 IQ per metre radius of him who is stressed, or agitated by a mental disorder or outside influence. +1 vs Trauma to those in the zone.

Slow Heart Rate

Cost: 5

The character can slow his heart beat enough so as to fool most people into thinking he's dead.

Tongues

Cost: 5

The character can reply in any language spoken to him, even supernatural beings and ghosts. Note the other person/being must speak to him first.

Walk on fire

Cost: 5

The character suffers no damage from burning heat or the effects of heat. Half damage from fire attacks.

G-Man

A dedicated and incorruptible agent of the FBI. Government men are responsible for maintaining law and order, detecting and preventing crimes, and apprehending criminals—using force if necessary. While they usually stay within the bounds of the law to accomplish their job, some will bend or even break the rules to get what they're after.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Bureaucracy

Interrogate

Intel

Investigate

Knowledge Law Criminal

Weapon Group Specialty Pistol

Step 3: Abilities

G-Men start with the following free;

Patron F.B.I. - The F.B.I. teaches, grants favours or helps the player in his adventures. In terms of assistance it is treated as extremely helpful. The player has all the legal powers granted to him by the F.B.I. including the ability to search, question, detain and arrest. 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. In certain circumstances he can call for more help . Standard F.B.I. equipment

and weapons are provided to him free, along with replacements.

Additionally G-Men start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Comprehend

Cost: 5

The character has no trouble understanding others regardless of their accent, speech or mental illness.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Fearless

Cost: 5

No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.

Hide Body Language

Cost: 5

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to MHA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Lightsleeper

Cost: 5

This character sleeps very lightly, and is often disturbed in his sleep by his neighbours, local wildlife, etc. Luckily he's learned to live with it and can get by

with less sleep than most. He awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

The Gifted Scientist

Master of gizmos, the Gifted Scientist is intrigued by the complexities of metal and electricity. He is a master of “Weird Science”, an advanced level of mechanics and electronics that allows him to create devices well beyond the everyday capacities of the Pulp Era. Not happy just being in the workshop, these characters want to get out and field-test their inventions under real world conditions. Somewhat unkempt in appearance and too busy to worry about unimportant things, they more than make up for their lack of social decorum through the brilliance of their inventions.

Step 1: Attributes

Roll attributes as normal but IQ is +6 and ME is +4. A PP of at least 14 is desirable. Hit points = PE +4, +4 per level.

Step 2: Skills

This character is a natural scholar and was a genius at University. Any course can be done within half the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Engineer Electrical

Engineer Mechanical

Engineer Weapon

Science Mathematics

Science Medicine

Science Physics

Step 3: Abilities

Scientists start with the following abilities free;

Gifted Genius - The character is a master of a variety of sciences, from biology to physics. His work stands far ahead of the efforts of other researchers, allowing him to possibly produce

gadgets, machines, and computers more advanced than any in the real world. When he embarks on a mission, he always has a number of completed tools on hand that could prove useful. He can produce high tech items exceeding the level of technology of the GM's campaign.

Scientists have four different areas they can specialize in. In each case they can build, repair, custom modify and design the item the ability applies to. Weapons can have their damage and range increased up to +50%, and SDC, AC and speed increased up to +50% prior to attaching any armour. Choose one of the following special abilities;

Fabrication - This character specializes in creating super headquarters. He can increase a building's strength, resources and any fortifications. For creation rules use the headquarters section. Bonus free skills: Knowledge Architecture, Engineer Civil, Engineer Structural and Fortifications.

Medicine - This character specializes in healing the body. He 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. Bonus free skills: Science Chemistry, Science Biology, Science Botany and Science Zoology.

Vehicles - This character specializes in creating fantastic vehicles. He can build, repair and modify any vehicle he has a skill in to increase its speed, range and armour.

Bonus free skills: Technical Aircraft Mechanics, Technical Auto/Bike/Truck Mechanics, Technical Rail Mechanics and Technical Seacraft Mechanics.

Weapons - This character specializes in creating destructive armaments and protection from them. He can increase the damage of any weapon or ammunition by an additional +1 and increase the range of any weapon by an additional +50%. He can also increase the AC of any armour by an additional 1, the bonuses can be added at any time. Bonus free skills: Bowyer, Armourer, Weaponsmith and Demolitions.

Additionally Scientists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Additional Specialty

Cost: 10

This buys the character another Scientist specialty.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia

resulting from magic or destruction of the Illusion.

Followers

Cost: 10

The character can have one assistant per 5 MA.

Intuitive

Cost: 5

The character has a chance of understanding any equipment or blueprints he comes across. The chance is equal to rolling under his ME, +2 if its in an area of his specialty.

HPSBonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Keen Eye

Cost: 5

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.

Mathematician

Cost: 5

The character can perform basic and extended math in mere seconds in his head, allowing him to do math without pen and paper or a slide ruler. +4 on any maths rolls.

Micronization Expert

Cost: 5

The hero can remake anything that exists to a reduced size while retaining all of its functions. With this talent the character can reduce items to 10% of their original size without losing any of their initial performance. Anything from modified cell phones and strap on

gizmos to super powerful microscopes built into a pair of goggles.

Unbelievable

Cost: 5

The Scientist can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Wealth

Cost: 5+

This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

Grease Monkey

The Grease Monkey is a rough and ready mechanic, a genius at repairing automotives or aircraft. He is skilled at building, modifying and repairing vehicles. He doesn't mind getting his hands dirty and he loves to figure out how things work. If you've got a lot of planes, cars, and zeppelins around, you need someone to keep them in good condition. That's the job of the Grease Monkey. He's not the technological genius that the Scientist is, but he's a crack engineer and mechanic — and sometimes that counts for a lot more.

Step 1: Attributes

Roll attributes as normal but IQ is +4 and ME is +2. A PP of at least 14 is desirable. Hit points = PE +6, +6 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Engineer Electrical
Engineer Mechanical
Engineer Weapon
Technical Aircraft Mechanics
Technical Auto/Bike/Truck Mechanics
Technical Seacraft Mechanics

Step 3: Abilities

Characters start with the following free;
Vehicle Genius - The character is a master of a vehicles. He can build, repair and modify any vehicle, improving its performance, speed and endurance by +5% per ME. He can also attach weapons and armour.

Additionally Characters start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5

points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.

Followers

Cost: 5

The character can have one assistant per 5 MA. These can include butlers, maids, drivers, mechanics, etc.

HPSBonus

Cost: 10

PE +8 HPSinstead of 6, +8 per level.

Intuitive

Cost: 5

The character has a chance of understanding any equipment or blueprints he comes across. The chance is equal to rolling under his ME, +2 if its in an area of his specialty.

Keen Eye

Cost: 5

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.

Mathematician

Cost: 5

The character can perform basic and extended math in mere seconds in his head, allowing him to do math without pen and paper or a slide ruler. +4 on any maths rolls.

Pilot Skill Package

Cost: 10

This package gives the character the ability to pilot most of the vehicles he works on. Choose from one of the following packages;

Air; Navigation, Orienteering, Pilot Airship, Pilot Balloon, and Pilot Fixed Wing Propeller.

Land; Drive Car, Drive Construction, Drive Motorbike, Drive Train/Tram, and Drive Truck.

Sea; Navigation, Pilot Marine Freighter, Pilot Marine Motorboat, Pilot Marine Sailboat, and Pilot Marine Submersible. He may choose one more skill package each time rebought.

Unbelievable

Cost: 5

The character can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Gumshoe Detective

The hardboiled private detective, consulting detective, or agency detective. Often a washed up former police detective, the Gumshoe Detective hires out his services to anyone willing to pay his fees. More often than not, the client turns out to be less than honourable and frequently doesn't pay up even after the detective puts in many hours of hard work. Usually broke, they are always on the lookout for a new client, in part to support the ever-faithful secretary who keeps his office running from day to day.

Such is the life of the detective; often the only honourable man in a world of intrigue and mystery. The gumshoe usually acts in non-police situations: he gathers information and evidence for private clients in impending civil cases, tracks down fleeing spouses or business partners, or acts as an agent for private defence attorneys in criminal cases. The gumshoe is usually shown to have been a member of a police force in the past, using those connections to his advantage in the present.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Interrogate

Investigate

Knowledge Law Criminal

Knowledge Street

Pick Locks

Weapon Group Specialty Pistol

Step 3: Abilities

Gumshoes start with the following free;

Followers - The character can have one assistant per 5 MA. The first one should be a secretary. Others can be drivers, muscle, reporters, etc.

Additionally Scoundrels start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Alcohol Tolerance

Cost: 5

The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.

Contact

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when in a city or village.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity.

The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is

useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Fearless

Cost: 5

No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.

Hide Body Language

Cost: 5

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to MA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.

HPSBonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Mage

The mage is a true master of the Arcane. Always an enigma, he may seem at times a solemn ascetic, a grumpy curmudgeon or a cackling old madman. Despite these outward appearance, however, he is a powerful mage and a harsh, unyielding mentor.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
Knowledge Artifacts
Knowledge Astral
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Planar

Step 3: Abilities

Mages gain all the following free;
Spellcast - The first sphere of magic the mage learns from is free, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 11, and can learn an equal amount per level. Thus IQ 13 = 2 spells +2 per level. The spells can come from any sphere of magic (that he has bought) and in any combination (except Divine).

This is one of the few magic users who can learn nearly any spell. Mages can tap into the world's natural PPE at a rate of $IQ + ME \times 2$. PPE is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 PPE at levels 3, 6, 9, 12, 15, and 18.

Additionally Mages start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Familiar Link

Cost: 10

The Mage may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

HP Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Meditate

Cost: 5

Once per day per 5 IQ per level the Mage can meditate for one hour and recover all his PPE.

San Save Bonus

Cost: 5

+1 Sanity save.

Spell Save Bonus

Cost: 5

+1 Spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Will Bonus

Cost: 5

+1 Willpower.

Martial Artist

A wide-eyed and enthusiastic young oriental, venerable old master, or westerner raised in an isolated eastern monastery. Martial Artists dedicate themselves to perfecting their body, mind, and spirit. They often practice ascetic lifestyles and are sometimes associated with a particular religious group. They believe that purifying the body purifies the soul. Whether they remain cloistered in monasteries illuminating manuscripts, or wander the earth helping people, these spiritual seekers never stop searching for enlightenment.

Step 1: Attributes

Roll attributes as normal but PP and PE are +2, and SPD is +10. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones; Acrobatics

1 form of Artistry

Climb

Knowledge Alternative Medicine

Knowledge Philosophy

Unarmed Combat Martial Arts

Step 3: Abilities

Artists start with the following abilities free;

Chi Mastery - Characters can tap into the world's natural Chi at a rate of IQ + ME x2. Chi is recovered at a rate of 5 per hour if remain active and 10 per hour if asleep. +5 Chi per level. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.

Additionally Artists start with 30 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Acute Senses

Cost: 5

The character's sight, hearing, taste and smell is double that of a normal person for 1 Chi per round.

Cleansing Touch

Cost: 5

The ability to heal oneself and others by drawing on the surrounding Chi via meditative trance. He is 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 per Chi focused on it.

Disabling Touch

Cost: 5

The ability to touch and paralyze different parts of the body for D6 minutes per level. Requires 2 successful paralyzing touches on the same opponent to paralyze the entire body. The character can also dislocate the joints of any opponent, and even break bones.

Endure Hunger and Thirst

Cost: 5

The character is able to function for long periods of time without food or water, and incurs only half the normal losses when under such conditions. The maximum amount of time the human body can survive without water is four days. Dehydration sets in at two days, bringing on headaches, hallucinations and the cessation of perspiration. After the third or fourth day without fluids, it is likely that dementia will set in and the character will die.

Focused Attack

Cost: 5

Every Chi spent while concentrating on the target gives either an additional +1 to Strike or +1 to damage (must decide before using it).

Indomitable

Cost: 5

The Monk can focus his Chi into his AR at a rate of 2 Chi for every 1 AR.

However this cannot go any higher than 18 and he must be able to see the attack coming. It also gives him +1 to stun, trauma, and Willpower rolls. This lasts for 1 round per ME.

Inner Strength

Cost: 5

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.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. Unfortunately he doesn't notice most minor injuries, including bleeding.

Iron Fist

Cost: 5

The character's hands will not take damage from hitting a hard object. This allows him to break boards, wood, bricks, stones and ice. +1 additional point of damage per hand. He can also detect any potential weak points in an object and know exactly where to hit it in order to break it.

One With The Universe

Cost: 5

Instantly sense anybody who enters his circle of 1 metre per ME, +1 metre per level, including the invisible (even

though he can't see them). +3 initiative, +2 dodge.

Parry Missile

Cost: 5

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.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. He is immune to intimidation.

Rapid Blows

Cost: 5

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.

Serenity

Cost: 5

He can calm anyone within 1 IQ per metre radius of him who is stressed, or agitated by a mental disorder or outside influence. Every Chi spent gives a +1 vs Trauma to those in the zone. In the case of outside influence it also gives +1 vs Possession per Chi.

Shadow Stealth

Cost: 5

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

Cost: 5

For every 1 Chi used can hit one additional foe in range if using a ranged weapon.

True Sight

Cost: 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, and the exact nature of the magic.

Whirlwind

Cost: 5

For every 1 Chi used can hit one additional foe in range in hand to hand combat or if using a melee weapon.

The Masked Adventurer

This is a guy who is fed up with the excesses of the underworld, and has decided to dispense justice with two fists and twin automatic pistols. He probably wears a trenchcoat and a broad-brimmed hat. He has hit a bit of a dead end as far as his personal crusade, and has found that he must seek out the skills and contacts of others to effectively continue his war on crime. He has a secret identity, complete with code name. He is a shadowy figure who assumes an alternate identity to help spread fear within the criminal community.

Step 1: Attributes

Roll attributes as normal, but PP is +1.
Hit points = PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Ambidextrous

Reflex Mastery

Stealth

1 Unarmed Combat

1 Melee Weapon Specialty

1 Modern Weapon Specialty

Step 3: Abilities

Masks start with the following abilities free;

Feared - The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation. Further he is so well known by criminals that he strikes fear into those he meets with -1 on all their rolls. This increases by an additional -1 for each round that the character has not been beaten, and another -1 for each criminal taken down.

Additionally Masks start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Contact

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when in a city or village.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Fearless

Cost: 5

No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.

Focused Hand

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving vehicles so long as the character performs no other actions that melee.

Followers

Cost: 10

The character can have one assistant per 5 MA.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

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.

Special Follower Gadgeteer

Cost: 10

This special assistant is a Gifted Scientist who is able to make special gadgets and vehicles for the character to use in his war on crime. If this is taken then the character should also take the Wealth ability because he's going to need plenty of money to pay for it all.

Wealth

Cost: 5+

This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how

much cash he can access every week.
Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

Medium

The Medium constantly makes enigmatic comments about his third eye, the Dao, and the workings of Fate. But he knows things--in fact, he seems to know everything, or at least everything that comes up on the group's adventures. He is uniquely able to see, communicate with, and get impressions from the past, dead and ghosts. The Medium is psychically linked to an otherworldly spirit and it is through this "Spirit Guide" that he is able to communicate with other spirits and get information.

According to Mediums, the Spirit Guide is a "ghost" of someone who lived in the past. It may be a deceased loved one, friend or relative, or the spirit of someone completely unrelated and previously unknown to the psychic. Ancestral spirits are said to guard over and help their descendants, but are never an immediate relative such as a parent or sibling, but someone a bit removed like a cousin, uncle, aunt, great grandparent, or even a great, great, great grandparent.

Step 1: Attributes

Roll attributes as normal but ME +2. Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Concentration

Fast Talk

Knowledge Astral

Knowledge Dreamscape

Knowledge Geomancy

Knowledge Mythology

Step 3: Abilities

Mediums start with the following abilities free;

Spirit Whisperer - This character can see and talk to spirits and ghosts. Specifically he can; listen to and relate conversations with the departed, go into a trance and allow a spirit to enter his body in order to speak through it, and sense the emotional state of the departed and whether they are being truthful.

Additionally Mediums start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Clairaudience

Cost: 5

The character 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. 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 character to hear across a vacuum for example.

Unfortunately Clairaudience can act as a pipeline to direct another's Psionic or Sonic attacks toward the character. Because of this side-effect the character is +1 to resist such attacks. These attacks need not even be aimed at the character but might still affect the character if the other Power is being used in the area the character is spying upon. When the power operates it overrides the character's natural hearing. Distant sounds are sensed at their original volume level. The power is normally a

voluntary power that must be summoned.

Clairvoyance

Cost: 5

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. The character can see distant sights without directly seeing it with his eyes. The character 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. When in use the power overrides normal vision. Normally the power is consciously controlled.

Dreamwalk

Cost: 5

This character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. 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 character 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 character's real body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.

Empath

Cost: 5

The character 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.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.

One With The Universe

Cost: 5

Instantly sense anybody who enters his circle of 1 metre per ME, +1 metre per level, including the invisible (even

though he can't see them). +3 initiative, +2 dodge.

Psychometry

Cost: 5

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.

Sense Supernatural/spirits

Cost: 5

The Diviner can see all forms of spirits and recognize the supernatural even if they are invisible. He can also sense any magic.

Spirit Companion

Cost: 5

The Medium is psychically linked to an otherworldly spirit and it is through this Spirit Companion that the psychic is able to communicate with other spirits and get information. According to Mediums, the Spirit Companion is a ghost of someone who lived in the past. It may be a deceased loved one, friend or relative, or the spirit of someone completely unrelated and previously unknown to the psychic. Ancestral spirits are said to guard over and help their descendants. In all cases, regardless of the Spirit Guide's

origin or age, it is benevolent and friendly, come to help the psychic, and represents the character's conduit to the past and other spirits. The companion will warn him of any nearby spirits or supernatural lifeforms and warns the character about impending danger.

Tongues

Cost: 5

The character can reply in any language spoken to him, even supernatural beings and ghosts. Note the other person/being must speak to him first.

Mercenary

A mercenary is a warrior for hire; he owes his allegiance to no country and no man, but only to the wealth of his employer. Mercenaries are pragmatic; they will not fight to the death for a cause, but rather surrender where necessary — live today to fight again tomorrow. A mercenary prides himself on his professional attitude and his military abilities; an experienced mercenary cannot be matched on the battlefield. They are professional warriors trained to fight in a variety of environments and situations.

Mercenaries are ex armed forces members (whether army, air force or navy) who operate under orders from either a commanding officer or an employer who hired them to protect the expedition.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones according to which part of the military he served with. Choose from either Army, Air Force or Navy;
Ex Air Force - Navigation, Orienteering, Pilot Fixed Wing Propeller, Technical Aircraft Mechanics, Weapon Group Specialty Air Vehicle, and Weapon Group Specialty Pistol.

Ex Army - Fortifications, Orienteering, Survival, Weapon Group Specialty Pistol, Weapon Group Specialty Rifle, and Weapon Group Specialty Small Thrown.

Ex Navy - Navigation, Pilot Marine Warship, Pilot Marine Freighter, Swim, Weapon Group Specialty Rifle, and Weapon Group Specialty Sea Vehicle.

Step 3: Abilities

Mercenaries start with the following free;

Presence - The character has an iron will and radiates an aura of confidence and authority, +1 to reactions. He is immune to intimidation, and +1 to Will saves.

Additionally Scientists start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Contact

Cost: 5

The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when in a city or village.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions than melee.

HPSBonus

Cost: 10

PE +12 HPs instead of 10, +12 per level.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Missionary

Missionaries are men of the cloth called to spread the word of God. They are usually educated, well travelled, and willing to go into the deepest, darkest wilderness to save souls. Some Missionaries are learned scholars who joined the church just for the education. They make excellent additions to an expedition, as they tend to be gifted diplomats, often have minor medical training, and in some cases are able to have their prayers answered.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Religion

Knowledge Undead

Step 3: Abilities

Missionaries gain all the following free; **Patron** - The Church and its staff is chosen by the player but ultimately controlled by the GM. It employs, teaches, grants favours or helps the player in his adventures. It also provides all money, clothes and equipment. In terms of assistance it is treated as extremely helpful.

Additionally Missionaries start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. It should be someone religious related

Create Divine Scroll

Cost: 10

The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is (one day minus one hour per IQ over 12) multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Healing Hands

Cost: 5

This 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 HPS regardless of how many hit points were lost. It can only be used once every 24 hours per 3 ME.

Holy Confession

Cost: 5

Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a

phobia of the character. This can be used once per day per 5 ME.

Holy Fortitude

Cost: 5

Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs Diabolic magic, and +2 when fighting any evil supernatural (including in hand to hand combat).

Holy Inspiration

Cost: 5

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.

Holy Judgment

Cost: 5

This power comes from within and releases a burst of holy light within a 100 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. If they do save they lose half their HPS in damage. See the table below.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work, this however is totally separate to any Trauma saving throws from seeing something repulsive.

Spellcast

Cost: 10

A rare few Missionaries are blessed with ability to use Divine magic, and are automatically bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities.

Missionaries can tap into the world's natural PPE at a rate of $IQ + ME \times 2$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Disadvantages

As a Priest you answer to your deity and must obey all of its rules or face exceedingly harsh penalties. Unlike other mages you are not your own man. Gain the disadvantage of Watched at +20 points.

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

Level	Type
2	Skeleton, Zombie
3	Ghoul
4	Shadow, Ghost
5	Wight, Ghast
6	Wraith, Mummy
7	Spectre
8	Vampire
10	Lich
15	Lesser Supernatural Intelligence
19	Greater Supernatural Intelligence

Mobster

The pulp era was highly conscious of crime. The "Ten Most Wanted" list turned bank robbers into national heroes of a sort. Prohibition made bootleggers rich, and gang wars with tommy guns created legends. In most cases, players should create an ex-gangster that would be willing to cooperate with the forces of law and order (or at least refrain from too many overt acts of crime). Such characters may have enemies on both sides of the law.

On the other hand the GM may want to run a criminal campaign. Criminals bring many useful things to an expedition, including money and connections, but may be a liability if their crimes follow them.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Ambush
Bribe
Interrogate
Knowledge Street
Weapon Group Specialty Machine Gun
Weapon Group Specialty Pistol

Step 3: Abilities

Mobsters start with the following ability free;

Patron Crime Family - Whichever crime family is with will teach, grants favours or help the player in his adventures. In terms of assistance it is treated as extremely helpful. or if playing an ex mobster then he gets the following free ability;

Paranoia - The character exhibits abnormal paranoid tendencies, but manages to keep them from running his life. Although others may find this to be an irritating personality quirk, he always keep a close watch on possible ambush locations and are always keeping an eye out for people packing weapons or reacting to his actions. He keeps this paranoia from ruining his life, and understands that it is unlikely that someone is poisoning his coffee and paying off all his friends to kill him, but still get +1 to initiative and on awareness rolls to notice ambushes and the like. He also awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have.

Additionally Mobsters start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Contact

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Fearless

Cost: 5

No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Hide Body Language

Cost: 5

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to MA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma, +1

to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Strafe

Cost: 5

Each time bought the character can hit one additional foe in range if using a ranged weapon.

Noble Savage

The proud, skilled, fearless and honourable tribal warrior, hunter, or guardian of That Which Should Not Be Found. A character who is, due to their race or ethnicity, a member of a barbaric or savage tribe (or a group simply perceived as such by others), and because of it portrayed as nobler or of higher moral fibre than the norm. The savage is nobly brave, hard-working, and honourable. He is not greedy and does not have a taste for luxury and is content when he has what he actually needs, and so the life is easy and pleasant, without all the striving after more.

Step 1: Attributes

Roll attributes as normal but PS, PP and PE is +2. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics

Climb

Concealment

Endurance

Survival

Tree Walking

Step 3: Abilities

Savages start with the following abilities free;

Animal Companion - This represents an animal of some sort that goes adventuring with him. With the right choices, your animal companion can be a scout, a striker, a defender, or a mount, depending on your needs. It can be as small as a mouse or as big as an elephant. It obeys you and only you, not your team members, family or the police. So while it won't hurt them at

best it will tolerate them but not like them.

The Animal starts at maximum stats and Hit Points for its species and every other level you go up, you choose to roll D4 to increase only 1 of its attributes or Hit Points or its attack. The Savage can have one companion per 5 MA. He can choose another companion at level 3, 6, 9, 12 and 15.

Additionally Savages start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Acute Senses

Cost: 5

The character's sight, hearing, taste and smell is double that of a normal person.

Adrenalin

Cost: 5

The character, whether he or she has a running skill or speed bonus, can accelerate quickly for a short period of time. For one melee round, the character's speed is increased by x5. If part of a fast running jump, the jump distance and height are increased by x2. An especially useful ability for a character that requires a quick acceleration (such as a middle linebacker, a pole vaulter, a hurdler, etc) or even a police officer trying to apprehend someone. Limited to one Burst of Speed per 15 minutes per PE, per level of experience.

Endure Hunger and Thirst

Cost: 5

The character is able to function for long periods of time without food or water, and incurs only half the normal losses when under such conditions. The

maximum amount of time the human body can survive without water is four days. Dehydration sets in at two days, bringing on headaches, hallucinations and the cessation of perspiration. After the third or fourth day without fluids, it is likely that dementia will set in and the character will die.

Force of Will

Cost: 5

This is the incredible ability to stay on one's feet even after all hit points have been reduced to zero or below. The character can function in this state for 24 hours or until hit points are reduced to a negative version of his total SDC, whichever comes first. At that point the person collapses into a coma, with sheer force of will and physical condition will keep him alive (usually the character would be beyond saving). After another 24 hours in a coma he will be brought back up to 2 hit points and recovers at the usual rate. Remember to consider blood loss (1 hit point per minute/4 melees) whenever the character is below zero hit points blood loss can be stopped with first aid or paramedic treatment/skills.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.

Keen Eye

Cost: 5

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.

Natural Chameleon

Cost: 5

Using this ability the Savage can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, 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 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 stealth skill raising it to a supernatural level and preventing any non magical detection. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Sharp Reflexes

Cost: 5

The character has a natural athletic talent to throw, catch, evade thrown objects and spin and throw. Anything thrown at

the character whether a ball, grenade, javelin etc can either be caught or evaded (thrown objects only). As well, the character is an exceptional thrower, able to throw balls, darts, spears, rocks, etc x2 farther, with a +1 Strike bonus at levels 2, 4, 6, 8, 10, and 12. The character gains a +2 Evade bonus against thrown objects at levels 3, 6, 9, 12 and 15. However, this bonus does not apply to melee combat or gunfire, only thrown items/objects. The character has a midair "grab" of anything airborne that fits the criteria and can be redirected or tossed aside.

Summon Allies

Cost: 5

The character can use up 3 actions to yell at the top of his lungs in a guttural cry that summons animals within a 100 metre radius per level. The animals will arrive as soon as they can depending on how far they have to travel. The animals that show up will be ones native to the environment. Upon arrival they will only understand the most basic of commands and will flee if the majority of them are slaughtered.

Occultist

The occultist dedicates himself to the study of the unexplained. They may be avowed mystics who seek supernatural truths, fascinated by the arcane and unknown in the world. They have an ear for strange rumours and they live to investigate mysteries. They often possess unusual information, a rare artifact, or an extraordinary ability that makes them invaluable. Occultists investigate arcane or weird events — hauntings, murder by black magic, the presence and activities of monsters, invasions of the Earth by Elder Horrors From Beyond, and so on — with the intent of uncovering and eliminating the occult threat.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Investigate

Knowledge Demons

Knowledge Geomancy

Knowledge Monsters

Knowledge Mythology

Knowledge Undead

Step 3: Abilities

Occultists start with the following free;

Sense Supernatural - The character gets a tingling feeling whenever a supernatural being or entity enters his line of sight. This includes spirits and races like the Fey and any mystical character classes, even spellcasters. However he won't know exactly what type of supernatural they are.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various agencies dedicated to the supernatural and possibly even some Fey. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Familiar Link

Cost: 10

The character has someone gotten a familiar. He is permanently psionically linked with a companion of his choice, traditionally it is a small animal. 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.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

Immune to Afflictions

Cost: 10

The character has antibodies which prevent supernatural afflictions of any type from working on him. This includes lycanthropy, vampirism, diseases, zombiesm or any other form of mystical transformation.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work, this however is totally separate to any Trauma saving throws from seeing something repulsive.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation, even by the supernatural.

San Bonus

Cost: 5

+1 to Sanity rolls.

Spellcast

Cost: 10

The cost is for learning from each sphere of magic. However he must actually begin employing magic before his PPE can increase. 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 he can learn any spell from any school. Occultists can tap into the world's natural PPE at a rate of $IQ + ME \times 2$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Will Bonus

Cost: 5

+1 to Willpower rolls

Reporter

Reporters use words to report and comment upon topics and incidents of the day. They work for newspapers, magazines, and radio and television news services. The best report, but keep themselves independent of the corruption and self-serving they witness. That reality overwhelms the worst, who eventually forfeit any sensibility except the power of their words.

The Reporter is the eyes and ears of the city. Investigating gangsters, corrupt politicians and other juicy leads to expose the rotten underbelly of the Big City is what keeps this character going. Their self-imposed crusades often cause the Reporter to become embroiled in dangerous and deadly adventures. Constantly on the hunt for that next big story, they will uncover the secrets that others would rather not be told. They also often cover expeditions from the field in order to provide their first-hand account of the experience.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Artistry Prose

Fast Talk

Interrogate

Investigate

Knowledge Street

Observation

Step 3: Abilities

Reporters start with the following free; **Patron Newspaper** - The Newspaper and its staff is created by the player but ultimately controlled by the GM. It

employs, teaches, grants favours or helps the player in his adventures. In terms of assistance it is treated as extremely helpful.

Additionally Reporters start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Alcohol Tolerance

Cost: 5

The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.

Approachable

Cost: 5

You appear friendly and non-threatening. Passers-by will ask you for directions, and old women ask you to help find their lost cats. This advantage can be helpful when trying to make a good impression, giving the character a +2 effect bonus when trying to win someone's trust. Of course, this veneer of amicability needn't be a reflection of your true personality: many sociopaths display an approachable persona.

Comprehend

Cost: 5

The character has no trouble understanding others regardless of their accent, speech or mental illness.

Contact

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an

equal amount of contacts each time rebought.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Hide Body Language

Cost: 5

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to MA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Sage

Rather than casting spells directly on a character Sages instead infuse magic into scrolls, walls, floors or objects via the use of written letters, runes, wards, symbols and circles. These can be done by an enchanted stylus using brush strokes, engraving or chiselling.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Cryptography

Engrave

Forgery

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

Step 3: Abilities

Sages gain all the following free;

Spellcast - The first sphere of magic the sage learns from is free and must be from Caligramancy, each subsequent sphere costs 5 points. The spells can come from any sphere except Divine. He starts with one spell per IQ point over 11, and can learn an equal amount per level. Thus IQ 13 = 2 spells +2 per level. Magicians can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 PPE at levels 3, 6, 9, 12, 15, and 18.

Additionally Sages start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Bibliomancy

Cost: 5

This is a special ability which allows the Sage to instantly find the information he needs from a book. All he need do is pick up the book, concentrate for a minute on what it is he is looking for, then drop the book. It will then fall open on the exact page which has the information he is looking for.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. It should be someone book related like a head librarian or rare book shop opener or museum curator.

Create Scroll

Cost: 5

The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is (one day minus one hour per IQ over 12) multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Create Stylus

Cost: 5

This is the special ability to create a magical pen to write magic words, wards, circles, symbols, numbers, music and drawings. It can write underwater and is unaffected by gravity, pressure or other conditions in atmospheres. It will mark any object. It is used as a focus to directly transfer the Sage's PPE onto the object he is scribing on.

Create Tarot

Cost: 5

The tarot is typically a set of seventy eight cards, comprising twenty one trump cards, one fool, and four suits of fourteen cards each. Each card has a different symbolic meaning and together they are used for fortune telling. The Sage has the ability to magically inscribe cards for use by others for divination. While there is a standard suit of cards used he may of course use different images on the cards, tailoring them to suit each client.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Familiar Link

Cost: 10

The Sage may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

Psychography

Cost: 5

Psychography is a technique for channelling written messages from a spirit. There are 4 different levels for this and the character must pick which level he is when he first takes this ability. There is no real difference ability wise, but it may make the character more vulnerable to possession.

Level 1 - A spirit may take control of the character's arm and writes independently from his awareness.

Level 2 - The character keeps relative control of his limb, but still feels a

foreign influence on its movement.

Unlike level one he knows all that is being written and can stop to rest or to turn the page whenever he sees fit.

Level 3 - A spirit may communicate with the character's subconscious resulting in him writing what is on his mind, though it is something different from what he would normally think. Sentences come formed, but he can amend them with richer vocabulary or a better syntax before writing them down. This is the most common type, but is less reliable and is usually marred by the interference of the Sage's conscience.

Level 4 - The least intrusive level allows the character to receive vague notions in his mind which writes in his own words.

This type of psychography is very difficult to tell apart from the regular thinking process especially in people with a literary talent.

True Sight

Cost: 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, and the exact nature of the magic.

Scoundrel

A scoundrel's abilities are well-suited to a hard life on the street; in all likelihood a character with levels in scoundrel got them the hard way. A scoundrel excels at making her way around the law — she may not burgle and thief actively, but she knows how to sneak, break and enter, and cover her tracks. Police investigators and private detectives often pick up the skills of a scoundrel through exposure and experience, and more than one military scout has learned the same abilities (though perhaps in different proportions than a sneak-thief who grew up on the streets).

Step 1: Attributes

Roll attributes as normal but PP is +1.

Hit points = PE +6, +6 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics

Climb

Knowledge Street

Pick Locks

Pick Pockets

Stealth

Step 3: Abilities

Scoundrels start with the following free;

Exceptional Balance - He gains +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Additionally Scoundrels start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Assistant

Cost: 10

Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Scoundrel's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation. At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks.

Animals can be trained to retrieve specific types of items from a general area such as a room or yard. Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so.

Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog requires some scent information about

the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a +1 or +2 to this particular ability. Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects.

Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Backstab

Cost: 5

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.

Contact

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Detect Noise

Cost: 5

+1 Initiative and +2 vs. Surprise when in a city or village.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Expert Throw

Cost: 5

When using a thrown 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 other actions are possible during that melee..

HPSBonus

Cost: 10

PE +8 HPs instead of 6, +8 per level.

Inured to Pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.

Money

Cost: 5+

This character has available a much greater amount of wealth than normal, gained via illegal means. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Spy

The spy is a manipulator, charmer and infiltrator who pursues a life of intrigue, politics and diplomacy throughout the world. The spy traffics in information; his keen senses and insight into human motivations allow him to notice facts and behaviours that most others miss. Most spies are master infiltrators, and can ease their way into any group. Good spies have connections across the globe, and maintain numerous cover identities. Along with those cover identities go contingency plans and escape routes—a spy is never entirely surprised when plans go to hell.

Spies are secret agents charged with discovering (and possibly thwarting) the plans of their enemies. They often work for a specific government agency, but may also engage in corporate espionage or use their skills to protect the interests of a secret society. Some agents may even play one group against another for their own personal gain. Spies are masters of deception and subterfuge, capable of lurking undetected in the shadows, or working in the open using an alias. They have a variety of tools at their disposal including seduction, sabotage, and assassination, and will do whatever it takes to get the job done.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Charm

Disguise

Gather Info

Impersonate

Investigate

Weapon Group Specialty Pistol

Step 3: Abilities

Spies start with the following abilities free;

Patron Spy Agency - The Agency and its staff is created by the player but ultimately controlled by the GM. It employs, teaches, grants favours or helps the player in his adventures. In terms of assistance it is treated as extremely helpful.

Additionally Spies start with 25 Points to spend on any of the following abilities.

As they earn more experience they may buy or rebuy more abilities.

Alcohol Tolerance

Cost: 5

The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.

Alternate ID

Cost: 5

This character has an extra identity which to all appearances is legally established. Fingerprints (and retina prints if this is a common method of ID) are registered under two different names, with the player having two sets of licenses, passports, birth certificates, etc. This can be extremely useful for anyone involved in illegal activities or for anyone trying to conceal a super identity. This advantage may be purchased as many times as desired giving another set of papers each time. While the new identity may include credit cards and bank accounts, all money in these accounts must be supplied from the real character's bank account. Certain characters might have

access to an Alternate Identity legally. An undercover FBI agent, or a superhero might have government help in creating a secret identity. In such instances this advantage will be supplied free. Gain 5 IDs each time this is bought.

Approachable

Cost: 5

You appear friendly and non-threatening. Passers-by will ask you for directions, and old women ask you to help find their lost cats. This advantage can be helpful when trying to make a good impression, giving the character a +2 effect bonus when trying to win someone's trust. Of course, this veneer of amicability needn't be a reflection of your true personality: many sociopaths display an approachable persona.

Comprehend

Cost: 5

The character has no trouble understanding others regardless of their accent, speech or mental illness.

Contact

Cost: 5

The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine with the GM. Add an equal amount of contacts each time rebought.

Eidetic Memory

Cost: 5

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a

police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.

Favour

Cost: 5+

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Hide Body Language

Cost: 5

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to MA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.

Paranoia

Cost: 5

The character exhibits abnormal paranoid tendencies, but manages to keep them from running his life. Although others may find this to be an

irritating personality quirk, he always keep a close watch on possible ambush locations and are always keeping an eye out for people packing weapons or reacting to his actions. He keeps this paranoia from ruining his life, and understands that it is unlikely that someone is poisoning his coffee and paying off all his friends to kill him, but still get +1 to initiative and on awareness rolls to notice ambushes and the like. He also awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Stage Magician

Clad in the familiar black tuxedo and top hat, the Stage Magician is a charming master of illusions. Most of his skill is in fooling people using slight-of-hand and cheap parlour tricks. The real magic, the magic few see, is even more breathtaking. He has learned the greatest secrets of obfuscation and prestidigitation and uses those abilities to fight crime. More than a mere stage act; the Magician can make people see and hear things that aren't there as well as conceal himself from their eyes. He uses his illusions to strike fear in the hearts of criminals.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Fast Talk

Juggle

Knowledge Magic

Sleight of Hand

Ventriloquism

Weapon, Cape

Step 3: Abilities

Magicians gain all the following free;
Spellcast - The first sphere of magic the magician learns from is free and must be from Illusion, each subsequent sphere costs 5 points. The spells can come from Illusion, Mirror, Common and Psionic. He starts with one spell per IQ point over 11, and can learn an equal amount per level. Thus IQ 13 = 2 spells +2 per level. Magicians can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 5 per hour if remain active (but not using magic)

and 10 per hour if asleep. +5 PPE at levels 3, 6, 9, 12, 15, and 18.

Additionally Magicians start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Distortion

Cost: 10

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.

Familiar Link

Cost: 10

The Magician may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

Famous

Cost: 5+

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

HP Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Hypnosis

Cost: 5

This mental ability allows characters to perform a limited form of mind control. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat. He can also cause a victim to speak what he is actually thinking. And finally he can implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain +2 to save. All of these require eye contact and speech for it to work.

San Bonus

Cost: 5

+1 Sanity save.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Will Bonus

Cost: 5

+1 Willpower.

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.

Wizard

Though he is also concerned with combating malignant forces, the Wizard isn't quite as flashy as the Mage. This magic uses brute force magic to hinder or destroy his enemies.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Fast Cast

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Step 3: Abilities

Wizards gain all the following free;
Spellcast - The first sphere of magic the mage learns from is free and must be Combatic, each subsequent sphere costs 5 points. The spells can come from Combatic, Transmutanic, Common and Chaotic. He starts with one spell per IQ point over 11, and can learn an equal amount per level. Thus IQ 13 = 2 spells +2 per level. The spells can come from any sphere of magic (that he has bought) and in any combination (except Divine).

This is one of the few magic users who can learn nearly any spell. Mages can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 PPE at levels 3, 6, 9, 12, 15, and 18.

Additionally Wizards start with 30 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Attribute Bonus

Cost: 5

Can focus PPE into either PS, PP, PE or SPD at a rate of 2 PPE for every attribute point raised. This lasts for 1 round per ME.

Damage Bonus

Cost: 5

+1 or +25% damage to every spell from one sphere of magic each time bought (whichever is highest). Must be rebought for each additional sphere.

Danger Alarm

Cost: 5

This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 ME, +1 minute per level. Will know direction and threat level. +1 to Perception.

Heightened Senses

Cost: 5

The Wizard can at will double the normal range of his sight or hearing for 1 round per ME.

HP Bonus

Cost: 5

PE +10 HPs instead of 8, +10 per level.

San Save Bonus

Cost: 5

+1 Sanity save.

Spell Save Bonus

Cost: 5

+1 Spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Will Bonus

Cost: 5

+1 Willpower.

Wu-Jen

Magic users of Asia, Wu-Jen are practitioners of Elemental magic, and are frequently called on to ward off evil spirits, locking or binding them up.

Step 1: Attributes

Roll attributes as normal but raise IQ to at least 15, or if already 15 or over add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Philosophy

Knowledge Undead

Step 3: Abilities

Wu-Jen gain all the following free;

Spellcast - The first sphere of magic the magician learns from is free and must be from 1 Elemental sphere, each subsequent sphere costs 5 points. The spells can come from any Elemental sphere. He starts with one spell per IQ point over 11, and can learn an equal amount per level. Thus IQ 13 = 2 spells +2 per level. Magicians can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 PPE at levels 3, 6, 9, 12, 15, and 18.

A Wu-Jen can sense his elemental sign within a ME x10 metre radius, +10 metres per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense well, fire. He can also detect any elemental magic cast within his radius and what sign type it is.

Additionally Wu-Jen start with 50 Points to spend on any of the following abilities. As they earn more experience

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Elemental Assistance

Cost: 5

A Wu-Jen 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, it 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 Wu-Jen unless first attacked by him.

Familiar Link

Cost: 5

The Wu-Jen may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. 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.

HP Bonus

Cost: 5

PE +6 HPs instead of 4, +6 per level.

Meditate

Cost: 5

Once per day per 5 IQ per level the Mage can meditate for one hour and recover all his PPE.

San Save Bonus

Cost: 5

+1 Sanity save.

Spell Save Bonus

Cost: 5

+1 Spell save.

Spirit Companion

Cost: 5

The Wu-Jen is psychically linked to an otherworldly spirit and it is through this Spirit Companion that the psychic is able to communicate with other spirits and get information. The Spirit Companion is a ghost of someone who lived in the past. It may be a deceased loved one, friend or relative, or the spirit of someone completely unrelated and previously unknown to the psychic. Ancestral spirits are said to guard over and help their descendants. In all cases, regardless of the Spirit Guide's origin or age, it is benevolent and friendly, come to help the psychic, and represents the character's conduit to the past and other spirits. The companion will warn him of any nearby spirits or supernatural

lifeforms and warns the character about impending danger.

True Sight

Cost: 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, and the exact nature of the magic.

Will Bonus

Cost: 5

+1 Willpower.

Modern Era

A modern superhero or superheroine is a stock character that typically possesses superpowers, abilities beyond those of ordinary people, and fits the role of the hero, typically using his or her powers to help the world become a better place, or dedicating themselves to protecting the public and fighting crime.

Superheroes come from a wide array of different backgrounds and origins. Some superheroes (for example, Batman and Iron Man) derive their status from advanced technology they create and use, while others (such as Superman and Spider-Man) possess non-human or superhuman biology or study and practice magic to achieve their abilities (such as Zatanna and Doctor Strange).

These are the Classes that are available during the period 1951 AD - 2100 AD.

Quick Roll Table

01-12 Alien (4)

01-25 Chrononaut

26-50 Exemplar

51-75 Exiled

76-00 Space Ranger

13-24 Altered, Super Science (11)

01-10 Abducted

11-19 Alien Artifact

20-28 Augmented

29-37 Biopharmer

38-46 Bonded Gene

47-55 Bonded Technological

56-64 Evolved Animal

65-73 Hardwired

74-82 Metachanneller

83-91 Nanotech Warrior

92-00 Surgical Composite

25-36 Altered, Supernatural (76)

01 Allied

02 Amazon

03	The Apostulate	55-56	Golem Animated
04	Arcane Architecture	57-58	Golem Avenging
05	Arcane Artifact	59-60	Golem Chinese
06	Arcane Vehicle	61	Immortal Pariah
07	Avatar Ancestral	62	Lich
08	Avatar Animorphic	63-64	Mummy Aztec
09	Avatar Arthromorphic	65	Mummy Egyptian
10	Avatar Chess	66	Mystic Gunslinger
11	Avatar Constellation	67-68	Mystical Composite Titan
12	Avatar Cosmic	69	Probability Champion
13	Avatar Death	70	Puppet
14	Avatar Divine	71-72	Puppetmaster
15	Avatar Dragon	73-74	Scarecrow
16	Avatar Kaijuu	75-76	Shadow
17	Avatar Life	77-78	Skeleton
18	Avatar Monster	79-80	Spectre
19	Avatar Saphromorphic	81-82	Tao-shih
20	Avatar Tarot	83-84	Templar Knight
21	Avatar Zodiac Chinese	85-86	Undead Slayer
22	Avatar Zodiac Hellenic	87-88	Unfated
23-24	Avatar Zodiac Vedic	89-90	Urban Legend
25-26	Banshee	91-92	Vampire
27-28	Bio-cenosis	93-94	Were
29-30	Bonded Spirit	95-96	Wight
31-32	D'arque Lord	97-98	Wraith
33	Elemental Air	99-00	Zombie
34	Elemental Acid	37-48	Metahuman (13)
35	Elemental Atomic	01-08	Bio-mechanician
36	Elemental Earth	09-16	Deadzone
37	Elemental Electrical	17-24	Deuce
38	Elemental Fire	25-32	Displaced, Chronal
39	Elemental Gravity	33-40	Displaced, Dimensional
40	Elemental Ice	41-48	Echo Welder
41	Elemental Light	49-58	Eternal
42	Elemental Magma	59-67	Legacy
43	Elemental Ooze	66-72	Legion
44	Elemental Plant	73-79	Mutant
45	Elemental Smoke	80-86	Paradox Lord
46	Elemental Steam	87-93	Possibility Lord
47	Elemental Tar	94-00	The Resurrected
48	Elemental Void	49-60	Mysticis Disciplinis (34)
49	Elemental Water	01-03	Aethermancer
50	The Forsaken	04-06	Alchemical gunslinger
51-52	Geomancer	07-03	Arcanist
53	Ghast	10-12	Ariamancer
54	Ghoul	13-15	Artificer

- 16-18 Astromancer
- 19-20 Biomancer
- 21-22 Chirographer
- 23-25 Chronomancer
- 26-27 Dabbler
- 28-29 D'arquemancer
- 30-33 Deacon
- 34-36 Defiler
- 37-39 Dracomancer
- 40-43 Druid
- 44-47 Houngan
- 48-51 Illusionist
- 52-54 Magus
- 55-56 Mirror Master
- 57-58 Mutamancer
- 59-61 Mystic
- 62-65 Necromancer
- 66-69 Resonmancer
- 70-72 Sha'ir
- 73-76 Shaman
- 77-79 Sojourner
- 80-81 Sorcerer
- 82-83 Soulmancer
- 84-85 Summoner
- 86-87 Tattoomancer
- 88-89 Technomancer
- 90-92 Urbainmancer
- 93-96 Warlock
- 97-00 Wicca
- 61-72 Supernatural (6)**
- 01-18 Angel
- 19-36 Demigod
- 37-52 Demon
- 53-68 Exiled Deity
- 69-84 Gargoyle
- 85-00 Valkyrie
- 73-84 Super Science (7)**
- 01-15 Android
- 16-29 Archiator
- 30-43 Artificial Intelligence
- 44-57 Automaton
- 58-71 Exo-pilot
- 72-85 Gadgeteer
- 86-00 H.A.L.O.
- 85-00 Trained (14)**
- 01-14 Chi-master
- 15-22 Monk
- 23-30 Ninja
- 31-38 Occult Detective
- 39-46 Paragon
- 47-54 Prestidigitator
- 55-60 Private Investigator
- 61-65 Project I.M.P.R.I.N.T.
Agent
- 66-70 Secret Agent
- 71-77 Spetsnaz5 Agent
- 78-84 Thief
- 85-92 U.N.I.T.T. Agent
- 01-14 E.R.D.R.F.
- 15-28 I.R.I.I.S.
- 29-42 M.R.U.
- 43-72 S.H.A.D.O.W.
- 73-86 T.S.U.N.A.M.I.
- 73-86 Twilight Corps
- 87-00 U.N.A.K.R.D.F.
- 93-00 Vigilante

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

Roll up as normal. HPs are PE +4. The experiment type will determine what attributes are altered.

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: Abilities

Roll to determine how many surgical experiments were performed

01-50 1
51-75 2
76-90 3
91-00 4

Choose or roll to determine what surgical experiments the aliens performed. Then do likewise with alien origins and motivations in the table further down.

Roll Ability _____

01-15 Brain
Use 50 points to buy Mental Manipulation powers. Disadvantage; suffer from random intense headaches.

16-35 Muscle
Gain Enhanced Leap, Movement, Strength, Stamina, and 20 points which may be used on either PS, PP, PE or SDC. Disadvantage; suffer from epilepsy.

36-50 Organs
Gain Alter Metabolism, Enhanced Regeneration at rank 3 (that's 1 short of immortal) and 3 Spare Organs. Disadvantage; suffer from excruciating internal pain at random intervals (at least twice per day).

51-65 Senses
Gain Enhanced Hearing, Enhanced Smell, Enhanced Taste, Enhanced Touch, Night vision, Telescopic vision at rank 4, and Micro vision at rank 1. Disadvantage; bright lights, loud noises and strong smells are painful. Have almost zero pain tolerance.

66-80 Skeleton
Gain Claws, Enhanced Molecular Structure at rank 2, Fangs, Density Manipulation and +20 SDC. Disadvantage; prone to random psychotic bouts.

81-00 Skin
Gain Wall Crawl, Enhanced Charisma, Weapon Limb at rank 2, Friction Control, and Shape Shift at rank 2. Disadvantage; don't feel any pain. In other words never notice injuries and may bleed to death.

Step 4: Careers

The character can take any career desired.

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? Use the Cosmic Creation Netbook to properly create the aliens and their habitat.

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. They are never seen again.

21-40 The 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 The 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 The 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 The 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 The 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.

Aethermancer, Modern

Identical to the Ancient Era Class.

Alchemical Gunslinger

An Alchemical Gunslinger is able to find, extract and refine minerals and essences which he can then transmute and combine to create new and powerful guns and bullets.

Step 1: Attributes

Roll attributes as normal. Then +2 PP. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Engineer Weapon
Knowledge Magic
Metallurgy
Science Chemistry
Weapon Group Pistol
Weapon Group Rifle

Step 3: Abilities

Alchemical Gunslinger start with the following ability free;

Alchemical Concoctions - A potion is a magic liquid that produces its effect when imbibed or applied. The Gunslinger needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course

ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). The potion may then be applied to any gun or bullet the Gunslinger desires, enchanting it with the brewed spell. PPE cost is 10 + the cost of each spell or enchantment.

Gunslingers have Recipe Books that behave in all ways like a wizard's spellbook with the following exception, only Gunslingers can prepare spells from Recipe Books.

Gunslingers can learn spells from other Gunslinger's Recipe Books as well as from scrolls (after 2nd level) and wizards spellbooks. To learn a potion from a Recipe book the Gunslinger 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 Gunslinger 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.

First the character must research the potion's formula just like conducting spell research. It takes two weeks per potion to research the formula, at a cost of 500 dollars per potion PPE 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.

Gunslingers start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Damage Bonus

Cost: 5

The Gunslinger can increase the damage of any weapon or ammunition by an additional +1. The bonus can be added at any time.

Dead Eye

Cost: 5

This confers several abilities. First there is no penalty for shooting at or from moving mounts or vehicles. Second the normal penalty for a small target doesn't apply, tiny targets are only -2, large are +5 and giant are +8. Finally he can roll on the ground or somersault and come up shooting with no penalty.

Enchant Item

Cost: 5

Using this ability an Gunslinger may enchant an existing item with magical powers via the use of Runes. These 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 PPE). PPE 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 Strike
+1 damage
+5 SDC
+1 AR
He can also add to existing enchantments.

Expert
Cost: 5
The character has a chance of understanding any alien weaponry. The chance is equal to his WIS x2%, +5% each time retaken.

PPE Bonus
Cost: 10
+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Range Boost
Cost: 5
The Gunslinger can increase the range of any weapon by an additional +50%. The bonus can be added at any time.

Spellcast
Cost: 5 each
The cost is for each sphere of magic the Gunslinger wants to learn from. The first sphere is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. However; spells can only ever be embedded into potions

or objects, never cast externally like other mages. Gunslingers can tap into the world's natural PPE at a rate of INT + WIS x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Trick Shot
Cost: 5
This confers several abilities. First the Gunslinger can fire any two-handed weapon one handed. Second he can shoot over his shoulder by looking at any reflective surface. Third he can shoot accurately while standing on his head or hanging upside down with no penalties. Finally he can fire ricochet shots using any projectile ammunition off of one surface and angle the shot in such a way that it ricochets off and hits a second target (inflicts only one quarter 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.

Unbelievable
Cost: 5
The Gunslinger can temporarily repair a gun with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Unique Artifact
Cost: 10
Start with 30 points to use on the Artifact Creation table below.

Step 4: Career
Possible related careers include; bodyguard, bounty hunter, police officer, and soldier.

Unique Artifact Creation Table

Roll or choose in each of the sections.

Step 1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 pistols, a hat and a knife.

- 01-05 Amulet
- 06-10 Belt
- 11-15 Boots
- 16-20 Earring
- 21-25 Hat
- 26-30 Holsters
- 31-40 Knife
- 41-45 Necklace
- 46-50 Poncho or other garment
- 51-55 Ring
- 56-60 Saddle
- 61-70 Pistol, Automatic
- 71-84 Revolver
- 85-94 Rifle
- 95-96 Other Weapon
- 97-98 Other Jewellery
- 99-00 Other Object (eg. clock, skull, etc)

Step 2: 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.

- 01-15 Artifact created by accident
- 16-30 Artifact belonged to a now departed or dead entity
- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

Step 3: Abilities

All Artifacts - Are indestructible by conventional means. Give its owner +1 Strike and AC when using it. Affects all Infinite and supernatural beings. 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. Each Artifact will have a certain amount of powers which can be bought using those 30 points the character has. 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. The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

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: Attributes

Roll up attributes as normal. HPs are PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

No abilities for the character, only for the Artifact.

The Artifact - Start with 30 points to use on the Artifact Creation table below.

Then determine with your GM how you found it (if you have found it already). Possibilities could include you find it in a temple in a third world country (eg. Vietnam, Laos, Africa, etc), were near when a dimensional portal opened dropping it through, found it in a crashed spaceship, etc. The Artifact need not be supernatural in origin, it could well be a scientific device so far beyond us as to seem magical.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

The character is bonded to his Artifact whether he wants to keep it or not. Even if separated it will eventually find its

way back to him, no matter how many corpses it has to go through. +20 points. Separation - If separated the Character not only loses all the abilities imparted by the Artifact but also suffers -1 on all attributes, Strike and AC. He then suffers an additional -1 for every week separated, -1 day per level. eg. Dr Destiny at 3rd level has lost his helmet, thus he suffers -1 every 5 days. At 5th level it would be every 3 days.

At 8th level (1 day) it is reduced by -1 hour per level. eg. at 8th level he suffers -1 every 23 hours. At 15th level it would be every 16 hours. +20 points.

Alien Artifact Creation Table

Roll in each of the sections.

Step 1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 rings, a bracelet and a helmet. Then decide whether the Artifact has an ancient look to it or a futuristic one.

01-03	Armour
10-12	Shield
13-15	Helmet
19-21	Gauntlet
22-24	Sword
25-27	Axe
28-30	Bow
31-33	Crossbow
34-36	Mace
37-39	Knife
40-42	Hammer
43-45	Flail
46-48	Staff
49-51	Spear
52-54	Halberd
55-57	Trident
58-60	Pistol
61-63	Rifle
64-66	Machine Gun
67-69	Bracelet

- 70-72 Ring
- 73-75 Necklace
- 76-78 Amulet
- 79-81 Crown
- 82-84 Earring
- 85-86 Belt
- 87-88 Crown
- 89-90 Wand
- 91-92 Sceptre
- 93-94 Carpet
- 95-96 Other Weapon
- 97-98 Other Jewellery
- 99-00 Other Object (eg. clock, skull, etc)

Step 2: 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.

- 01-15 Artifact created by accident
- 16-30 Artifact belonged to a now departed or dead entity
- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

Step 3: Computer Intelligence

If you choose to give the Artifact an artificial intelligence determine its INT and WIS 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);

- 01-17 3D6
- 18-34 3D6+1
- 35-51 3D6+2

- 52-68 3D6+4
- 69-85 4D6
- 86-00 5D6

Step 4: Ego

If the Artifact is intelligent determine its Ego by adding its INT to its WIS. 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;

- 01-17 Removal of all other associates the Artifact doesn't like or who have upset it.
- 18-34 Removal of any other Artifacts, magical or otherwise.
- 35-51 Total obedience from the welder so the Artifact can pursue its own agenda.
- 52-68 The welder must create a new religion with the Artifact as its god and try to convert others to worship it.
- 69-85 Begin associating with people the Artifact likes.
- 86-00 Destroy all other Weapons or Artifacts encountered.

Step 5: Alignment

Only pick an alignment if the Artifact is intelligent. Roll on the Disposition and Motivation tables. Using what you roll as a guide determine its likely alignment.

Step 6: Abilities

All Artifacts - Are indestructible by conventional means. Give its owner +1 Strike and AC when using it. Affects all Infinite and supernatural beings and cosmic entities. Does double the normal damage for its type. 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.

Each Artifact will have a certain amount of powers which can be bought using those 30 points the character has. 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.

The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

Intelligent Artifacts - In addition to the above can speak to the welder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

The character can instead choose to use those 30 points to give the Artifact the ability to cast spells. Spells cost 5 points per sphere. It starts with one spell per INT point over 9, and can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination.

Step 7: Power Source

What fuels the Artifact?

01-18 Solar; On a sunny day a solar converter can continually provide power all day. The fuel is free, but there just isn't that much available after nightfall. Once there's no sun it will continue to work actively for 1 hour for every 2 hours of sunlight it received during the day, or on standby mode for 1 hour for every 1 hour of sunlight.

19-36 Nuclear; A miniaturised reactor (essentially the same as a nuclear submarine's) which offers up to 5 years before needing to be refuelled. The power source is radioactive but the item is shielded so no radiation is emitted.

Unless of course you want it to leak.

37-54 Fission; This produces power by splitting atoms, generating electricity without the radiation. Good for 2 years.

55-72 Fusion; This generates energy by fusing hydrogen into helium through a thermonuclear reaction. Good for 200 years.

73-90 Antimatter; This produces energy through the mutual annihilation of matter and antimatter. A gram runs it for 5 years.

91-92 Cosmic; This produces power through means unexplainable by modern science. For example, a cosmic power plant may draw energy from another antimatter dimension, or even a magical universe. It provides power indefinitely.

93-94 PPE; This engine is a technomagic device that gathers ambient magical energy (in the same way a PPE organ does in a magical creature) and transform it into electrical power. At full charge the PPE is good for 1 week.

95-96 Bio; The engine is a bio-mechanical machine living inside the object, eating food and producing bioelectrical or mechanical energy. It generates energy using food and atmospheric oxygen, and has a "mouth" into which water and food (anything biological) must be placed. Provides power for 24 hours before requiring feeding again.

97-98 Bound; This object is powered by a bound demon, elemental or some other entity. It can provide power for up to 18 hours before requiring rest for 2 hours to 'recharge'. If it ever escapes be somewhere else.

99-00 Soulburner; This is a necromantic object fuelled by life-force. It does not use normal fuel. Instead, an intelligent, sentient being must be sacrificed on the object. The victim's soul then powers the object for 1 month.

Step 8: Disadvantages

What other consequences has discovering the Artifact created?

01-17 Artifact is hunted by its twin seeking to either destroy it or be reunited.

18-34 Discovery of Artifact has awoken something.

35-52 Artifact is hunted by a cult bent on either its capture or destruction.

53-68 Artifact is hunted by its original owner who wants it back.

69-83 Artifact comes and goes at random never revealing where it goes.

84-00 Artifact is a famous religious artifact recognizable to everyone. This has upset the religion it belongs to.

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..

Buddies can take any form imaginable, but are universally terrible and powerful; they frequently combine elements from cosmic horror (existing outside of normal dimensions, unnatural physiology etc.) and children's stories. They do not need to eat, drink or breathe, instead feeding on the emotional connections between human beings - especially children, with whom monsters form special bonds. They love their master and will do anything for them, though they are not necessarily obedient.

Step 1: Attributes

Roll up as normal. HPs are PE +4, +4 per level.

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: Abilities

No abilities for the character, only for his buddy.

The Buddy - Start with 30 points to use 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...

You both receive a +6 bonus to your Willpower due to your shared link. There is also a shared healing factor (see table below).

Step 4: Careers

The character can take any career desired.

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.

01-04 Actinoid

Species with a radioactive body chemistry.

05-08 Amalgamate

Integrated co-operative life forms, such as spores.

09-12 Amoeboid

Body form that has no consistent shape.

13-16 Amphibian

Lives both on land and in water.

17-20 Amphipod

Similar to a crustacean.

21-24 Animal Marsupial

Mammalian non humanoid species which possesses a pouch with which they foster their undeveloped young.

25-28 Arachnoid

Spider like, predatory species.

29-32 Baloonoid

Species consisting largely of a gas filled spherical membrane.

33-36 Cephalopod

Species with limbs directly attached to the head (like an Octopus).

37-40 Crystalloid

Composed of crystalline substances.

41-44 Fungoid

Plant species that does not require photosynthesis, feeding on (usually) organic matter instead.

45-48 Herbaceous

Plant like, eats via photosynthesis.

49-52 Humanoid Mamamlian

Human, warm blooded species which bears live young and nourishes them with milk secretion.

53-56 Ichypoid

Fish like, adapted to respire and live in a liquid medium.

57-60 Insectoid

Exoskeleton, bodywide respiratory system, segmented body parts.

61-64 Malacoid

Similar to a mollusk (including snails, oysters, cuttle-fish, etc).

65-68 Mineraloid

Composed of inorganic minerals.

69-72 Ornithoid

Bird like, adapted to flight.

73-76 Photonic Node

Pure energy life form (Non material).

77-80 Plasmadic

Gaseous species.

81-84 Reptilian

Cold blooded, primitive reptiles.

85-88 Robotic

Mechanical lifeform.

89-92 Robotic

Digital lifeform such as what lives in the internet.

93-96 Saurian

Warm blooded, advanced reptiles such as dinosaurs or dragons.

97-0 Sub-spatial Node

Species consisting of a warp complex in Space/time, such as living wormholes.

Step 2: Additional Features

The character creation points are used here;

Anchor

Cost: 10

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

Further even if history changes it will remember both versions and cannot be erased by paradoxes, even if the rest of its world is. Finally the character is completely immune to having its body physically altered in any way. This includes lycanthropy and vampirism.

Armour Plated

Cost: 10

Double the normal HPs with an AR of 14.

Astral Sight

Cost: 5

The character can see into the astral realm and if anything within the realm is nearby.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. It can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. It can remain in

the astral plane for 1 minute per WIS, +1 minute per level.

Detect Weakness

Cost: 5

The character can detect any weakness in any opponent or structure within sight.

Density Control

Cost: 5

Can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.

Elastic Bones

Cost: 5

Only takes half damage from any kinetic attacks (falls, punches, explosions, etc).

Emits Vapour

Cost: 5

Identical to the Power of Fart Emission.

Exobiotic

Cost: 5

Species that has evolved and lives in space.

Extra Limbs

Cost: 5

D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.

Feels No Pain

Cost: 5

The character never feels any pain which also means it may not notice a deadly wound.

Horned

Cost: 5

Up to D4 horns on head which do D6 damage each.

Immune to Magic

Cost: 10

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. In other words no form of healing.

Indomitable

Cost: 5

Can 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 WIS +1 per level. The subject must be aware of an attack to prepare for the blow. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities).

Intangible to Others

Cost: 5

Identical to the Phase power.

Invisible to Others

Cost: 5

Identical to the Invisibility power.

Radiate Calm

Cost: 5

Allies are immune to panic or being routed by undead forces so long as it continues fighting alongside them. It can also rally any previously routed by radiating confidence.

Radiate Fear

Cost: 5

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 victim save is -1 per WIS of the user, +1 every 2 levels.

Reflective Hide

Cost: 10

All energy attacks bounce off.

Retractable Claws

Cost: 5

Up to D4 inches long.

Retractable Tongue

Cost: 5

With a length equal to own height.

Speech

Cost: 5

The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

Spellcast

Cost: 10

The spells can come from any one sphere but only one sphere. It starts with one spell per IQ point over 11, and can learn an equal amount per level. Thus IQ 13 = 2 spells +2 per level. It can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep.

Tail

Cost: 5

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.

Tentacles

Cost: 5

Finger or arm.

Transparent Body

Cost: 5

Can see right through the Buddy's body.

Note he is not totally invisible as his outline can be made out.

Two Heads

Cost: 5

Can see right through the Buddy's body.

Note he is not totally invisible as his outline can be made out.

True Sight

Cost: 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.

Unusual Sensory Organs

Cost: 5

Identical to one of the Power senses. This may include Hearing, Smell, or one of the Vision powers.

Wings

Cost: 5

Identical to the Power of Winged Flight.

Other

Cost: 5+

Any other power with identical cost.

Step 3: Feeding Habits

What does your buddy prefer to eat?

01-10 Carnivore

Derives its energy and nutrient requirements from a diet consisting mainly or exclusively of animal tissue.

11-20 Herbivore

As per carnivore but the diet consists of plants.

21-30 Omnivore

Able to obtain chemical energy and nutrients from materials originating from plants, animals, and sometimes algae, fungi, and bacteria.

31-40 Photosynthetic Convert light energy into chemical energy that can later be released to fuel the organisms' activities (energy transformation).

41-50 Chemosynthetic Can convert one or more carbon-containing molecules (usually carbon dioxide or methane) and nutrients into organic matter using the oxidation of inorganic compounds or methane as a source of energy, rather than sunlight, as in photosynthesis.

51-60 Fungivore

Derives its energy and nutrient requirements from fungus.

61-70 Detritivore

Derives its energy and nutrient requirements from decomposing material.

71-80 Osteophagy

Derives its energy and nutrient requirements from bones.

81-90 Saprophyagy

Derives its energy and nutrient requirements from decaying organic matter.

91-00 Bacterivore

Derives its energy and nutrient requirements from of bacteria.

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 Power.

PP 3D6; Standard.

PE 6D6; Has Healing Factor identical to the Power. However if the character is injured his Buddy can heal him by transmitting his Healing Factor via the psychic link.

SPD 4D6; Athletic.

SDC 100; +10 per level.

Step 6: Unusual Appearance

For the final stage determine the ultimate look of your Buddy;

Step 1: Colour

Roll on this table several times; once for skin colour, again for eye colour and once more for hair colour.

01-15 Completely normal
 16-20 Red
 21-25 Orange
 26-30 Yellow
 31-35 Green
 36-40 Blue

41-45 Indigo
 46-50 Violet
 51-55 Gold
 56-60 Silver
 61-65 Bronze
 66-70 Brown
 71-75 White
 76-80 Black
 81-85 Grey

86-90 Transparent

91-95 Combination of several of the above in striped form. Roll D4 more times.

96-00 Combination of several of the above in patch form. Roll D4 more times.

Step 2: Eye

What type of eyes does the Buddy have?

01-08 Very small; -2 to hit eyes if targeted by enemies.

09-16 Small; -1 to hit eyes if targeted by enemies.

17-28 Completely normal.

29-36 Large; +10% greater sight range.

37-44 Very Large; +20% greater sight range.

45-52 Oval shape; 180 degree vision.

53-60 Glowing; +1 to intimidate others.

61-68 Reptilian; underwater nightvision equal to half normal range.

69-76 Fish; underwater nightvision identical to normal sight range.

77-84 Cat; nightvision equal to half normal range.

85-92 Insect; 360 degree vision.

93-00 Third Eye; see the invisible.

Step 3: Body

What additional mutations ?

01-04 Antennae; depending on the character's powers these could be used as senses, discharge, telepathy, etc.

05-08 Fat; appears overweight but is pure muscle, +1 PS.

09-12 Featureless; a totally blank face and body. No eyes, ears, nose, mouth, nipples, etc. The character can somehow still see, hear, smell and breathe normally. For food and drink he relies on solar sustenance.

13-16 Headless; Sensory organs are located on the main torso.

17-20 Large Eared; hear +20% better.

21-24 Large Nostrils; smell +20% better.

25-28 Long Limbed; arms reach down to the knees or even ankles.

29-32 Lumpy; over most of the skin.

33-36 Mandibles; like an insect with STR equal to double the normal attribute.

37-40 Multiple Mouths; up to D6 extra mouths located on various parts of the body.

41-44 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.

45-48 Rough Skinned; course like a shark.

49-52 Segmented; like a centipede.

53-56 Serpentine Scaled; D100% of body is covered in scales.

57-60 Sharp Teeth; +D4 damage.

61-64 Skinny; practically anorexic. -1 PS, +2 SPD due to lighter frame.

65-68 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 AR.

69-72 Slit Featured; has slits instead of eyes, ears, nose and mouth.

73-76 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.

77-80 Stalk faced; like a snail.

81-85 Striped; like a zebra.

86-90 Sturdy Quadroped; walks around on all fours.

91-95 Transparent Body; can see right through his body. Note he is not totally invisible as his outline can be made out.

96-00 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.

Amazon, Modern

Amazons originally came from Archaea, Epirus, Macedonia and Thrace and often served as mercenaries for the Roman empire. They worshipped Artemis the virgin goddess of the hunt, and Ares the god of war. After the fall of the Roman Empire they were hunted and nearly all slain by the Moors and Saracens (female warriors being an affront to their beliefs).

By this point the Olympian pantheon (and indeed all pantheons) had been waning in popularity and as a consequence power. They were however able to perform one last divine feat. Artemis, Athena, Aphrodite, Demeter, Hecate, Nemesis, Nike, Panacea, Theia and Themis banded together to raise a land mass from the ocean and shape it into an island which was named Themiscrya (pronounced Them-mes-skreea). The surviving Amazons were transported to the island which would serve as their refuge for the next few centuries.

Those same Goddesses then endowed all those living in Themiscrya with mystical abilities. As well as being semi immortal all Themiscryan Amazons possess various degrees of beauty, superhuman strength, speed, stamina and extraordinarily acute senses. The Amazons however only remain immortal while on the island and revert to normal aging while in the normal world. They also have developed high levels of hand-to-hand combat training, mastered over 3,000 years and are experts in the use of various hand held weapons.

Their only city is composed entirely of Greco-Roman architecture from 1200 B.C., and they wear Greek garb, togas,

sandals, and period armour. They are fervently religious, still worshipping their gods as living deities. Occasionally the Nereides bring to the shores of Themiscrya young infants who would have otherwise drowned in accidents. Males after being restored to health are sent back mystically to their country of origin. Female infants are kept and tutored spiritually in Amazonian ideals gain their abilities. In more recent times Themiscrya's location came to be known as the Bermuda Triangle. The storms protecting the island would often destroy planes and ships in the area.

Hera meanwhile had instituted her own plans separate to the rest of the pantheon. Enlisting the aid of her children Ares and Eris she helped sow war and discord throughout the world. An alliance with Hela and Loki saw Hitler gain the Spear of Destiny and ignite the second world war. Horrified Aphrodite appealed to her fellow goddesses to aid in stopping the war. Unwilling to openly interfere they instead chose one of the Amazons to act as their emissary and endowed her with greater abilities for use in the normal world. Hippolyte entered the U.S. and through the secret aid of Artemis provided crucial information against the Axis forces. She soon joined the Freedom Squadron being instrumental in their battles in Europe and the Philippines.

Furious, Hera and Ares in 1943 were able to remove Themiscrya's protection exposing it to the world. This resulted in a Nazi invasion which was eventually repulsed by the Amazons with the aid of the Freedom Squadron.

After the war ended Hippolyte returned to Themiscrya and with the blessing of Olympus opened the island's shores to dignitaries from the Patriarch's world, female and male. The Amazons even conducted their own tour of the United States, where they were framed for the murders of several people by Hera's supporters but eventually proved their innocence.

Step 1: Age

Determine your character's starting year. Either you have just become an Amazon or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing.

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

Roll attributes as normal but due to her hardy training she receives +3 PS, +2 PP and +3 PE. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Also gain the following free ones;

Ride Land Animal

Shield Mastery

Unarmed Combat Wrestling

Weapon Group Specialty Bow

2 Weapon skills of choice

Step 4: Abilities

Amazons gain the following abilities free;

Immortal Body - Amazons age very slowly, and can live up to PE x100 years. They 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. Heal x2 faster including any wounds and broken bones.

Additionally Amazons start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Aphrodite

Cost: 5

Devotees of Aphrodite gain MA +4, and the character is immune to the effects of possession and manipulation, even magical.

Athena

Cost: 5

Devotees of Athena gain ME +4, the Language power, and +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18.

Artemis

Cost: 5

Devotees of Artemis are one with animals and can pass among them without disturbing them (birds will not fly away and animals will not hide). The character also has empathy with all animals, able to sense their emotional state.

Demeter

Cost: 5

Devotees of Demeter gain an additional +4 to PS and PE.

Hecate

Cost: 5

Devotees of Hecate can cast Divine spells. Amazons don't pay for the Spellcast ability as they automatically are bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they lose favour with Hecate they will lose all their abilities. Amazons can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Nemesis

Cost: 5

Devotees of Nemesis can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful). This can also be used to detect lies or deception.

Nike

Cost: 5

Devotees of Nike gain SPD $\times 2$, PP +2, and AR +2. Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

Panacea

Cost: 5

Devotees of Panacea are immune to all supernatural afflictions of any type. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation. Also gain +1

Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Theia

Cost: 5

Devotees of Theia can release a burst of holy light within a 1 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.

Themis

Cost: 5

Devotees of Themis gain a Unique Artifact and start with 30 points to use on the Artifact Creation table on page 405.

Step 5: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

Step 6: Disadvantages

All Amazons are watched closely by their patron deities. At some point she might require you to perform some act on her behalf, and you'd better not disobey. +20 points

Android

An Android is a robot designed to closely resemble the lifeform which built it. Androids have true Artificial Intelligence, are capable of self programming, are extremely versatile and can mimic human emotions perfectly with distinct personalities. The highest quality models are indistinguishable from real sentients except by sensor or close examination.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +12, but do not increase per level. HPScan only increase by being bought.

Step 2: Skills

Choose skills in the normal manner but Androids only require one day to fully assimilate them. At the start they can choose any six skills free. With access to the internet and other computers literally any skill can be learnt, no limits.

Step 3: Abilities

All Androids start with the following abilities free;

Android Body - Androids start with 50 points to create their body and then enhance it. Use the equipment from the Exo Pilot Class to create an Android body.

Alternatively instead of buying from the equipment section the character can spend their 50 points on buying powers. The only thing is that each power instead of being organic is represented by a mechanical equivalent. The powers should determine what parts are artificial. For Super Strength the limbs and skeleton are artificial. Super speed would come from a leg replacement.

Vision powers require at least one man made eye.

Step 4: Careers

The character can take any career desired although his appearance may influence it. Instead of an organization being responsible for the Android's creation it could be an individual 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.

Unusual Characteristics

In this characters instance unusual characteristics would refer to highly visible robotic parts which cant be easily hidden.

Colour

Roll on this table several times; once for the skin of the body, again for any hair and again for any artificial eyes.

01-10	Chrome Red
11-20	Chrome Blue
21-30	Chrome Yellow
31-40	Chrome Green
41-50	Gold
51-60	Silver
61-70	Bronze
71-80	White
81-90	Black
91-00	Transparent

Artificial Eyes

What type of eyes does the character have?

01-08 Very small; -2 to hit eyes if targeted by enemies.
 09-16 Small; -1 to hit eyes if targeted by enemies.
 17-28 Completely normal.
 29-36 Large; +10% greater sight range.
 37-44 Very Large; +20% greater sight range.
 45-52 Oval shape; 180 degree vision.
 53-60 Glowing; +1 to intimidate others.
 61-68 Reptilian; underwater nightvision equal to half normal range.
 69-76 Fish; underwater nightvision identical to normal sight range.
 77-84 Cat; nightvision equal to half normal range.
 85-92 Insect; 360 degree vision.
 93-00 Third Eye; see the invisible.

Size

How big is the character?

01-08 1ft +D10 inches
 09-16 2ft +D10 inches
 17-24 3ft +D10 inches
 25-30 4ft +D10 inches
 31-44 5ft +D10 inches
 45-52 6ft +D10 inches
 53-60 7ft +D10 inches
 61-68 8ft +D10 inches
 69-76 9ft +D10 inches
 77-84 10ft +D10 inches
 85-92 11ft +D10 inches
 93-00 12ft +D10 inches

The People behind the Machine

Determine who created the Android or Automaton;

01-20 Choose a non profit corporation. eg. Greenpeace.
 21-40 Choose a private corporation. eg. Enron.
 41-55 Researcher and his family who work from home.
 56-70 Government department. Choose a country and agency.
 71-80 Mad scientist.

81-90 Genius superhero.
 91-00 Genius supervillain.

Relationship with the people; is the character still in contact with them?

01-08 Still with them and very well treated.
 17-24 Still with them and dissatisfied. Treated with disdain by them but still valued.
 25-32 Still with them and treated like a slave. Is constantly watched, escape will take some planning.
 33-44 Group closed down or dead.
 45-52 Group still exists but has moved onto other experiments or projects. The character has been forgotten.
 77-84 Escaped group after a major fight and some damage to equipment. Hunted by them at Difficult level. Want him recaptured.
 85-92 Escaped group after a major battle and one or more deaths. Hunted by them at Severe level. Want him recaptured.
 93-00 Escaped group after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. Want him destroyed.

Angel

In many religious traditions an angel is a spiritual being which assists and serves God or the gods. The word originated from the Latin angelus, itself derived from the Greek áγγελος, meaning messenger. Angels often appear to people in the shape of humans of extraordinary beauty, and often are not immediately recognized as angels; some fly through the air; some become invisible; sacrifices touched by them are consumed by fire; they may disappear in sacrificial fire, like Elijah, who rode to heaven in a fiery chariot; and they appear in the flames of the thorn bush. They are pure and bright as heaven; consequently they are formed of fire and are encompassed by light. They bear drawn swords or destroying weapons in their hands, one carries an ink-horn by his side and ride on horses.

Angels are portrayed as powerful and dreadful, endowed with wisdom and with knowledge of all earthly events, correct in their judgment, holy, but not infallible: they strive against each other, and God has to make peace between them. When their duties are not punitive, angels are beneficent to man. An Angel is an indestructible agent of good. Most spend their time carrying out the fight against evil or observe great events, but every now and then an Angel will go native and fall in love with a mortal. When this happens the Angel is cut off from his former life, no longer indestructible.

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).

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide what you have been doing. 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

Roll attributes as normal but then add +6 to PP and MA. AR 14, Reaction +4 and PPE = IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. PPE can however be permanently traded for HPSat a rate of 1 for 1. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Although fallen, Angels still retain some of their abilities;

Holy Body - Angels do not age physically and can absorb an amazing

amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Additionally Angels start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Angelic Aura

Cost: 5

Angels can cause others to see their true aura having the following effects;

- 1) All enemies within line of sight suffer -1 per 2 MA on all their rolls for ME x1 round.
- 2) Allies become immune to panic or being routed by undead forces. Any already suffering these effects are immediately freed of it.

Angelic Light

Cost: 5

This is an intense burst of holy light having the following effects;

- 1) All are revealed as they truly are to everyone regardless of any form of concealment, disguise or illusion.
- 2) It cancels any form of Diabolical magic already cast or being cast.

Angelic Blessing

Cost: 10

Angels can heal all life forms at phenomenal rates. They must touch for 1 minute uninterrupted to perform the healing. Restore 2 HPs (+1 per level) once per hour (-1 minute per level, eg. level 3 = every 58 minutes). Damage

and duration of drugs, toxins and poisons reduced by ½ and patient gains +2 to save. Give +4 on any 1 save once per day, +1 per level. Negate all pain for 1 minute per WIS +1 minute per level. Immediately bring a comatose patient up to 1 HPS and stabilize their condition (stops bleeding, binds wounds, etc.).

Angelic Enlightenment

Cost: 5

Angels can speak and understand the language of whoever they are currently talking to.

Angelic Flight

Cost: 5

Angels can fly at ME x10kph, +10kph per level with a maximum ceiling height of one kilometre. 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 HPs of each wing is equal to half the character's total SDC.

Angelic Immunity

Cost: 10

This is a null aura of ME x1 metre radius which surrounds the Angel preventing the use of any form of Diabolical magic, Undead special attacks and all types of Possession.

Angelic Judgment

Cost: 5

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 Sanity or become incoherent for D6 days after which he

will recover but will develop one random insanity and a phobia of the character. This doesn't work on supernatural evil beings or any who never had a conscience.

Angelic Sight

Cost: 5

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

Cost: 5

Angels can Banish Spirits, Destroy Undead and Exorcise a possessed lifeform. If the Spirit, Undead or Demon spell save at -1 (-1 per Angel level) they are not defeated but lose half their SDC.

Spellcast

Cost: 10

Divine magic only but he is bestowed with all the spells within the Divine sphere. See Angel Attributes for how much PPE he has.

Step 5: Careers

Whatever the character likes, though he does tend to wander a lot going where needed. He is most likely to maintain contact with the Vatican and Templars.

Step 6: 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 Lawful Good alignment and never do anything to slip below this. +20 points.

The Apostolate

You were wronged terribly some time in the past and in your moment of anguish a divine entity took pity on you. He or she blessed you with holy powers and granted you the ability to shift between eras, appearing when needed.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

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

Roll attributes as normal but then add +3 to ME, PS, PP, PE and SPD. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Apostulates start with the following ability free;

Holy Body - The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Apostulates do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Apostulates start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Holy Aura

Cost: 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. Enemies within line of sight of him suffer -1 per 5 MA of the Apostulate on all their rolls.

Holy Cleansing

Cost: 5

The ability to 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 2 PE. Heal 1 HP per ME.

Holy Exorcism

Cost: 5

This power comes from within and releases a burst of holy light within a IQ

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. It can be used once per day per 5 ME.

Holy Faith

Cost: 5

Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.

Holy Judgment

Cost: 5

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 Sanity 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

Cost: 5

In combat the character may leap over intervening monsters one metre per 2 PS 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 Sense

Cost: 5

Instantly sense anybody who enters his circle of 2 metres +30 cms per level,

including the invisible (even though he cant see them). +3 initiative, +2 dodge.

Holy Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Holy Whirlwind

Cost: 5

Once per hour can triple the number of attacks in one combat.

Spellcast

Cost: 10

Divine magic only but he is bestowed with all the spells within the Divine sphere. He cannot learn spells from any other sphere. Apostulates can tap into the world's natural PPE at a rate of INT + WIS x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Step 5: Careers

Whatever the character likes, though he does tend to wander a lot going where needed. He is most likely to maintain contact with the Vatican and Templars.

Step 6: 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.

Arcane Architecture

Through whatever means you have come into possession of a building of great power, although it may well have its own agenda.

Like Arcane Artifacts, Arcane Architecture are considered by some to be among the most powerful in the known universe. Having the ability to affect and use fundamental forces of the known universe including magical and electromagnetic energies such as gravity, radiation, heat, and light. It is also theorized that they have a basis in other dimensional energies and intelligence..

Step 1: Attributes

Roll up attributes as normal. HPs are PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

No abilities for the character, only for the Building.

The Building - Start with 50 points to use on the Building Creation table below. Then determine with your GM how you found it (if you have found it already). Possibilities could include you find it in a jungle in a third world country (eg. Vietnam, Laos, Africa, etc), were near when a dimensional portal opened dropping it through, found it on an unknown island, etc. The Building is supernatural though its previous owner need not be.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

The character is bonded to his Building whether he wants to keep it or not. Even if separated it will eventually find its way back to him, no matter how many corpses it has to go through. +20 points. **Separation** - If separated the Character not only loses all the abilities imparted by the Building but also suffers -1 on all attributes, Strike and AC. He then suffers an additional -1 for every week separated, -1 day per level. eg. Dr Destiny at 3rd level has lost his helmet, thus he suffers -1 every 5 days. At 5th level it would be every 3 days. At 8th level (1 day) it is reduced by -1 hour per level. eg. at 8th level he suffers -1 every 23 hours. At 15th level it would be every 16 hours. +20 points.

Creating the Building

Step 1: Type

Choose or roll for the Building type. Listed below are the smallest version of each type followed by the largest type.

Roll	Form
01-03	Greenhouse/Conservatory
04-06	Tower/Castle
07-09	Shed/Barn or Stables
10-12	Garage/Hangar
13-15	Motel/Hotel
16-18	Carwash/Multistorey Car Park
19-21	Market
22-24	Shop/Shopping Mall
25-27	Grocery Store/Supermarket
28-30	Warehouse
31-33	Boat House/Sea Port Terminal
34-36	Airport Tower/Airport Terminal
37-39	School/University
40-42	Theatre or Cinema
43-45	Pub/Casino
46-48	Bunker
49-51	Zoo or Marine Park
52-54	Church or Temple/Cathedral or Monastery
55-57	Town Hall/Convention Centre

58-60	Cafe or Restaurant/Mall Eatery Area
61-63	Police Station/Prison
64-66	Fire Station
67-69	Ambulance Station/Hospital
70-72	Factory
73-75	Granary or Silo
76-79	House/Palace
80-82	Water Mill or Wind Mill/Power Plant
83-85	Hut/Pyramid
86-88	Bus Terminal
89-91	Rail or Subway Station
92-94	Fuel Station/Oil Rig
95-97	Lighthouse
98-00	Gym/Stadium

Step 2: Size

The character can decide what size the building will be. It doesn't have to be exactly the size listed and may for instance be taller than it is wide. Or if for instance the character took 150 square metres, then he could choose multiple building types which individually were less than the total area but together added up to the maximum area. The size can be increased by spending character points.

Cost	Size
0	2.5 x 2.5 x 2.5 metres
5	5 x 5 x 5 metres
10	10 x 10 x 10 metres
20	20 x 20 x 20 metres
30	40 x 40 x 40 metres
40	75 x 75 x 75 metres
50	150 x 150 x 150 metres

Step 3: Era

When was the building first created?

Roll	Era
01-14	Ancient Roman
15-28	16th Century (first true houses)
29-42	17th Century
43-56	18th Century
57-70	19th Century

71-84 20th Century
85-00 21st Century

Step 4: History

Create a history for the Building. 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 Building may lie to its current user about its past and purpose. Only the GM will know for certain.

Roll History

01-15 Building created by accident
16-30 Building belonged to a now departed or dead entity
31-44 Building created to perform specific task or defeat specific foe
45-58 Building part of a set which has been separated or destroyed
59-72 Building is a lost religious artifact
73-86 Building created for character
87-00 Unknown

Step 5: Intelligence

If you choose to make the Building 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);

Roll IQ

01-18 3D6
19-34 3D6+1
35-51 3D6+2
52-68 3D6+4
69-85 4D6
86-00 5D6

Step 6: Ego

If the Building is intelligent determine its Ego by adding its IQ to its ME. Then do the same for your character. For every 5 points that the Building'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;

Roll Ego

01-18 Removal of all other associates the Building doesn't like or who have upset it.
19-34 Removal of any other Buildings, magical or otherwise.
35-51 Total obedience from the welder so the Building can pursue its own agenda.
52-68 The welder must create a new religion with the Building as its god and try to convert others to worship it.
69-85 Begin associating with people the Building likes.
86-00 Destroy all other Weapons, Mystical Weapons or Buildings encountered.

Step 7: Alignment

Only pick an alignment if the Building is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

Step 8: Abilities

All Buildings - Are indestructible by conventional means. If separated from the Building the most recent owner can teleport himself back to it so long as it is within his line of sight. The creator of the Building is unaffected by any of the restrictions purchased. Thus, he can, for example, use guns even if nobody else can, or use his magic and psionic powers despite the Building's restriction on others. This gives the Lord the upper hand in almost every conflict in his Building. Each Building will have a

certain amount of powers which can be bought using those 50 points the character has. As the character increases in levels he also becomes more in tune with his Building and its abilities. Thus the powers it bestows also increase with each level as it would for a meta human.

Defences are meant to deal with any enemies or intruders who may somehow manage to enter the Building, in spite of other impediments or cloaking measures provided from the accessibility characteristics. Defence features confront interlopers who have PPEged to get inside. Each can be selected as often as desired, provided the creator has sufficient points to burn.

Intelligent Buildings - In addition to the above can speak to the welder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

Alarm

Cost: 5

If anybody except the owner enters the Building he is alerted by a mental alarm. This alarm will alert the owner anywhere within the same universe.

Alter Doors, Local

Cost: 5

Each door can be changed to lead to different unconnected parts of the building (much like a gateway).

Alter Doors, Gateway

Cost: 10

Each door can be changed to lead to locations up to $(ME + IQ) \times 1\text{km}$ away increasing by the same amount each level or each time rebought. If bought

again it can also lead to locations in time up to $(ME + IQ) \times 1$ year away increasing by the same amount each level or each time rebought. The house exists in many times at once (enough so that there are some who want to use it for time travel).

Alter Gravity

Cost: 5

The Building's gravity can be altered up to plus or minus 1% per ME.

Alter Light

Cost: 5

Each room in the Building's can be altered so that it is permanently lit or permanently dark.

Alter Physics

Cost: 5

This characteristic allows people to walk on walls or ceilings. The landscape can be made to look like an Escher painting, with staircases going in all directions. This twisting of gravity will be very confusing to those who are not used to it; most enemies, except flying creatures, will be -4 on all combat moves when fighting and any skill rolls.

Alter Stairs

Cost: 5

The staircase/s can change their position in space to lead to different floors. As a form of defence they may also as required change into a slide causing all on it to fall to the bottom.

Alter Temperature

Cost: 5

The character can alter the temperature of sections of his Building by up to plus or minus 1% per ME.

Alter Time

Cost: 10

This power allows the owner to control the rate at which time flows in his Building in a very limited way. He may set one rate of time flow per 3 ME, and switch between them at will. This control affects the Building as a whole, and cannot be used only on individuals or portions of his Building.

Attic larger on inside

Cost: 5

A trapdoor in the attic ceiling leads up into an impossible network of, er, super-attics. It is ME x1 larger on the inside.

Basement larger on inside

Cost: 5

A trapdoor in the basement floor leads down to an impossible network of sub-basements. It is ME x1 larger on the inside.

Mobile

Cost: 10

The building can teleport across space up to $(ME + IQ) \times 1\text{km}$. If bought again it can also move through time $(ME + IQ) \times 1$ year away.

No Abilities

Cost: 5

No supernatural abilities or enhancements will function in the Building. Any undead will turn human and Weres will be unable to transform into other forms.

No Explosives

Cost: 5

No explosive reactions including those used for chemical weapons and projectile guns can occur in the Building.

No Magic

Cost: 5

No magic or spells will function in the Building except those employed by the Building itself and its owner.

No Meta

Cost: 5

No meta powers will function in the Building.

Restructure

Cost: 10

The character can alter rooms and floors at will.

Servant, Drone

Cost: 10

The Building can create constructs with the following: all physical attributes up to 10, all mental attributes up to 5, knows 2 physical or weapon skills. Has 1 HPs per ME and Strike of 20. Skills are all at the first level of proficiency. Can create 1 construct per ME of the owner.

Servant, Employee

Cost: 5

The creator has hired various beings to serve his Building. Payment must be determined with the GM. Most will be moderately loyal, although they will rarely fight to the death for their master. They may be human or semi/intelligent monsters. This is a catch all for anything from maids to soldiers. Can hire 2 employees per ME of the owner.

Servant, Summoned

Cost: 10

In this case, the creature is summoned and then magically or psychically bound to the Building. The enslaved entity cannot leave the area, and must obey the instructions of its new master to the

letter. Needless to say the entity will not be happy. Can bind 1 entity per 10 ME of the owner.

Spellcast

Cost: 10

The character can choose to give the Building the ability to cast spells. Spells cost 5 points per sphere. It starts with one spell per IQ point over 9, and can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination. This ability can only be bought if the Building is intelligent though.

Trap, Ethereal

Cost: 10

Intruders find that they are not able to physically affect anything in the Building. Intruders may use some meta and magic powers, but cannot physically touch anything.

Trap, Mirror

Cost: 10

This gets you 1 mirror per ME. Each mirror can suck one normal size person into itself requiring a save vs spell to resist. The target is then trapped within a prison cell, the contents of which is all that is visible in the mirror, unable to escape. The mirror is a window in and out of the cage. Breaking the mirror will free the prisoner. Sound may or may not be able to pass through the mirror to allow normal conversation to take place with the caged person.

Trap, Physical

Cost: 5

Any trap the creator can envision can be created in the Building. Intruders with skills which allow them to detect traps may notice them. Traps may include

pits, arrowtraps, falling blocks, water filled areas, whirling blades, explosives and anything else that depends on a mechanism to operate. The maximum damage a trap can do is D4 per ME.

Trap, Restraints

Cost: 10

Up to 1 restraint per ME forms like tentacles from the ground, walls or vegetation to grapple and entangle intruders and keep them immobilized until they can break free or the Lord wishes to release them. The restraints can look like anything the creator desires from tentacles rising from the ground to chains, rope or fibres flying from walls or tree limbs, roots or vines coming alive and grabbing the intruders. Each of the restraints has 5 HPs per ME and a PS of 1 per ME.

Trap, Teleport

Cost: 10

These are specialized dimensional portals that simply shove the invaders out of the Building. The actual destination of the portals is determined randomly, roll percentiles:
01-25 The intruder is teleported as far as possible in the opposite direction.
26-50 Teleported to the intruder's world of origin.
51-70 Teleported to the creator's world of origin.
71-90 Teleported to some random planet.
91-00 Teleported to some random dimension. As many as 1 intruder per WIS can be teleported away at once.

Trap, Time

Cost: 10

Intruders find that time passes differently for them than for other inhabitants of the Building. Intruders

lose half of their normal attacks, are at -10 to initiative, and -5 to all Strike rolls. They move at half their normal speed.

Step 9: Power Source

The Building's sole fuel source is PPE. It gathers ambient magical energy (in the same way a PPE organ does in a magical creature) and transform it into electrical power. At full charge the PPE is good for 1 week. If it can connect to the local electricity supply it can also recharge itself that way.

Step 10: Disadvantages

What other consequences has discovering the Building created?

Roll	Era
01-18	Building is hunted by its twin seeking to either destroy it or be reunited.
19-34	Discovery of Building has awoken something.
35-51	Building is hunted by a cult bent on either its capture or destruction.
52-68	Building is hunted by its original owner who wants it back.
69-85	Building comes and goes at random never revealing where it goes.
86-00	Building is a famous religious artifact recognizable to everyone. This has upset the religion it belongs to.

Arcane Artifact

Through whatever means you have come into possession of a weapon or equipment of great power, although it may well have its own agenda.

Arcane 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..

The Artifact not the character is the true source of the character's magic. The player is simply the new owner that wields the magical construct. Without the mystic weapon the character is an ordinary person armed only with his skills and wits.

Step 1: Attributes

Roll up attributes as normal. HPs are PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

No abilities for the character, only for the Artifact.

The Artifact - Use the Artifact Creation table below. Then determine with your GM how you found it (if you have found it already). Possibilities could include you find it in a temple in a third world country (eg. Vietnam, Laos, Africa, etc), were near when a dimensional portal opened dropping it through, found it in a crashed spaceship, etc. The Artifact is supernatural though its previous owner need not be.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

The character is bonded to his Artifact whether he wants to keep it or not. Even if separated it will eventually find its way back to him, no matter how many corpses it has to go through. +20 points. **Separation** - If separated the Character not only loses all the abilities imparted by the Artifact but also suffers -1 on all attributes, Strike and dodge. He then suffers an additional -1 for every week separated, -1 day per level. eg. Dr Destiny at 3rd level has lost his helmet, thus he suffers -1 every 5 days. At 5th level it would be every 3 days.

At 8th level (1 day) it is reduced by -1 hour per level. eg. at 8th level he suffers -1 every 23 hours. At 15th level it would be every 16 hours. +20 points.

Arcane Artifact Creation Table

Roll in each of the sections.

Step 1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 rings, a bracelet and a helmet.

01-03 Armour, Ancient (either Banded Mail, Brigandine, Bronze Plate Mail, Chain Mail, Field Plate, Full Plate, Hide, Leather, Padded, Plate Mail, Ring Mail, Scale Mail, Splint Mail, or Studded Leather)

04-06 Shield (either Buckler, Large Bronze, Large Steel, Large Wooden, Small Bronze, Small Steel, Small Wooden or Tower)

07-09 Helmet, Ancient (either Armet, Barbut, Burgonet, Close, Galea, Great, Morion, Myrmillo, Pikeman, or Sallet)

10-12 Gauntlet (either Chain, Leather or Plate)

13-15 Whip (Scourge or Whip)

16-18 Sword (Bastard, Katana, Long, Scimitar, Sabre, Two-handed sword, Cutlass, Khopesh, Wakizashi, Short or Drusus)

19-21 Axe (Battle or Hand)

22-24 Bow (Composite long, Composite short, Daikyu, Long or Short)

25-27 Crossbow (Hand, Heavy crossbow or Light)

28-30 Mace (Belaying pin, Club, Footman's mace, Horseman's mace, Morning star, Tonfa, Maul, or Cudgel)

31-33 Knife (Dagger, Dirk, Knife, Stiletto, or Main-gauche)

34-36 Hammer (Standard or Warhammer)

37-39 Flail (Footman's or Horseman's)

40-42 Staff (Bo, Long or Short)

43-45 Spear (Harpoon, Javelin, Long Spear, Short or Trident)

46-48 Halberd (Awl pike, Bardiche, Bec de corbin, Bill-guisarme, Fauchard, Fauchard-fork, Glaive, Glaive-guisarme, Guisarme, Guisarme-voulge, Halberd, Hook fauchard, Lucern hammer, Mancatcher, Military fork, Naginata, Partisan, Ranseur, Spetum, Tetsubo or Voulge)

49-51 Pick (Footman's or Horseman's)

52-54 Chain (Spiked Chains, Ball and Chains, Goupillon Flails, Mace and Chains, Manriki Gusari, Sa Tjat Koens, Nunchaku or Chain Flails)

55-57 Lance (Heavy horse, Light horse, Jousting or Medium horse)

58-60 Bracelet

61-63 Ring

64-66 Necklace

67-69 Amulet

70-72 Crown

73-75 Earring

76-78 Belt

79-81 Wand

- 82-84 Sceptre
- 85-87 Carpet
- 88-91 Other Weapon
- 92-95 Other Jewellery
- 96-00 Other Object (eg. clock, skull, etc)

Step 2: 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.

- 01-15 Artifact created by accident
- 16-30 Artifact belonged to a now departed or dead entity
- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

Step 3: 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);

- 01-17 3D6
- 18-34 3D6+1
- 35-51 3D6+2
- 52-68 3D6+4
- 69-85 4D6
- 86-00 5D6

Step 4: 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;

- 01-17 Removal of all other associates the Artifact doesn't like or who have upset it.
- 18-34 Removal of any other Artifacts, magical or otherwise.
- 35-51 Total obedience from the welder so the Artifact can pursue its own agenda.
- 52-68 The welder must create a new religion with the Artifact as its god and try to convert others to worship it.
- 69-85 Begin associating with people the Artifact likes.
- 86-00 Destroy all other Weapons, Mystical Weapons or Artifacts encountered.

Step 5: Alignment

Only pick an alignment if the Artifact is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

Step 6: Abilities

Artifacts gain all the following free; All Artifacts - Are indestructible by conventional means. Give its owner +1 Strike and AC when using it. Affects all Infinite and supernatural beings. Does double the normal damage for its type. 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.

Intelligent Artifacts - In addition to the above can speak to the welder verbally

and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

Additionally Artifacts start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. 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.

AR

Cost: 5

The Artifact's normal bonus to Armour Rating is increased by +1.

Attribute Bonus

Cost: 5

The character gains +1 to one attribute while he has the object on him. It can be either PS, PP, PE, PB, IQ, ME, MA or SPD.

Damage

Cost: 5

The Artifact's normal damage is increased by +D6.

HP Bonus

Cost: 5

The character gains +10 to his hit points while he has the object on him.

Power

Cost: 5

The character can use as many of his points as he likes to buy powers which the object will bestow on him.

Saves Mental

Cost: 5

The character's normal non magical ME saves are all increased by +1.

Saves Physical

Cost: 5

The character's normal non magical PE saves are all increased by +1.

Saves Magical

Cost: 5

The character's magical saves are increased +1.

Spellcast

Cost: 5

The Artifact can cast spells. Spells cost 5 points per sphere. It starts with one spell per IQ point over 9, and can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination.

Strike

Cost: 5

The Artifact's normal bonus to hit and parry is increased by +1.

Step 7: Power Source

What fuels the artifact's powers?

01-50 The Artifact's power source is PPE. It gathers ambient magical energy (in the same way a PPE organ does in a magical creature) and transform it into electrical power. At full charge the PPE is good for 1 week.

51-90 The Artifact is powered by life-forces. When it kills a victim, it absorbs his soul as if it were PPE and converts it to fuel. This is likely to horrify even your allies.

91-00 The Artifact is powered by a bound elemental, demon, angel, etc.

Step 8: Disadvantages

What other consequences has discovering the Artifact created?

01-17 Artifact is hunted by its twin seeking to either destroy it or be reunited.

18-34 Discovery of Artifact has awoken something.

35-52 Artifact is hunted by a cult bent on either its capture or destruction.

53-68 Artifact is hunted by its original owner who wants it back.

69-83 Artifact comes and goes at random never revealing where it goes.

84-00 Artifact is a famous religious artifact recognizable to everyone. This has upset the religion it belongs to.

Arcane Vehicle

Through whatever means you have come into possession of a vehicle of great power, although it may well have its own agenda. Like Arcane Artifacts, Arcane Vehicles are considered by some to be among the most powerful 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 they have a basis in other dimensional energies and intelligence..

Step 1: Attributes

Roll up attributes as normal. HPs are PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

No abilities for the character, only for the Artifact.

The Vehicle - Start with 30 points to use on the Artifact Creation table below.

Then determine with your GM how you found it (if you have found it already). Possibilities could include you find it in a temple in a third world country (eg. Vietnam, Laos, Africa, etc), were near when a dimensional portal opened dropping it through, found it in a crashed spaceship, etc. The Artifact need not be supernatural in origin, it could well be a scientific device so far beyond us as to seem magical.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

The character is bonded to his Vehicle whether he wants to keep it or not. Even if separated it will eventually find its way back to him, no matter how many corpses it has to go through. +20 points.

Separation - If separated the Character not only loses all the abilities imparted by the Vehicle but also suffers -1 on all attributes, Strike and Dodge. He then suffers an additional -1 for every week separated, -1 day per level. eg. Dr Destiny at 3rd level has lost his helmet, thus he suffers -1 every 5 days. At 5th level it would be every 3 days. At 8th level (1 day) it is reduced by -1 hour per level. eg. at 8th level he suffers -1 every 23 hours. At 15th level it would be every 16 hours. +20 points.

Arcane Vehicle Creation Table

Roll in each of the sections.

Step 1: Type

Choose or roll for the Vehicle type.

- 01-50 Ancient
- 51-90 Modern
- 91-00 Future

Step 1a: Ancient Type

Choose or roll for the Vehicle type.

- 01-05 Airship
- 06-11 Balloon
- 12-17 Barge
- 18-24 Canoe
- 25-31 Caravel
- 32-38 Carriage
- 39-45 Cart
- 46-52 Chariot
- 53-59 Coach
- 60-66 Galleon
- 67-73 Galley
- 74-79 Glider
- 80-86 Raft
- 87-93 Wagon
- 94-00 Warship

Step 1b: Modern Type

Choose or roll for the Vehicle type.

- 01-03 Airship
- 04-06 Autogyro
- 07-09 Bus
- 10-20 Car
- 21-23 Construction (Backhoe, Bulldozer, Cement Truck, Crane, Driller, Dump Truck, Excavator, Front Loader (shovel), Grader, Resurfacer, Scraper, Steamroller)
- 24-26 Emergency (Ambulance, Fire Engine, Rescue)
- 27-29 Farm (Tractor, Harvester)
- 30-32 Glider
- 33-34 Helicopter Combat
- 35-37 Helicopter Civilian
- 38-40 Hovercraft
- 41-43 Hydrofoil
- 44-45 Jet Bomber
- 46-47 Jet Fighter
- 48-50 Jet Passenger
- 51-52 Military Army (Armoured Personnel Carrier, Armoured Recovery Vehicle, Minecleaver)
- 53-54 Military Sea Vessel (Aircraft, Battleship, Corvette, Cruiser, Destroyer, Frigate)
- 55-57 Motorcycle
- 58-59 Plane Propeller
- 60-62 Quad Bike
- 63-65 Racing Car
- 66-37 Sea Freighter
- 68-69 Sea Liner
- 70-71 Sea Tanker
- 72-74 Semi Tractor/Engine + Trailer (choose from Dumper, Flatbed, Flatbed (dual level), Reefer or Tanker)
- 75-77 Snowmobile
- 78-79 Space Shuttle
- 80-82 Speed Boat
- 83-85 Sub Civilian Explorer
- 86-87 Sub Military
- 88-89 Tank
- 90-92 Train (Electric or Steam with carriage)

- 93-95 Tram
- 96-98 Trike
- 99-00 Yacht

Step 1c: Future Type

Choose or roll for the Vehicle type.

- 01-10 Aircraft Fixed Wing
- 11-20 Aircraft Rotor Wing
- 21-30 Spaceship Military (Battleship, Carrier, Cruiser, Destroyer, Dreadnaught, Scout)
- 31-40 Spaceship Explorer
- 41-50 Spaceship Freighter
- 51-60 Spaceship Frigate
- 61-70 Spaceship Liner
- 71-80 Spaceship Military Fighter
- 81-90 Spaceship Mining Craft
- 91-00 Spaceship Scientific Research Craft

Step 2: History

Create a history for the Vehicle. 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.

- 01-15 Artifact created by accident
- 16-30 Artifact belonged to a now departed or dead entity
- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

Step 3: Intelligence

If you choose to make the Vehicle 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). If not go straight to step 6.

- 01-17 3D6
- 18-34 3D6+1
- 35-51 3D6+2
- 52-68 3D6+4
- 69-85 4D6
- 86-00 5D6

Step 4: Ego

If the Vehicle 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 Vehicle'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;

- 01-17 Removal of all other associates the Vehicle doesn't like or who have upset it.
- 18-34 Removal of any other Vehicle, magical or otherwise.
- 35-51 Total obedience from the welder so the Vehicle can pursue its own agenda.
- 52-68 The welder must create a new religion with the Vehicle as its god and try to convert others to worship it.
- 69-85 Begin associating with people the Vehicle likes.
- 86-00 Destroy all other Weapons, Mystical Weapons or Vehicle encountered.

Step 5: Alignment

Only pick an alignment if the Artifact is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

Step 6: Abilities

All Vehicles - Are indestructible by conventional means. Give its owner +1 Strike and AR when using it. Affects all Infinite and supernatural beings. 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. Each Vehicle will have a certain amount of powers which can be bought using those 30 points the character has. As the character increases in levels he also becomes more in tune with his Artifact and its abilities. Thus the powers it bestows also increase with each level as it would for a meta human.

The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

Intelligent Vehicles - In addition to the above can speak to the user verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

The character can instead choose to use those 30 points to give the Vehicle the ability to cast spells. Spells cost 5 points per sphere. It starts with one spell per IQ point over 9, and can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination.

Step 7: Power Source

What other consequences has discovering the Artifact created?

01-18 Solar; On a sunny day a solar converter can continually provide power all day. The fuel is free, but there just

isn't that much available after nightfall. Once there's no sun it will continue to work actively for 1 hour for every 2 hours of sunlight it received during the day, or on standby mode for 1 hour for every 1 hour of sunlight.

19-36 Nuclear; A miniaturised reactor (essentially the same as a nuclear submarine's) which offers up to 5 years before needing to be refuelled. The power source is radioactive but the item is shielded so no radiation is emitted. Unless of course you want it to leak.

37-54 Fission; This produces power by splitting atoms, generating electricity without the radiation. Good for 2 years.

55-72 Fusion; This generates energy by fusing hydrogen into helium through a thermonuclear reaction. Good for 200 years.

73-90 Antimatter; This produces energy through the mutual annihilation of matter and antimatter. A gram runs it for 5 years.

91-92 Cosmic; This produces power through means unexplainable by modern science. For example, a cosmic power plant may draw energy from another antimatter dimension, or even a magical universe. It provides power indefinitely.

93-94 PPE; This engine is a technomagic device that gathers ambient magical energy (in the same way a PPE organ does in a magical creature) and transform it into electrical power. At full charge the PPE is good for 1 week.

95-96 Bio; The engine is a bio-mechanical machine living inside the object, eating food and producing bioelectrical or mechanical energy. It generates energy using food and atmospheric oxygen, and has a "mouth" into which water and food (anything biological) must be placed. Provides power for 24 hours before requiring feeding again.

97-98 Bound; This object is powered by a bound demon, elemental or some other entity. It can provide power for up to 18 hours before requiring rest for 2 hours to 'recharge'. If it ever escapes be somewhere else.

99-00 Soulburner; This is a necromantic object fuelled by life-force. It does not use normal fuel. Instead, an intelligent, sentient being must be sacrificed on the object. The victim's soul then powers the object for 1 month.

Step 8: Disadvantages

What other consequences has discovering the Vehicle created?

01-17 Vehicle is hunted by its twin seeking to either destroy it or be reunited.

18-34 Discovery of Vehicle has awoken something.

35-52 Vehicle is hunted by a cult bent on either its capture or destruction.

53-68 Vehicle is hunted by its original owner who wants it back.

69-83 Vehicle comes and goes at random never revealing where it goes.

84-00 Vehicle is a famous religious artifact recognizable to everyone. This has upset the religion it belongs to.

Arcanist, Modern

Identical to the Ancient Era Class.

Archiator, Modern

Archiators are super genius level characters who specialize in medicine. Whether that be through bionics, eugenics or drugs.

Step 1: Attributes

Roll attributes as normal but IQ is raised to 18 +D6. A PP of at least 14 is desirable. Hit points = PE +4, +4 per level.

Step 2: Skills

This character is a natural scholar and was a genius at University. Any course can be done within ½ the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Science Biology
Science Botany
Science Chemistry
Science Mathematics
Science Medicine
Science Physics

Step 3: Abilities

Archiator's have three different areas they can specialize in. In each case they can build, repair, custom modify and design the item the ability applies to. Weapons can have their damage and range increased up to +50%, and SDC, AR and speed increased up to +50% prior to attaching any armour. Choose one of the following special abilities;

Cybernetics - This character specializes in creating, repairing and modifying bionic organs and limbs and the specialized neural circuitry which allows the recipient to control cybernetic parts. He is a specialist in cybernetics, bionics and surgery.

He can remove limbs and organs and surgically attach cyber replacements (artificial organs and prosthetics). He can also repair cyber prosthetics. An example is Steel.

Bonus free skills: Science Biotechnology, Engineer Computer, Engineer Electrical and Technical Bionics/Cyber.

Eugenics - This character specializes in manipulating DNA (genetic material) in order to change heredity traits or produce biological products. He can analyse, alter and recreate any genes he has previously studied.

Genetically engineered products include bacteria, drugs, plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities, and of course animal and human mutations. He can also clone an existing or missing limb or organ. An example is SPD Sinister.

Bonus free skills: Science Genetics, Science Zoology, Science Agriculture and Science Horticulture.

Pharmaceutical - This character specializes in studying and modifying existing drugs as well as designing and creating 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.. An example is Henry Pym.

Bonus free skills: Science Pharmacy, Engineer Chemical, Knowledge Herbalism and Science Xenocology. Additionally Archiaters start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bonus Skills

Cost: 10

The character can choose an additional six skills which need not be related to his work.

Followers

Cost: 10

The character can have one assistant per 5 MA.

Genius

Cost: 5

The character has a chance of understanding any alien equipment, gene or drug from his specialty. The chance is equal to his ME x2%, +5% each time retaken.

HPSBonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Immune

Cost: 10

For characters with Eugenics or Pharmaceutical only. Somehow the character has made himself immune to either genetic alteration or the effects of any drugs.

Keen Eye

Cost: 5

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.

Micronization Expert

Cost: 5

The hero can remake anything that exists to a reduced size while retaining all of its functions. With this talent the character can reduce items to 10% of their original size without losing any of

their initial performance. Anything from modified cell phones and strap on gizmos to super powerful microscopes built into a pair of goggles. The power of a jet engine can be condensed to a jet pack with micro stabilizers and navigation display.

Specialty

Cost: 10

This buys the character another Archiator specialty.

Unbelievable

Cost: 5

The Archiator can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

WIS Bonus

Cost: 10

It only costs 1 point to increase the character's ME.

Step 4: Careers

Possible related careers include; Specialist Surgeon, Specialist Practitioner, Pharmacist, Cybernetics Designer and Doctor.

Ariamancer

Ariamancers are skilled in the arts of songs, story-telling, dramatics and music. They are powerful public speakers and have the ability to move an audience to action with the power of their word. With their instruments they are able to weave songs of great potency and enchantments of lasting moment. Gamewise the Ariamancer is just a modern version of a Bard.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15 and MA to 14, or if already over add +1 to each one which is over. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Charm

Knowledge Geomancy

Knowledge Magic

Sing

Choose 2 of the following; Music

Keyboards, Percussion, String or Wind

Step 3: Abilities

Ariamancers gain all the following free; Spellcast - The first sphere the Ariamancer learns from is free and must be from Aria, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Aria, Illusion, Tantric, Common and Urbain. Arias can tap into the world's natural PPE at a rate of IQ + ME x4.

PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and

20. +1 Spell save at levels 2, 5, 9, 11, 13, 17 and 20. +1 Sanity save at levels 1, 4, 7, 10, 14 and 19. +1 Willpower save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Spell Bonus at levels 8, 11, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Ariamancers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Determined

Cost: 5

Gain +1 save per level against any Aria magic and any forms of vocal charm or persuasion.

Enhanced Hearing

Cost: 5

Hearing increases by x1 normal range per 4 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.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HP Bonus

Cost: 10

PE +6 HPs instead of 4, +4 per level.

Pleasant Voice

Cost: 5

When speaking the character gains +1 MA, especially when trying to manipulate others into seeing things his way. Victims must roll to save versus mind control or wind up completely agreeing with him.

Project Voice

Cost: 5

The character's normal voice range is doubled. 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).

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Hearing

Cost: 5

Can hear whether someone is lying or attempting to conceal something.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Poet, Rock Star, Choral, Opera Singer, Country and Western Star, Music Teacher, Concert Pla

Artificer, Modern

The artificer's magic acts primarily on items and constructs. They see a pattern in energy and matter, and they develop an understanding of how to manipulate the flow of arcane energy in and around material objects and creatures. His spells are implanted in a specific object, giving it a magic effect. Artificers learn to channel magic into items by using complex chains of sigils and diagrams or by using magical materials. With their skills they can assemble the perfect magical object for any situation. Rather than casting "fast feet" directly on a character an artificer might infuse a similar speed enhancing effect into shoes the intended recipient is wearing.

Most of the ritual magic of this school may only be practiced within an Artificer's workshop. Tools used in metallurgy, alchemy, blacksmithing, weaving, carpentry, the fashioning of gems, and dozens of other trades will all be found in the shop of a powerful Artificer. An Artificer will have some knowledge of each of these trades, but will often hire others to perform menial tasks, or those beyond his expertise.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15 and PP to 14, or if already over add +1 to each one which is over. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
One Engineer type
Knowledge Artifacts
Knowledge Gemology
Knowledge Geomancy
Knowledge Magic
One Technical type

Step 3: Abilities

Artificers gain all the following free;
Spellcast - The first sphere the Artificer learns from is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells +4\ per\ level$. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

However; spells can only ever be embedded into objects, never cast externally like other mages. Artificers can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Artificers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Create Artifact

Cost: 5

The ability to create Magic Armour, Rings, Wands, Weapons, and other equipment. To create any of these the Artificer needs a heat source, some blacksmith tools and of course a supply of materials to build the item from. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 20 + the cost of each spell or enchantment.

Create Automaton

Cost: 5

The ability to create various different Golem types for animation. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 20 + the cost of each spell or enchantment.

Create Poppet

Cost: 5

The ability to create Puppets, Dolls, Toys and other forms of figures. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 20 + the cost of each spell or enchantment.

Create Potion

Cost: 5

A potion is a magic liquid that produces its effect when imbibed. The Artificer needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Create Scroll

Cost: 5

The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can

be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. To create a scroll the Artificer must use writing implements and materials which are fresh and unused. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Enchant Gem

Cost: 5

This ability allows the Artificer to enchant jewellery. The jewels can then be attached to equipment or weapons and imbue them with a special ability. Each jewel must be created as any other magical item is made. When jewels have been made for the weapon they are placed in the hole one at a time. To take out a jewel another one must push the original one out of the hole and thus slip into the hole. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 10 + the cost of each spell or enchantment.

Enchant Item

Cost: 5

Using this ability an Artificer may enchant an existing item with magical powers via the use of Runes. These 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 PPE). PPE cost is 10 + the cost of each spell or enchantment.

Engineer, Jeweller, Ancient Weapon Maker and Researcher.

In addition to embedding spells the following enchantments may also be added (each counts as a single);

+1 Strike

+1 damage

+5 SDC

+1 AR

He can also add to existing enchantments.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic.

Must be rebought for each additional sphere.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include;
Mechanic, Toy Maker, Architect,

Artificial Intelligence

The term Artificial Intelligence (AI) was first used by John McCarthy who considers it to mean "the science and engineering of making intelligent machines". It can also refer to intelligence as exhibited by an artificial (man-made, non-natural, manufactured) entity. One of the biggest difficulties with AI is that of comprehension. Many devices have been created that can do amazing things but critics of AI claim that no actual comprehension by the AI machine has taken place.

However the more common meaning of AI is a truly self-aware, self-sustaining program capable of directing themselves independently of human control not linked to any host or grid; in other words, an artificial sentient lifeform. A digital intelligence is potentially much more capable of preserving itself than a human because it can feasibly replicate and transmit information between those copies, essentially having many iterations of itself.

The character plays an A.I. who is as fully aware as any human. He can play it as inquisitive, starting with no conception of anything at first and then its personality develops based on its interactions with others. Or from the start he is determined to expand, replicate, become human, become God..

This was a difficult class to design and would require a lot of work by both the GM and player to develop their own cyberspace universe for the character to inhabit. However it is potentially well worth the roleplaying experience. Good places for ideas would be the Otherworld novels, and the Shadowrun and Cyberpunk rpgs.

Step 1: Origin

Each AI has an origin, what it used to be (usually a program of some sort) and its original duties. For example an AI might have been a marketing analysis tool, a security program, or overseeing a factory. Even though the AI has developed its own sapience it never quite loses the programming of its origin. The origin of an AI player character informs its personality, outlook, and inherent programming.

Alternatively he may be a character who had his mind transferred into a computer or the internet (by his choice or not) and then his physical body died trapping him.

01-25 Former obsolete program which has gained sentience.

26-60 Deliberately created sentient program.

61-75 Human/humanoid lifeform which has somehow become trapped in the computer.

76-90 Extraterrestrial lifeform which has somehow become trapped in the computer.

91-00 Extradimensional lifeform which has somehow become trapped in the computer.

Step 2: Attributes

Attributes are rolled as normal but only apply in the virtual world against other programs or entities. Hit points = PE +12, but do not increase per level. HPs can only increase by being bought. The character only exists in the virtual world though, his attributes do not exist in our world. AI characters earn experience points as do normal characters. They may improve attributes, improve or buy new skills, and buy or buy off qualities as would any other character. When an AI's Mental attributes are increased it is

a reflection of its increased memory and processing capacity, call it RAM, DDR or whatever you like.

Step 3: Skills

Choose skills in the normal manner but AIs only require one day to fully assimilate them. At the start they can choose any six skills free. With access to the internet and other computers literally any skill can be learnt, no limits.

Step 4: Abilities

A.I.s gain the following abilities free;
Digital Body - As a being made purely of data AIs are immune to aging, diseases and toxins and don't need to sleep. He is composed of Software Programs/Cyber Data/Digital Memory, allowing him to interact with objects such as machines, robots, computers and other devices such as cars, phones, refrigerators or any other object that runs on electricity.

By entering a computer or some other form of database the A.I. will instantly know everything that is stored in there. However they require some form of storage device to live in whether a computer, USB, the internet or disc.

A.I.s start with 35 points to increase attributes or buy powers with, the only thing is that each power instead of being organic is represented by a virtual reality equivalent.

Create Body

Cost: 10

By entering any electrical machine the A.I. will be able to alter its physical shape. This can be used to completely reorganize machines by adding and removing parts or making them humanoid complete with functioning

arms and legs. eg. The front blade from a bulldozer could be added to the front of a car. A stereo could be merged into a tv.

Electrical Shield

Cost: 10

The A.I. can form a shield or wall of electricity (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) around any object he is currently within. Does D6 damage per 5 ME for every 30 centimetres the victim walks through

Fix

Cost: 5

By entering any electrical machine the A.I. will instantly be able to make it function no matter how damaged it or what it is missing.

Jaunt

Cost: 10

This A.I. can travel without the need for cables. He can transmit himself along any radio or microwaves at a rate of 1 metre per IQ per second, +1 metre per level.

Jump

Cost: 5

The A.I. can transmit himself into any computer linked to his current one either by cable or internet. He can do likewise with storage devices.

Lightning

Cost: 10

The A.I. can fire lightning bolts from any object he is inhabiting which do D6 per 5 ME +D6 per level, over 1 metre per ME per level.

Magnetic Pulse

Cost: 5

The A.I. can fire electro magnetic pulse bolts from any object he is inhabiting which will disrupt and ruin any electrical equipment (except his own) over 1 metre per ME per level.

Manipulate

Cost: 5

The A.I. can control and manipulate the binary visible computer information known as data allowing him to alter, create or even destroy information stored in computers and other electrical machines. This also includes being able to do likewise to computer programs.

Natural Enemy

Cost: 5

A.I.s harbour a deep loathing for computer viruses and worms. 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 (either viruses or worms) and gain the following when fighting it; +2 Strike and dodge. +2 attacks and initiative. This increases by +1 to all bonuses listed every 3 levels. Further another enemy may be chosen at 4th level.

Radiowaves

Cost: 5

It is possible to distort all or selected radio frequencies within a radius of IQ x1 metre radius, +3 per level. Or boost the range of a single radio transmitter by 100%.

See Spectrum

Cost: 5

With a range of line of sight 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.

Step 5: Careers

Not really possible unless someone comes up with something really creative.

Step 6: Disadvantages

AI's can be trapped in a node that gets isolated from the rest of the internet. An AI can only be destroyed under the following circumstances; if the system in which an AI is running or trapped is physically destroyed or if attribute loss from virtual reality damage overflow reduces one of its mental attributes to zero.

The People behind the Machine

Determine who created the A.I.;

01-20 Choose a non profit corporation. eg. Greenpeace.

21-40 Choose a private corporation. eg. Enron.

41-55 Researcher and his family who work from home.

56-70 Government department. Choose a country and agency.

71-80 Mad scientist.

81-90 Genius superhero.

91-00 Genius supervillain.

Relationship with the people; is the character still in contact with them?

01-08 Still with them and very well treated.

17-24 Still with them and dissatisfied. Treated with disdain by them but still valued.

25-32 Still with them and treated like a slave. Is constantly watched, escape will take some planning.

33-44 Group closed down or dead.

45-52 Group still exists but has moved onto other experiments or projects. The character has been forgotten.

77-84 Escaped group after a major fight and some damage to equipment. Hunted by them at Difficult level. Want him recaptured.

85-92 Escaped group after a major battle and one or more deaths. Hunted by them at Severe level. Want him recaptured.

93-00 Escaped group after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. Want him destroyed.

Astromancer

Astromancy draws its power from various astrological signs. It assumes a deterministic world-view in which the planets indicate patterns into which individuals are locked and events are destined to occur. During the initial training each character selects one or more zodiac signs each of which grants advantages in different areas. However this does not mean the zodiac signs are all different. He is in tune with each astrological sign and significantly influenced by it. It is left up to the GM whether it is caused by cosmic radiation or if the symbols themselves are distant entities.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Astrology

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Astromancers gain all the following free;

Spellcast - The first sphere the

Astromancer learns from is free, each

subsequent sphere costs 5 points. He

starts with one spell per IQ point over 9,

he can learn an equal amount per level.

Thus IQ 13 = 4 spells +4 per level. The

spells can come from any sphere of

magic and in any combination (except

Divine). This is one of the few mages

who can learn nearly any spell.

Mancers can tap into the world's natural PPE at a rate of INT + WIS x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Astromancers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. The first sign presented is from the Hellenic Zodiac while the second is from the Vedic. It is up to the player which zodiac he follows.

Aries or Mesha

Cost: 5

During March 21st - April 20th the mancer gains +1 damage on all his spells each time this is bought, +1 per level.

Taurus or Vrisha

Cost: 5

During April 21st - May 21st all spell durations increase by +1 round each time this is bought, +1 per level.

Gemini or Mithuna

Cost: 5

During May 22nd - June 21st the mancer is able to cast all his spells at half the normal cost.

Cancer or Karka

Cost: 5

During June 22nd - July 22nd the mancer receives an additional +1 to his spell save each time this is bought, +1 per level.

Leo or Simha

Cost: 5

During July 23rd - August 21st the mancer may summon an Astrological being as an ally. At time during the month he may send it back and summon a new one. The two are always in constant telepathic contact.

Virgo or Kanya

Cost: 5

During August 22nd - September 23rd the mancer 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. He can also see a person's aura and tell their power level, state of health, current emotional state, etc.

Libra or Tula

Cost: 5

During September 24th - October 23rd the mancer can shift his soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Scorpio or Vrikchika

Cost: 5

During October 24th - November 21st any enemy who casts a spell against the mancer takes damage from it. The enemy takes double the damage his attack wouldve done to the mancer, +2 per level. If the spell wouldve inflicted no damage then the enemy still takes 1

damage per WIS of the character, +1 per level. The mancer still takes normal damage from any attack.

Sagittarius or Dhanu

Cost: 5

During November 22nd - December 21st the range for all spells increases by +50% each time this is bought, +50% per level.

Capricorn or Makara

Cost: 5

During December 22nd - January 19th enemies casting spells at the mancer need to spend twice as much PPE to do so. +50% PPE each time this is bought, +50% per level.

Aquarius or Kumbha

Cost: 5

During January 20th - February 18th any spells the mancer casts costs half the normal PPE.

Pisces or Meena

Cost: 5

During February 19th - March 20th the mancer cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Step 4: Careers

Possible related careers include; Fortune Teller, Medim, Librarian, Antique seller, Archaeologist, Museum representative, Historian, and Stage Magician.

Augmented

This character's body has been altered by science to be the perfect genetic infantry.. stronger, tougher, faster.

Step 1: Attributes

Roll attributes as normal then see below in the abilities section.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Orienteering

Survival

Unarmed Combat Martial Arts

Weapon Group Specialty of choice

Weapon Twin Specialty

Weapon Two Handed Specialty

Agents also get to specialize in one area from the list below. All the skills listed in each category are gained free;

Extraction - Specialising in hostage rescue. Alertness, Intel and 4 weapon skills

Fire Support - Specialising in weapons. Weapon Improvisation and 5 other weapon skills

Infiltration - Alertness, Disguise, Gather Info, Impersonate, Intel, and Stealth

Step 3: Abilities

Augmented gain the following free;

Augmented Body - The body must first be altered before it can make use of its new abilities. As a side effect; +4 PS, +2 PP, +3 PE, +6 SPD then SPD total x3. +1 Attack, +2 Initiative, +1 Strike. Leap is 4.6mtrs up x 6.1mtrs across, throw is x2 normal range. Hit Points = PE +20, +20 per level.

The Augmented gain 30 points which may be spent on buying the following

abilities. Each ability may be rebought multiple times.

Autonomous System Control

Cost: 5

The character can control his nervous system to such an extent that he 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).

Brain Barrier

Cost: 10

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), 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. An additional +2 save to both each time rebought.

Densified Muscular Structure

Cost: 10

The character's muscles have been hardened to withstand and deal massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones.

Gain +5 HPs per PE, and AR is reduced by 3. +4 PS and PE, and +8 to SPD. Further the character can leap at double the normal range. +2 SDC, +1 AR, +2 SPD, and +1 to PS and PE each time rebought.

Emergency Heal

Cost: 10

The character's healing ability is enhanced and will 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. The recipient heals twice as fast as normal.

Enhanced Hearing

Cost: 5

The user has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.

Enhanced Taste

Cost: 5

His taste lets the character pick up the presence of poisons and toxins in what he ingests.

Enhanced Visual

Cost: 5

His visual range is one mile of distance and can see 20% more clarity and colour, perfect 20/20 vision. This also gives bonuses to all skills of +1 where visual acuity plays an important role. It also 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.

Immune System Enhancement

Cost: 10

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 +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 +2D6 to SDC. All bonuses are increased by an identical amount each time rebought.

Lung Augmentation

Cost: 5

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, including fully functioning gills. 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.

Strengthened Skeletal Structure

Cost: 10

The bones themselves are densified by a layer of metal, calcium injections, chemical transformation, or whatever

other means the player can conceive. Add +20 HPs and 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. All bonuses are increased by an identical amount each time rebought.

Step 4: Career

This depends entirely on the character's current status with the people behind his augmentation. See the table below.

The Funding organization

Determine who paid for the character's augmentation;

01-40 Choose a private corporation. eg. Enron.

41-90 Government department. Choose a country and agency.

91-00 Choose a supervillain group. Allies or enemies?

Is the character still with his sponsor and how do they feel about each other?

01-08 Still with the organization and very well treated. Receives favours and a

high wage from them of D10 x100 dollars per week.

09-16 Still with the organization and well treated. Receives a moderate wage from them of D6 x100 dollars per week.

17-24 Still with the organization and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x20 dollars per week.

25-32 Still with the organization and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 organization closed down.

45-52 organization still exists but has moved onto other experiments or projects. Not interested in the character.

53-60 Left the organization on very good terms. May receive favours and freelance work from them.

61-68 Left the organization on good terms. May receive freelance work from them.

69-76 Left the organization after a fight and is no longer welcome.

77-84 Left the organization after a major fight and some injuries. Hunted by them at Difficult level. They want him recaptured.

85-92 Left the organization after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.

93-00 Left organization after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

Automaton

This is an android body with a human brain inside it. This has happened either as a last resort to save the character's life or as an unwilling part of an experiment.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +12, but do not increase per level. HPs can only increase by being bought.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Automatons start with the following abilities free;

Automaton Body - Androids start with 50 points to increase attributes or buy powers with, the only thing is that each power instead of being organic is represented by a mechanical equivalent. The powers should determine what parts are artificial. For Super Strength suggests the limbs and skeleton are artificial. Super speed would come from a leg replacement. Vision powers require at least one man made eye. Since only the brain is alive Automatons are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, temperature and pain. He is only truly vulnerable to possession and other mind attacks. Most of his parts can be detached and reattached.

Additionally Automatons start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific device, it must be rebought for each additional equipment.

Accurate

Cost: 5

The character gains +1 Strike with a specific weapon.

Affects Intangible

Cost: 5

For a device which normally only affects the physical world. It can now be used against ethereal enemies or psionic type powers. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid otherwise will remain in current mode.

Area Effect

Cost: 5

For a weapon which normally only affects a single target. It now does damage within a radius area of 1 metre per ME.

Bonus Damage

Cost: 10

For a device which does damage, it now does an additional +D6.

Bonus Range

Cost: 5

For a ranged weapon, +25% range increase.

Cone Effect

Cost: 10

For a ranged device, it spreads out in a fan like cone covering an area of one metre for every 20 metres of range.

Continuous Effects

Cost: 10

Once successfully hit the victim continues to be affected for an additional round. eg. if bought twice the victim

takes D6 energy blast on the first hit and again in each of the next 2 rounds.

Continuous Hit

Cost: 10

For a weapon which has a ranged attack. The character needs only a successful Strike roll to hit with the device. After this he can continue to hit the same victim automatically without the need for a new roll until a successful dodge of the attack roll is made, aim is diverted, the attack is blocked, or the attacker runs out of attacks.

Delayed Effects

Cost: 5

The effects of the device can be delayed up to 1 hour.

Homing Attack

Cost: 10

For a weapon which has a ranged attack. The shot will dodge around structures and non targets on it's way to the intended target.

Invisible Effects

Cost: 10

Any one device's effects that would normally be visible aren't, making dodging it extremely difficult, -8 to avoid.

Knockback

Cost: 5

For an a weapon or if PS has been enhanced. The victim if hit is also thrown back off his feet up to 1 metre per ME.

Overhead Attack

Cost: 10

For a weapon which has a ranged attack. Instead of following a direct line to the target at the last second the shot will

loop up and hit the victim from directly above.

Piercing

Cost: 10

The specified device will penetrate the first 10 HPs of armour, shields and fields doing damage to whatever is left. If no protection is left then the damage is done directly to the victim's SDC.

Precise

Cost: 5

The specified device can now be fine tuned for delicate tasks. eg. energy emission could now do a single point of damage in order to etch a surface.

Rapid Fire

Cost: 10

For a weapon which has a ranged attack. You can fire one extra shot per action each time this is bought.

Ricochet

Cost: 5

The specified weapon will bounce 1 time per 2 ME between objects without doing any damage to reach its true target. If it runs out of ricochets the attack fails.

Split Attack

Cost: 5

For a ranged weapon. The shot may now hit one extra target with the damage being split between the two. Damage is reduced accordingly for each additional target.

Split Attack II

Cost: +5

Split Attack must be bought before buying this. There is now no reduction in damage between targets, each takes it equally. However this must be bought for each extra target bought in split

attack. eg. the character buys 3 targets in split attack. He must then also buy Split Attack II 3 times. If not then it will only apply to how many shots are covered, all the rest will still only do proportional damage.

Trigger

Cost: 5

One device is triggered by a specific event when not in use (eg. forcefield, even if don't see the attack coming).

Works in unsuitable environment

Cost: 5

This device will continue to work with no penalty in environments where it shouldn't. This would mainly apply to most ranged powers being used underwater.

Step 4: Careers

The character can take any career desired although his appearance may influence it. Instead of an organization being responsible for the Automaton's creation it could be an individual with the same status. Examples include the first Robotman who was a scientist named Robert Crane whose brain was placed inside a robotic body after being fatally shot. And Cliff Steele who also became a Robotman after a race car accident destroyed his body. Niles Caulder subsequently placed Cliff's intact brain into a robotic body.

Unusual Characteristics

In this characters instance unusual characteristics would refer to highly visible robotic parts which cant be easily hidden.

Colour

Roll on this table several times; once for the skin of the body, again for any hair and again for any artificial eyes.

- 01-10 Chrome Red
- 11-20 Chrome Blue
- 21-30 Chrome Yellow
- 31-40 Chrome Green
- 41-50 Gold
- 51-60 Silver
- 61-70 Bronze
- 71-80 White
- 81-90 Black
- 91-00 Transparent

Artificial Eyes

What type of eyes does the character have?

- 01-08 Very small; -2 to hit eyes if targeted by enemies.
- 09-16 Small; -1 to hit eyes if targeted by enemies.
- 17-28 Completely normal.
- 29-36 Large; +10% greater sight range.
- 37-44 Very Large; +20% greater sight range.
- 45-52 Oval shape; 180 degree vision.
- 53-60 Glowing; +1 to intimidate others.
- 61-68 Reptilian; underwater nightvision equal to half normal range.
- 69-76 Fish; underwater nightvision identical to normal sight range.
- 77-84 Cat; nightvision equal to half normal range.
- 85-92 Insect; 360 degree vision.
- 93-00 Third Eye; see the invisible.

Size

How big is the character?

- 01-08 1ft +D10 inches

- 09-16 2ft +D10 inches
- 17-24 3ft +D10 inches
- 25-30 4ft +D10 inches
- 31-44 5ft +D10 inches
- 45-52 6ft +D10 inches
- 53-60 7ft +D10 inches
- 61-68 8ft +D10 inches
- 69-76 9ft +D10 inches
- 77-84 10ft +D10 inches
- 85-92 11ft +D10 inches
- 93-00 12ft +D10 inches

The People behind the Machine

Determine who created the Android or Automaton;

- 01-20 Choose a non profit corporation. eg. Greenpeace.
- 21-40 Choose a private corporation. eg. Enron.
- 41-55 Researcher and his family who work from home.
- 56-70 Government department. Choose a country and agency.
- 71-80 Mad scientist.
- 81-90 Genius superhero.
- 91-00 Genius supervillain.

Relationship with the people

Is the character still in contact with them?

- 01-08 Still with them and very well treated.
- 17-24 Still with them and dissatisfied. Treated with disdain by them but still valued.
- 25-32 Still with them and treated like a slave. Is constantly watched, escape will take some planning.
- 33-44 Group closed down or dead.
- 45-52 Group still exists but has moved onto other experiments or projects. The character has been forgotten.
- 77-84 Escaped group after a major fight and some damage to equipment. Hunted by them at Difficult level. Want him recaptured.

85-92 Escaped group after a major battle and one or more deaths. Hunted by them at Severe level. Want him recaptured.

93-00 Escaped group after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. Want him destroyed.

Avatar, Ancestral

Ancestral Avatars originally acted as intermediaries or messengers between the human world and the spirit worlds. They communicate with the spirits of their ancestors on behalf of their community. They communicate with both living and dead to alleviate unrest and settle issues. The Avatar's ancestors may be summoned to guide, teach or in some cases defend the Avatar himself.

Step 1: Attributes

Roll up as normal. HPs are PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner. 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: Abilities

Avatars gain all the following free;
Summon Ancestor - The character is able to summon past ancestors to guide him or in some cases render more direct aid. He can summon 1 ancestor per 2 ME, once per day per ME. The ancestor will usually appear alongside the character as a spirit which only he can see and hear. At any time the ancestor may instruct the character on how to use a skill or learn a spell. Training takes at least 4 weeks. The trainee will receive upon completion of training a base skill score in that skill. Use the table below for creating them.

Additionally Avatars start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities. Each ability only applies to one of the

ancestors and must be rebought for each of the others.

Enhanced Agility

Cost: 5

When summoned the ancestor may add his own PP and SPD attributes to the character's until he leaves.

Enhanced Appearance

Cost: 5

When summoned the ancestor may add his own MA to the character's until he leaves.

Enhanced Mental

Cost: 5

When summoned the ancestor may add his own IQ and ME attributes to the character's until he leaves.

Enhanced Physical

Cost: 5

When summoned the ancestor may add his own PS and PE attributes to the character's until he leaves.

Enlightened

Cost: 5

When summoned the ancestor may allow the character to see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility.

Guardian

Cost: 5

This ability grants the ancestor a certain amount of mobility. He may move up to 1 metre per ME of the character, away from the character in order to scout around or gather intelligence.

Keep Going

Cost: 5

This ability may be given to one ancestor each time it is bought. It triggers as soon as the character is rendered unconscious, summoning the ancestor to take over his body. The ancestor remains in control of the body until the character wakes up.

Meta Powered

Cost: 5

When summoned this ancestor may bestow his powers on the character until he leaves. The powers and their extent must be worked out at the character creation stage. They cannot change later. This cannot be bought if the ancestor was a mage or priest class.

Skilled Aid

Cost: 5

When summoned the ancestor may bestow any skills he had on the character until he leaves. If the character already had one of the skills then there is a +1 bonus with it.

Spellcaster

Cost: 5

When summoned this ancestor bestows any spells he had on the character until he leaves. The character uses his own PPE but may cast any spell his ancestor knew. This can only be bought if the ancestor was a mage or priest class.

Step 4: Careers

Whatever the character desires.

Ancestor Creation Table

Roll in each of the sections for each ancestor the character has. Determine his disposition, era, passable skills, any magic and attributes.

Step 1: Personality

Roll at least twice on the table below to work out your ancestor's personality.

- | | | | |
|-------|---|-------|---|
| 01 | Sullen or morose | 64-65 | Meek, self effacing, modest or humble |
| 02-03 | Sombre or serious | 66 | Proud, conceited, cocky, pompous or arrogant |
| 04-05 | Light hearted, cheerful or joyous | 67-68 | Lethargic, idle, lazy, easy going or laid back |
| 06 | Unrestrained, reckless or indulgent | 69-70 | Vibrant, energetic, enterprising or ambitious |
| 07-08 | Stubborn or obstinate | 71 | Deferential, respectful, courteous, polite or civil |
| 09-10 | Uncaring, mean, ruthless or cruel | 72-73 | Impolite, rude, impudent or insolent |
| 11 | Docile, amenable or cooperative | 74-75 | Charitable or forgiving |
| 12-13 | Paternal/maternal or over protective | 76 | Vindictive or vengeful |
| 14-15 | Intimidating, overbearing, bully | 77-78 | Benevolent, generous or giving |
| 16 | Radical or open minded | 79-80 | Selfish, miserly or greedy |
| 17-18 | Orthodox or conservative | 81 | Honest, direct or trustworthy |
| 19-20 | Loving, friendly or amicable | 82-83 | Practical, pragmatic or cynical |
| 21 | Quarrelsome, hostile or antagonistic | 84-85 | Sceptical, suspicious or paranoid |
| 22-23 | Prudent, patient or cautious | 86 | Curious or inquisitive |
| 24-25 | Impatient, impulsive, reckless or rash | 87-88 | Focused or attentive |
| 26 | Nervous or apprehensive | 89-90 | Distracted or absent minded |
| 27-28 | Confident, sanguine or secure | 91 | Lustful, lecherous, flirt or exhibitionist |
| 29-30 | Extrovert, outgoing or talkative | 92-93 | Valorous, brave, bold or audacious |
| 31 | Reserved, shy, timid or introvert | 94-95 | Timid, cowardly or craven |
| 32-33 | Envious, possessive or jealous | 96 | Antisocial or cold |
| 34-35 | Dependant or clinging | 97-98 | Idealistic, gullible, trusting or martyr |
| 36 | Self reliant or independent | 99-00 | Quiet or mysterious |
| 37-38 | Tolerant or open minded | | |
| 39-40 | Snobbish, prejudiced or intolerant | | |
| 41 | Creative, inventive or original | | |
| 42-43 | Optimistic or upbeat | | |
| 44-45 | Uncertain, fatalistic or pessimistic | | |
| 46 | Quick tempered or hot headed | | |
| 47-48 | Calm or even tempered | | |
| 49-50 | Forceful, enthusiastic or excitable | | |
| 51 | Passive or detached | | |
| 52-53 | Loyal, faithful or reliable | | |
| 54-55 | Treacherous or disloyal | | |
| 56 | Honourable or highly principled | | |
| 57-58 | Dishonourable, shifty, deceitful or dishonest | | |
| 59-60 | Pious, devout or religious | | |
| 61 | Merciful, compassionate or kind | | |
| 62-63 | Pacifist, non violent or peaceful | | |

Step 2: Era and Skills

What era does the character's ancestor come from? This also determines the ancestor's available knowledge and skills. This is important later on if he is able to bestow any skills or advice on the character.

- | | |
|-------|--------------------------------------|
| 01-06 | 200 BC Naval Sailor |
| | Climb, Navigation, Pilot Marine |
| | Sailboat, Rope Use, Rowing and Swim. |
| 07-12 | 100 BC Any Mage Type |
| | Knowledge Artifacts, Knowledge |
| | Demons, Knowledge Fey, Knowledge |
| | Magic, Knowledge Undead, and |

Language Stygian. From the Mysticis Disciplinis class choose either Alchemist, Arcanist, Artificer, Biomancer, Chirographer, Chronomancer, Dabbler, Illusionist, Magus, Mirror Master, Necromancer, Sojourner, Sorcerer, Summoner, Urbainmancer or Warlock.

13-18 400 AD Thief
Appraise, Forgery, Knowledge Street, Loot, Pick Locks, and Pick Pockets.

19-24 1096 AD Desert Nomad
Heat Protection, Horse Archery, Language Persian, Orienteering, Ride Land Animal and Water Find.

25-30 1495 AD Any Priest Type
Knowledge Artifacts, Knowledge Demons, Knowledge Religion, Knowledge Magic, Knowledge Undead, and Knowledge Philosophy. PPE is INT + WIS x4. PPE is recovered at a rate of 20 per hour if asleep. From the Mysticis Disciplinis class choose either Bard, Druid, Houngan, Mystic, Priest, Shaman or Wicca.

31-36 1544 AD Diplomat
Bluff, Bribe, Bureaucracy, Charm, Diplomacy and Etiquette.

37-42 1630 AD Merchant/Trader
Appraise, Bargain, Bribe, Bureaucracy, Charm, and Knowledge Street.

43-48 1700 AD Explorer
Alertness, Direction Sense, Notice, Survival, Tracking and Weather Sense.

49-54 1890 AD Sheriff
Alertness, Fast Draw, Investigate, Knowledge Law Criminal, Ride Land Animal (horse) and 1 Weapon Specialization.

55-60 1922 AD Occult Investigator
Investigate, Knowledge Mythology, Knowledge Religion, Research, Science Anthropology and Science Archaeology.

61-66 1932 AD Archaeologist
Investigate, Knowledge Conspiracies, Knowledge Demons, Knowledge

Monsters, Knowledge Mythology and Knowledge Religion.

67-72 1944 AD Naval Sailor
Navigation, Pilot Marine Submersible, Pilot Marine Warship, Pilot Marine Freighter, Pilot Marine Sailboat and Weapon Group Specialty Sea Vehicle.

73-79 1958 AD Doctor
Forensics, Knowledge Alternative Medicine, Knowledge Drugs, Knowledge First Aid, Research, and Science Medicine.

80-86 1965 AD Spy
Bluff, Disguise, Fast Talk, Gather Info, Intel and Stealth.

87-93 1970 AD Army Grunt
Alertness, Endurance and 4 weapon skills.

94-00 1983 AD Air Force Pilot
Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.

Step 3: Attributes

Roll up as normal. HPs are PE +4, +4 per level. Then determine what level the ancestor was when he died so you can work the total amount of HPs he had.

Avatar, Animorphic

The character is connected to the Earth's Animorphicverse, a dimension that connects every animal, extinct or otherwise, enabling them to mimic any animal that currently exists or ever has existed. The Animorphicverse relates to the relationship between organisms in the animal kingdom and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner. Also gain the following free ones;

Animal Care

Animal Noise

Animal Training

Knowledge Herbalism

Science Biology

Science Zoology

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Animorphicverse to draw on special animal abilities. This can include; the flight of a bird, the swimming ability of a fish, the stench of a skunk, the colour changing of a chameleon, the agility of a snake, the playfulness of a kitten, the electricity of an electric eel, the bark of a large dog or the smell of a hippopotamus. The power to totemically draw on certain animal abilities from the Faunascape for a temporary duration. Each ability lasts for 1 minute per ME, +2 minutes per level. Can draw on the abilities of 1 different animal per 5 IQ at the same time, +1 animal per level.

Additionally Avatars start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 5

The Avatar may summon and permanently psionically link with an animal companion of the character's choice. At any point he may see through its 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. The GM should generate special stats for this ally.

Animal Control

Cost: 5

Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level.

Animal Form

Cost: 5

This is the ability to tap into the Faunascape and transform into any animal while retaining his own memories, powers and attributes. Requires 1 action to transform.

Heal Animal

Cost: 5

The ability to heal any animal (real or mythical) at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing;

1) Restore 1 HPs per IQ, +1 per level per 10 minutes.

2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.

- 3) Negate all pain for 1 minute per IQ, +1 minute per level.
4) Immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Mythical Animal Ability

Cost: 5

Identical to Connection but instead applying to Mythical Animals.

Mythical Animal Control

Cost: 5

Identical to Animal Control but instead applying to Mythical Animals.

Mythical Animal Form

Cost: 5

Identical to Animal Form but instead applying to Mythical Animals.

Summon Allies

Cost: 5

The Avatar can summon any animals in the area. Up to 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.

Spellcast

Cost: 10

Faerie magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Avatars can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 10

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.

Step 4: Careers

Possible related careers include; Zookeeper, Vet, Museum Curator and Academic Researcher.

Avatar, Arthromorphic

The character is connected to the Earth's Arthropodicverse, a dimension that connects every insect, extinct or otherwise, enabling them to mimic any insect that currently exists or ever has existed. The Arthropodicverse relates to the relationship between organisms in the insect, arachnid, centipede and scorpion kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Also gain the following free ones;

Foraging

Heat Protection

Knowledge Herbalism

Science Biology

Science Entomology

Toxicology

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Arthropodicverse to draw on special insect abilities. This can include; the flight of a fly, the strength of a beetle, the adhesive feet of an ant, and so on. The power to totemically draw on certain Insect abilities from the Arthropodicverse for a temporary duration. Each ability lasts for 1 minute per ME, +2 minutes per level. Can draw on the abilities of 1 different Insect per 5 IQ at the same time, +1 Insect per level.

Additionally Avatars start with 30 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 5

The Avatar may summon and permanently psionically link with an insect companion of the character's choice. At any point he may see through its 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. The GM should generate special stats for this ally.

Double Jointed

Cost: 5

A double-jointed person has extremely limber muscles, flexible bones, can pop bones in and out of their sockets with ease, and can twist, bend and fold themselves into normally impossible positions. These contortions enable the character to collapse the bones in his hands to easily slip out of handcuffs or manacles, temporarily and painlessly dislocate joints to wiggle out of ropes or straight jackets, slip through small openings and fit into small areas (suitcase, trunk, etc).

Enhance Insect

Cost: 10

For 1 hour per ME (+1 hour per level) can add +1 HP per ME (+5 per level) to any 1 insect per ME within range. 10 metre per ME radius. +3 metres per level.

Heal Insect

Cost: 5

The ability to heal any insect (real or mythical) at phenomenal rates. Must touch the organism for 1 minute

uninterrupted to perform the following healing;

- 1) Restore 1 HP per IQ, +1 per level per 10 minutes.
- 2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.
- 3) Negate all pain for 1 minute per IQ, +1 minute per level.
- 4) Immediately bring a comatose patient up to 1 HP per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Insect Control

Cost: 5

Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level.

Insect Form

Cost: 5

This is the ability to tap into the Arthropodicverse and transform into any Insect while retaining his own memories, powers and attributes. Requires 1 action to transform.

Spellcast

Cost: 10

Faerie magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Avatars can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Summon Allies

Cost: 5

The Avatar can summon any Insects in the area. Up to 1 Insect per 2 ME of choice, +2 per level. He can summon

any Insect within a 100 metres per ME radius, +100 metres per level.

True Sight

Cost: 10

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.

Ultraviolet Vision

Cost: 5

The user is able to perceive ultraviolet radiation, allowing them to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.

Step 4: Careers

Possible related careers include; Beekeeper, Museum Curator and Academic Researcher.

Avatar, Chess

Caïssa is a mythical Thracian dryad also known as the goddess of chess.

Thousands of years ago when the Roman gods still walked the earth Mars the god of war fell in love with Caïssa. However she initially repelled his advances.

Spurned Mars sought the aid of the god of sport Euphron, brother of Venus, who created the game of chess as a gift for Mars to win Caïssa's favour.

The gift worked so well that Caïssa became the patron god of chess which she later presented to various humans she favoured. Overcome with a jealous rage Mars fragmented Caïssa's body into ten different forms spread out over ten different dimensions. Her mind was also thus fragmented and each form believes itself to be the true Caïssa.

Avatars are born with the power to possess the traits and powers of the six archetypal chess pieces of ten different colours.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner. Strategy Games is a free bonus skill.

Step 3: Abilities

Avatars gain the following abilities free;

Colour Abilities - The character starts with one Chess colour which he gains his powers from. He may either draw real pieces or roll on the tables below. The character gains all the powers listed under each piece. These abilities remain until he forces a new draw. At the start the character can draw 1 piece from 1 colour. The colour drawn at character

creation stage is permanent and does not change with each draw, only the pieces do. The character however may buy additional colours he can draw from.

Determining Chess Powers:

1) First roll for which colour -

01-10 White
11-20 Black
21-30 Red
31-40 Brown
41-50 Green
51-60 Blue
61-70 Grey
71-80 Orange
81-90 Yellow
91-00 Purple

2) Next roll for which piece -

01-18 Pawn
19-36 Rook
37-54 Knight
55-72 Bishop
73-90 Queen
91-00 King

The character has 40 points which can be spent on any of the abilities below. As he earns more experience he may buy or rebuy more abilities.

Additional Colour

Cost: 50

For each extra colour the character wishes to tap into each time, up to a maximum of ten.

Additional Piece

Cost: 10

For each extra piece the character wishes to draw from each time, up to a maximum of six.

Communicate by Chess Piece

Cost: 5

By giving a person one of the character's specially created chess pieces, they may use it once to telepathically send him a message. After that it is used up.

Create Chess Piece

Cost: 10

The Character has the ability to magically enchant chess pieces for use by others. The person who activates the piece will gain the ability listed for 1 minute per PPE that he has (the user's PPE not the character's). The pieces however must be of the same colour as the character's patron. eg. the character has white and red patrons. He can only enchant white and red pieces.

Presence

Cost: 5

The character has a supernatural aura and radiates confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus

Cost: 5

+1 to Sanity rolls

See PPE

Cost: 5

The character can see PPE or Ley Line power anywhere within his normal sight range.

Spellcast

Cost: 10

Combatic magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Avatars can tap into the world's natural PPE at a rate of IQ + WIS x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 5

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.

Will Bonus

Cost: 5

+1 to Willpower rolls

Step 4: Careers

Possible related careers include; professional chess player and academic researcher on chess or mythology.

Listed next are the abilities gained from each of the ten different colours and their six different pieces.

White

Pawn

This avatar can 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 IQ, +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 trauma or be greatly upset by the event. The double must be worked out ahead of time by the GM.

Rook

This avatar create a white layer of protection around himself, lasting until depleted or cancelled. It can take up to WIS x100 HPs (+1 per level). Replenish WIS x10 HPs (+1 per level) per minute of non use.

Knight

The avatar can summon and permanently psionically link with a Unicorn able see through its 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. He can also ride it.

Bishop

The avatar can force out anyone/thing possessing a victim. Even if fail the victim gains a new attempt at resisting the possession at +1 per exorcism attempt.

Queen

The avatar can emit a chilling bolt of cold which does 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 HPs 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. Using this power it is possible to build up amounts of ice, equal in HPs to the damage rolled (each attack keeps adding strength to the ice).

King

The avatar can take control of the body and voice of any one victim per 5 ME (+1 per level) within his line of sight.

Black

Pawn

The avatar can create one double of himself per 2 IQ, +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.

Rook

The avatar can turn into living stone increasing his HPs by +60 per IQ, and PS by +2 for every additional 100 SDC. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do one third damage. Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat.

Knight

The avatar can summon and permanently psionically link with a Pegasus able see through its 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. He can also ride it.

Bishop

The avatar can mentally will into existence a weapon of d'arqueness which can affect both physical and ethereal supernatural creatures. He can use this either to paralyze 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 the Spirit. Once per day per WIS the character can will his weapon to do 1 damage per ME, +D4 per level. All

weapons are +1 to strike per 2 ME. It remains until cancelled or the avatar is KOed but uses up 1 attack per melee while in use. Some possible weapon forms may include; swords, axes, machetes, staves, maces, and all manner of melee weapons.

Queen

The avatar can expel projectiles from his body (can be small needles like a porcupine, shards of glass, etc) which do D6 per 5 ME +D6 per level, over 1 metre per ME + an equal increase in range per level.

King

The avatar can touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 ME, +1 per level.

Red

Pawn

The avatar can create energy duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; IQ 1, ME 1, MA 1, PS (character's PS +10), PP (character's PP +5), PE (character's PE +20), PB (character's PB), SPD (character's SPD +5), and HPs (character's HPs x2).

Rook

The avatar can turn his body into one of living, molten rock. He gains +450 SDC, and +8 to PS and PE. 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. He can also radiate heat from his form over one metre per 2 IQ radius (+2 metres per level), at a rate of 10C per IQ per round, +10 per level.

Knight

The avatar can summon and permanently psionically link with a Griffon able see through its 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. He can also ride it.

Bishop

This character can surround himself with a field which makes him seem more imposing. 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. Once per melee he can also issue a command (eg. stop, look, no, etc) which everyone who hears must obey. Victims are -1 to attack.

Queen

The avatar can emit 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.

King

The character can touch a person and make the victim an exact duplicate of him physically and mentally. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 ME, +1 per level. The puppet reverts back to normal once the character relinquishes control over him or either of them lose consciousness.

Brown

Pawn

The avatar create one double of himself per IQ, +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 HPs 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.

Rook

The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes he will remember both versions and cannot be erased by paradoxes, even if the rest of his world is.

Knight

The avatar can summon and permanently psionically link with a Hippogrif able see through its 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. He can also ride it.

Bishop

Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 ME.

Queen

The avatar can run at up to 1236kph (the speed of sound). At this speed 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.

King

The avatar can transfer his mind 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.

Green

Pawn

The avatar can create earth duplicates of himself and have them fight alongside him. He can create one double of himself per 2 IQ, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; IQ 1, ME 1, MA 1, PS (character's PS +20), PP (character's PP +5), PP (character's PP +40), PB (character's PB), SPD (character's SPD -5), and HPs (character's HPs x4).

Rook

The avatar can raise a wall of plants out of the ground with very tough, pliable, tangled brush bearing needle-sharp thorn tips as long as a human's finger. The size can be up to (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. Does D4 damage per 4 ME for every 30 centimetres the victim walks through.

Knight

The avatar can summon and permanently psionically link with a Will O' Wisp able see through its 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. He can also ride it.

Bishop

The character can purify unclean, poisonous, or otherwise contaminated

food and water. Up to 10 cubic centimetres of food and drink per IQ per level can be thus made suitable for consumption.

Queen

The avatar can command plants. They will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out. As an extension of the telepathy the character can confer with any plant within range and question it. It will answer truthfully about anything it knows or sensed passed by it.

King

The character can control animals. They will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. He can also summon any animals in the area. Up to 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.

Blue

Pawn

The avatar can create energy duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; IQ 1, ME 1, MA 1, PS (character's PS +10), PP (character's PP +5), PE (character's PE +20), PB (character's PB), SPD (character's SPD +5), and HPs (character's HPs x2).

Rook

The character can manipulate pressure in the air molecules in order for the air to become an extremely dense wall (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The field has 50 HPs per square metre.

Knight

The avatar can summon and permanently psionically link with a Roc able see through its 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. He can also ride it.

Bishop

The character's aura inspires all within ME x1 metre of him to be immediately filled with feelings of peacefulness and must sit down to admire the trees.

Queen

The character can fly unaided at ME x10kph, +10kph per level with a maximum ceiling height of 100 metres per ME. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

King

Avian type animals only will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. He can summon any animals in the area. Up to 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.

Grey

Pawn

The avatar can create water duplicates of himself and have them fight alongside him. He can create one double of himself per 2 IQ, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; IQ 1, ME 1, MA 1, PS (character's PS +10), PP (character's PP +5), PE (character's PE +20), PB (character's PB), SPD (character's SPD x2), and HPs (character's HPs x3).

Rook

The avatar can draw condensation and form a shield or wall of water (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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.

Knight

The avatar can summon and permanently psionically link with a Narwhale able see through its 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. He can also ride it.

Bishop

The avatar can heal himself at phenomenal rates. +8 PE, +25 SDC, +6 vs. Poisons, Gases, Drugs, and Diseases. Recover 1 HPs per minute and heal any

broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

Queen

The avatar can swim at up to 1000 knots per hour. At this speed it creates a booming shockwave underwater that can shatter glass and deafen animals. It does D4 x10 damage over a 60 metre radius. +10 damage underwater. Anyone caught in the radius will be deafened for D6 minutes.

King

Aquatic animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. He can summon any sea life in the area. Up to 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.

Yellow

Pawn

The avatar can create sand duplicates of himself and have them fight alongside him. He can create one double of himself per 2 IQ, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; IQ 1, ME 1, MA 1, PS (character's STR +10), PP (character's PP +5), PE (character's PE +20), PB (character's PB), SPD (character's SPD), and HPs (character's HPs x3). The duplicates can also make themselves unstable allowing any physical attack to ooze through. They can then harden around it if desired trapping an attacker's limb.

Rook

The character can create a castle from sand or earth up to (10 centimetres per ME thick, +30 centimetres per level) x (1 metre per ME tall, +1 metre per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The castle can be designed and furnished as desired but will only last ME x1 hour.

Knight

The avatar can summon and permanently psionically link with a Qilin able see through its 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. He can also ride it.

Bishop

Once per melee the avatar 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. He can also shed a lesser amount of light that can be used to see by all in a 15 metre 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.

Queen

The character 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. +4 to any evasion rolls.

King

Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. The character can summon 100 insects per 2 ME of choice, +100 per level. He can summon any insect within a 100 metres per ME radius, +100 metres per level. If desired he can make them cover him creating a form of armour with 10 HPs per ME, +30 HPs per level.

Orange

Pawn

The character can create golem duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; IQ 1, ME 1, MA 1, PS (character's PS +30), PP (character's PP +5), PE (character's PE +40), PB (character's PB), SPD (character's SPD - 5), and HPs (character's HPs x5).

Rook

The character can raise a wall or shield of dirt or sand out of the ground (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The wall simply absorbs any kinetic attacks without taking damage or allowing it to pass through. It is much like a wall of quicksand.

Knight

The avatar can summon and permanently psionically link with a Manticore able see through its 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. He can also ride it.

Bishop

The character can cause anything to break by touch. He can affect 1 square centimetre per 2 ME, +1 per level.

Queen

The character can move through rocks, pebbles and any other form of earth particles at his normal SPD rate without being hindered by them. So he could walk through a wall made of earth without needing to become intangible. It simply lets him through.

King

The character can cause any statue or golem 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 2 ME, +1 per level of up to ME x10kgs size (+10kgs per level).

Purple

Pawn

The avatar can create void duplicates of himself and have them fight alongside him. He can create one double of himself per 2 IQ, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; IQ 1, ME 1, MA 1, PS (character's PS +5), PP (character's PP +5), PE (character's PE +20), PB (characters PB), SPD (character's SPD +5), and HPs (character's HPs x3). Because of the entropic nature of the void, its punch will do an extra +ME xD10 damage.

Rook

The avatar can create a black layer of shielding which vaporises anything touching it. The size is up to (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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 HPs would be ME x12). The total HPs replenishes at a rate of ME x1 HPs (+1 per level) per minute of non use. Can create multiple shields so long as the combined HPs don't exceed the total.

Knight

The avatar can summon and permanently psionically link with a Nightmare able see through its 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. He can also ride it.

Bishop

The avatar can fire a blast of pure entropy doing D6 of disintegration damage per ME to anything it hits, including incoming attacks. Range is line of sight.

Queen

The character can alter his body's mass enabling him to pass harmlessly through any object. Can render himself + an additional 3kgs per IQ, +3kgs per level unsolid. The character is only vulnerable to mind attacks. 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.

King

The character can affect normal shadows and indirectly light as well. He can shift the location and size of normal shadows and form them into two-dimensional images that can do D6 damage per 2 ME to real targets, +D6 per level. The character can also see through these shadow constructs eyes, but they must remain within a range of ME x1 metre. He can create one shadow construct per 2 ME, +1 per level.

Avatar, Constellation

A constellation is a defined area of the celestial sphere. Each culture divides the stars of the night sky into its own set of constellations, usually based on mythology. The ancient Babylonians, and later the Greeks (as recorded by Ptolemy), established most of the northern constellations in international use today. When European explorers mapped the stars of the southern skies, European and American astronomers proposed new constellations for that region, as well as ones to fill gaps between the traditional constellations. After this, Eugène Delporte drew up precise boundaries for each constellation, so that every point in the sky belonged to exactly one constellation.

Everyone has a star sign based on what month they were born. But this character goes a bit further. He is in tune with each astrological sign and significantly influenced by it. It is left up to the GM whether it is caused by cosmic radiation or if the symbols themselves are distant entities. These constellations are different to the Zodiac class ones.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level. The character's birthday is important as this will be his primary Constellation sign. Whenever this month comes up all its abilities are +1 for the duration. Further the character must choose one attribute which is permanently +1 also during that month.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Planetary Alignment

The character must choose one Planetary sign as their permanent influence, it cannot be altered later. Whenever the planet is present it has certain effects.

Sun

Every day for 11-13 hours a day depending on location and season. During this period the character gains +1 on all rolls based on one prechosen attribute.

Moon

11 hours a night for 3 weeks every month. During this period the character gains +1 on all rolls based on one prechosen attribute.

Mercury

40 minutes at dusk and dawn for 10 months a year depending on location. During this period the character is immune to any mind control and psionic attacks.

Venus

2 hours at dusk and dawn for 10 months a year depending on location. During this period the character's MA is +2 and is immune to any emotional manipulation or reading.

Mars

11 hours a night for 11 months every year. During this period the character is immune to any spirit and supernatural based attacks.

Jupiter

2 hours at dusk and dawn for 11 months every year. During this period the character's PS and PE are +2.

Saturn

2 hours at dusk and dawn for 11 months every year. During this period the character's PP is +2 and SPD +5.

Uranus

2 hours at dusk and dawn for 11 months every year. During this period the character is immune to any magical spells.

Neptune

2 hours at dusk and dawn for 11 months every year. During this period the character's IQ and ME are +2.

Step 4: Abilities

All Avatars start with the following abilities free;

Bestowed - Now we get to the meat of it. The character's abilities change according to which star sign is present in that month. There are 2 available constellations each month so the character chooses which one he wishes to employ. The character has 30 points which can be spent on boosting his astrological abilities. As they earn more experience they may boost more abilities.

Below are the various different abilities imparted by each Constellation symbol when its month comes up. Each ability is gained free each month but if the character wishes he can spend an additional 5 points per ability to increase the effectiveness of that ability.

Andromeda the Chained Lady -

November

Located north of the celestial equator, Andromeda, daughter of Cassiopeia, in the Greek myth, who was chained to a rock to be eaten by the sea monster Cetus. Andromeda is most prominent

during autumn evenings in the Northern Hemisphere, along with several other constellations named for characters in the Perseus myth.

Binding Chain: The character can create a set of energy chains ME x1 metre long, +1 metre per level. He can mentally control it to either soften the energy output in order to entangle with it, with a PS equal to his ME. Or he can harden the energy so it does D6 damage per 5 ME upon contact, +D6 per level. +D6 and +1 metre each time rebought.

Emission Chain Shrapnel: The ability to expel chain projectiles which do D6 per 5 ME +D6 per level, over 1 metre per ME + an equal increase in range per level. +D6 and +1 metre each time rebought.

Nullify Abilities: The ability to neutralize magic. The character can affect one person per 3 ME, +1 per level. Victims cant cast any spells or invoke any magic from any object so long as they remain within line of sight of the negator (this includes magic enhancements). +1 person each time rebought.

Imprison: The character can create an energy cage (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level.

Aquila the Eagle - September
Aquila is a constellation in the northern sky. Its name is Latin for 'eagle' and it represents the bird who carried Zeus's/Jupiter's thunderbolts in Greco-

Roman mythology. Aquila is also associated with the eagle who kidnapped Ganymede (associated with Aquarius) to serve as cup-bearer to the gods.

Flight: He can grow a complete pair of feather wings with a top flight speed of ME x10kph, +10kph per level with a maximum ceiling height of one kilometre. 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 HPS of each wing is equal to half the character's total SDC. +5kph each time rebought. When not in use his wings disappear.

Razor Claws: He can grow 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus PS damage bonus. If the character metamorphs his body then the claws also alter into the other form. +1 claw each time rebought, but no more than 1 claw per finger.

Control Birds: Birds will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. The character also has empathy with all birds, able to sense their emotional state.

Telescopic Vision: His 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. +3 to Strike with modern weapons, add +5 to Strike with thrown objects.

Auriga the Charioteer - February
Located north of the celestial equator, its name is the Latin word for charioteer, associating it with various mythological charioteers including Erichthonius and Myrtilus. Auriga is most prominent during winter evenings in the Northern Hemisphere, along with the five other constellations that have stars in the Winter Hexagon asterism. Auriga, however, is sometimes named as Myrtilus, who was Hermes's son and the charioteer of Oenomaus. Myrtilus's chariot was destroyed in a race intended for suitors to win the heart of Oenomaus's daughter Hippodamia. Myrtilus earned his position in the sky when Hippodamia's successful suitor, Pelops, killed him, despite his complicity in helping Pelops win her hand. After his death, Myrtilus's father Hermes placed him in the sky.

Arcane Vehicle: The character gains 1 Arcane Vehicle. A chariot, of course.

Drive: The character can drive any vehicle at maximum ability.

Empower Vehicle: The character can impart one of his own existing powers or spells onto any vehicle. He can affect up to one vehicle per 2 IQ. +1 vehicle each time rebought.

Improve Vehicle: The character can by touching a vehicle improve its SPD and other features by +1 or +20%. +1 and +20% each time rebought.

Bootes the Herdsman - June
Boötes is a constellation in the northern sky, The name comes from the Greek Bootes, meaning herdsman or plowman (literally, ox-driver; from boos, related to the Latin bovis, "cow"). Exactly

whom Boötes is supposed to represent in Greek mythology is not clear. According to one version, he was the son of Demeter, and a ploughman who drove the oxen in the constellation Ursa Major. This is corroborated by the constellation's name, which itself means "oxen-driver" or "herdsman." Another myth associated with Boötes tells that he invented the plow and was memorialized for his ingenuity as a constellation.

Control Animals: Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. The character also has empathy with all animals, able to sense their emotional state.

Empower Animal: The character can impart one of his own existing powers or spells onto any animal. He can affect up to one animal per 2 IQ. +1 animal each time rebought.

Enlarge Animal: The character can enlarge any animal to twice its size. He can affect up to one animal per 2 IQ. +1 animal each time rebought.

Summon Animals: He can summon any animals in the area. Up to 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.

Canis, Major the Great Dog - March Canis Major contains Sirius, the brightest star in the night sky, known as the 'dog star'. In early classical Europe, Canis Major represented the dog Laelaps, a gift from Zeus to Europa; or sometimes the hound of Procris, Diana's nymph; or the one given by Aurora to Cephalus, so famed for its speed that

Zeus elevated it to the sky. It was also considered to represent one of Orion's hunting dogs, pursuing Lepus the Hare or helping Orion fight Taurus the Bull; and is referred to in this way by Aratos, Homer and Hesiod.

Animal Mimicry Canine: Hearing increases by x1 normal range per 5 IQ with an additional x1 per level (eg. IQ 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.

Smell increases to x1 normal range per 6 IQ with an additional x1 per level (eg. IQ 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.

Bite: The hero's teeth have a PS equal to x5 his hand's PS allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 PS bite each time rebought.

Control Dogs: Dogs will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. The character also has empathy with all dogs, able to sense their emotional state.

Summon Dogs: He can summon any dogs in the area. Up to 1 dog per 2 ME of choice, +2 per level. He can summon any dog within a 100 metres per ME radius, +100 metres per level.

Cassiopeia the Vain Queen - November

Cassiopeia is a constellation in the northern sky, named after the vain queen

Cassiopeia in Greek mythology, who boasted about her unrivalled beauty. Cassiopeia was the wife of Cepheus, King of Aethiopia and mother of Princess Andromeda. Cepheus and Cassiopeia were placed next to each other among the stars, along with Andromeda. She was placed in the sky as a punishment for her boast that Andromeda was more beautiful than the Nereids; she was forced to wheel around the North Celestial Pole on her throne, spending half of her time clinging to it so she does not fall off.

Charisma: MA increases by 5 (but not beyond 25).

Followers: The character can attract one follower per 4 ME who will obey only him and do all he commands unquestioningly. +2 followers each time rebought.

Manipulation: He has a limited ability to manipulate the emotions of any living thing. They must be within his line of sight or 20 metre radius. The power functions for as long as he concentrates on using it. The emotion is limited to Happiness which causes a 5% chance per ME to reconsider actions, not attack, show mercy, halt rampage, etc. +5 metres each time rebought.

Phermones: The character emits pheromones into the air that attracts members of the opposite sex and are so strong that he will have to avoid them because they will follow and swoon over him constantly. Any victims save versus mind-control drugs whenever they come within smelling range of the character or be reduced to any means they can find to impress him. 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.

Centaurus the Bison Man - May
The figure of Centaurus can be traced back to a Babylonian constellation known as the Bison-man. This being was depicted in two major forms: firstly, as a 4-legged bison with a human head, and secondly, as a being with a man's head and torso attached to the rear legs and tail of a bull or bison. It has been closely associated with the Sun god Utu-Shamash from very early times. The Greeks depicted the constellation as a centaur and gave it its current name. The name Centaurus in mythology is given not to a centaur but a deformed human who would later mate with mares and spawn the centaur race. According to the Roman poet Ovid the constellation honours the centaur Chiron, who was tutor to many of the earlier Greek heroes including Heracles (Hercules), Theseus, and Jason, the leader of the Argonauts. The legend associated with Chiron says that he was accidentally poisoned with an arrow shot by Hercules, and was subsequently placed in the heavens.

Blur: He can vibrate so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Strike to hit the character. He can affect himself + an additional 3kgs per ME. +3kgs each time rebought.

PP: His PP increases by +5.

Leap: x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Run: His SPD is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Cetus the Sea Monster - December
Cetus is a sea monster in Greek mythology, although it is often called 'the whale' today. It is often now called the Whale, though it is most strongly associated with Cetus the sea-monster, who was slain by Perseus as he saved the princess Andromeda from Poseidon's wrath. Cetus is located in a region of the sky called "The Sea" because many water-associated constellations are placed there, including Eridanus, Pisces, Piscis Austrinus, Capricornus, and Aquarius.

Control: He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME, within line of sight while concentrate. The size of the wave can be up to ME x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, until his concentration is broken. +2 metres each time rebought.

Metamorph: The character can transform his body into that of a sea monster with 1 metre height x12 metre length, AR 14, +120 SDC, 300 knots swim SPD, and teeth do D100.

Shape: The character 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 his total SDC, and its stretching ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.

Purify: The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. 2 metre radius per ME, +3 metres per level. As a side effect he can also remove toxins from 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.

Corona Australia the Southern Crown

- August

Corona Australis has been associated with the myth of Bacchus and Semele. Jupiter had impregnated Semele, causing Juno to become jealous. Juno convinced Semele to ask Jupiter to appear in his full splendour, which the mortal woman could not handle, causing her to burn. After Bacchus, Semele's unborn child became an adult and the god of wine he honoured his deceased mother by placing a wreath in the sky (often viewed as a crown).

Artifact Crown: The character gains 1 Arcane Crown.

Bonus: +2 to IQ and ME, +1 on any IQ based skill rolls and ME saving throws, +5 PPE. +1 IQ and ME and +5 PPE each time rebought.

Cleanse Soul: The character has the ability to cleanse a soul. It immediately removes any evil stains and changes their alignment to lawful, neutral or

chaotic good. It also removes any curses placed on the character.

Trap Soul: The character can literally absorb the victim's soul. The victim's spirit is sent to a peaceful and paradisaical internal limbo within the character's Arcane Crown. While the mind is gone, the victim is in a comatose state until his/her mind is released. The soul can be held for ME x1 day, and up to one soul per 2 ME at a time. After this the soul returns to its former body unless it has been destroyed. Plus x1 day each time rebought.

Corona Borealis the North Crown - July

In Greek mythology, Corona Borealis was sometimes considered to represent a crown that was given by Dionysus to Ariadne, the daughter of Minos of Crete. When she wore the crown to her wedding, where she married Bacchus, he placed her crown in the heavens to commemorate the wedding.

Artifact Crown: The character gains 1 Arcane Crown.

Bonus: +5 to IQ, +2 on any IQ based skill rolls and +10 PPE. +1 IQ and +10 PPE each time rebought.

Bonus: +5 to ME, +2 on any ME based skill rolls and +1 on any ME saving throws. +1 ME and saving throw each time rebought.

Control: He can alter his aura to one of extreme intimidation. 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.

Corvus the Crow - May

The Greek figure of Corvus is modeled on the Babylonian Raven, which was similarly placed sitting on the tail of the Serpent (Greek Hydra). The Babylonian constellation was sacred to Adad, the god of rain and storm; in the second Millennium it would have risen just before the start of the autumnal rainy season. One myth associated with Corvus is that of Apollo and Coronis. Coronis had been unfaithful to her lover, who learned this information from a pure white crow. Apollo then turned its feathers black in a fit of rage.

Another legend associated with Corvus is that a crow stopped on his way to fetch water for Apollo, in order to eat figs. Instead of telling the truth to Apollo, he lied and said that a snake, Hydra, kept him from the water, while holding a snake in his talons as proof. Apollo saw this to be a lie, however, and flung the crow (Corvus), cup (Crater), and the snake (Hydra) into the sky. He further punished the wayward bird by making sure that it would forever be thirsty, both in real life and in the heavens, where the Cup is barely out of reach.

Familiar: The character may summon and permanently psionically link with a crow. 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.

Hide in shadows: The character can step into even the tiniest shadow and render himself invisible to any looking at the

shadow. This also affects heat, motion, and many other kinds of sensors.

Metamorph Bird: The character can transform into a crow while retaining his own intelligence, powers and any abilities including magical.

Yell: The character can squawk really loud. He can release a concentrated sonic blast against opponents equivalent to 10 decibels per ME, +10 per level. These do D6 per 5 ME +D6 per level, over 10 metres per ME per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. A table on decibel effects can be found here. +D6 and +10 metres each time rebought.

Cygnus the Swan - September
In Greek mythology, Orpheus was transformed into a swan after his murder, and was said to have been placed in the sky next to his lyre (Lyra). Cygnus, together with other avian constellations near the summer solstice, Vultur cadens and Aquila, may be a significant part of the origin of the myth of the Stymphalian Birds, one of The Twelve Labours of Hercules. Normally, Cygnus is depicted with Delta and Epsilon Cygni as its wings, Deneb as its tail, and Albireo as the tip of its beak.

Control Birds: increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Field Aerokinetic: The ability to manipulate a swirling mass of air currents (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level)

anywhere within 2 metres per ME, +3 metres per level. The field adds -10 to the casters 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 PPE, and people must make a strength roll to force their way through the vortex to grab the caster.

Field Hydrokinetic: This is the ability to draw condensation and form a shield or wall of water (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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.

Flight: He can grow a complete pair of feather wings with a top flight speed of PS x10kph, +10kph per level with a maximum ceiling height of one kilometre. 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 HPs of each wing is equal to half the character's total SDC. +5kph each time rebought. When not in use his wings disappear.

Dorado the Swordfish - January
Dorado is a constellation in the southern sky. Its name refers to the dolphin which is known as dorado in Spanish, although

it has also been depicted as a swordfish. Dorado is notable for containing most of the Large Magellanic Cloud, the remainder being in the constellation Mensa. The South ecliptic pole also lies within this constellation.

Breathe: He has gills which allow him to breathe underwater as naturally as above water. His swim rate is SPD x3. An additional x1 each time rebought.

Control: He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME. +10 metres each time rebought.

Depth: 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 HPs per CON, and +1 PS per 10 HPs (the bonuses still apply above water).

Metamorph Arms: He can alter any arm into any form of melee blade weapon doing damage according to the weapon type + PS damage. HPS of weapons = 10 per PS +1 per level with length not exceeding 50% greater than that area of body. His HPS and attributes however do not alter and remain the same as in his normal form.

Draco the Dragon - July

In Greco- Roman legend, Draco was a dragon killed by the goddess Minerva and tossed into the sky upon his defeat. The dragon was one of the Giant Titans, who battled the Olympic gods for ten years. As Minerva threw the dragon, it became twisted on itself and froze at the

cold North Celestial Pole before it could right itself.

Breath: The character can 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 it, +D6 per 10kph over 90. An additional x1 each time rebought.

Dragon Metamorph: This is the ability to transform into a dragon while retaining one's own memories, powers and attributes. Requires 1 action to transform. If the character is exposed to something which is a weakness for form then he will revert back to his original form and take the appropriate damage for 1 melee. Complete information on all Dragon forms can be found here. Some examples follow; Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, White. 1 additional form each time rebought.

Fire Breath: The character can emit from his mouth 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. +D6 damage and +4.5 metre range each time rebought.

Truesight: 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Eridanus the Winding River - October

According to one theory, the Greek constellation takes its name from the Babylonian constellation known as the Star of Eridu. Eridu was an ancient city in the extreme south of Babylonia; situated in the marshy regions it was held sacred to the god Enki-Ea who ruled the cosmic domain of the Abyss - a mythical conception of the fresh-water reservoir below the Earth's surface. Another association with Eridanus is a series of rivers all around the world. First conflated with the Nile River in Egypt, the constellation was also identified with the Po River in Italy. The stars of the modern constellation Fornax were formerly a part of Eridanus.

Control: He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME, within line of sight while concentrate. The size of the wave can be up to ME x 1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, until his concentration is broken. +2 metres each time rebought.

Expand: In his water form he can draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Hydro Blast: 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 over 1 metre per ME per level. This pushes the victim back 1 metre per PS point greater than the victim's. A 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. +D6 and +15 metres each time rebought.

Liquid Form: He can transform his whole or part of his body 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. While in this form he radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical.

Hydra the Water Snake - April

The Greek constellation of Hydra resembles a twisting snake, and features as such in some Greek myths. One myth associates it with a water snake that a crow served Apollo in a cup when it was sent to fetch water; Apollo saw through the fraud, and angrily cast the crow, cup, and snake, into the sky. It is also associated with the monster Hydra, with its many heads, killed by Hercules, represented in another constellation.

Hypnotic Sight: The character can hypnotise victims via direct eye contact. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc). Victims can save vs mind control in order to resist it. He can affect 1 victim per 4 IQ. +1 victim each time rebought.

Multiple Bodies: The character can create one double of himself per 2 IQ, +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. +1 double per IQ each time rebought.

Poison Blood: The character's blood is poisonous and if he can transmit it to a victim by biting through someone's skin. It can kill a human size lifeform in 30 minutes, -1 minute per level. One minute is the minimum it can drop to. As a side effect he is immune to all poisons. -1 minute each time rebought.

Slippery: Can eliminate traction on any part of the character's body. On his feet he can slide over almost any surface at a speed of 30kph. He is also very difficult to catch or hold on to due to his slippery aura. +4 to any evasion rolls. +5kph each time rebought, with a maximum speed of 100kph.

Lepus the Hare - February

Lepus is most often represented as a rabbit being hunted by Orion, whose hunting dogs (Canis Major and Canis Minor) pursue it. The constellation is also associated with some lunar mythology, including the Moon rabbit.

CON: is doubled, HPs increase by x4, AR is increased by 1. +2 PE and +4 SDC, -1 AC each time rebought.

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. Hearing increases by x1 each time rebought.

Leap: x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Speed: SPD is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Lupus the Wolf - June

In Greek mythology, the constellation was considered an asterism within Centaurus, and was considered to have been an arbitrary animal, killed, or about to be killed, on behalf of, or for, Centaurus. It was not separated from Centaurus until Hipparchus of Bithynia named it Therion (meaning beast) in the 200s BC. No particular animal was associated with it until the Latin translation of Ptolemy's work identified it with the wolf.

Bite: The hero's teeth have a PS equal to x5 his hand's PS allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 PS bite each time rebought.

Claws: The character can extend claws which do PS damage +D6 each. +D6 each time rebought.

Control Wolves: Wolves will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. The character also has empathy with all wolves, able to sense their emotional state.

Summon Dogs: He can summon any wolves in the area. Up to 1 wolf per 2

ME of choice, +2 per level. He can summon any dog within a 100 metres per WIS radius, +100 metres per level.

Lyra the Lyre - August

In Greek mythology, Lyra was associated with the myth of Orpheus, the musician who was killed by the Bacchantes. After his death, his lyre was thrown into the river; Zeus sent an eagle to retrieve the lyre, and ordered both of them to be placed in the sky.

Absorb Sound: He can absorb and dissipate all sound from within a one metre per IQ radius surrounding the character. This means that no one (except the character) can hear anything. This makes sneak attacks a much easier reality.

Mind control by Music: The character can emit sound waves which can take control of the body and voice of any one victim per 5 ME (+1 per level) within hearing range.

Sonic Shield: The ability to create (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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. Victims are also –6 and cant hear properly for 1 minute per round spent in the field, plugging ears reduces the effects by half.

Sound Emission: The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per ME, +10 per level. These do D6 per 5 ME +D6 per level, over 10 metres per

ME per level. Victims are –6 until the noise stops, plugging ears reduces the effects by half.

Monoceros the Unicorn - March

The unicorn was an extremely wild woodland creature, a symbol of purity and grace, which could only be captured by a virgin. In the encyclopedias its horn was said to have the power to render poisoned water potable and to heal sickness.

Cure Disease: The character can cure himself or any that he touches of any disease once per day. Plus once more per day each time rebought.

Horn: The character can grow a horn from his head which does PS +D6 damage. +D6 each time rebought.

Purify: The character purify any putrid or contaminated food and water that he touches once per day. Plus once more per day each time rebought.

Sense Evil: The character can any sense evil within 100 metres, and gains +1 to save against infernal spells.

Orion the mighty Hunter - January
Orion's current name derives from Greek mythology, in which Orion was a gigantic, supernaturally strong hunter of primordial times, born to Euryale, a nymph, and Poseidon (Neptune), god of the sea in the Greco-Roman tradition. One myth recounts Gaia's rage at Orion, who dared to say that he would kill every animal on the planet. The angry goddess tried to dispatch Orion with a scorpion, the reason that the constellations of Scorpius and Orion are never in the sky at the same time. However, Ophiuchus, the Serpent

Bearer, revived Orion with an antidote, the reason that the constellation of Ophiuchus stands midway between the Scorpion and the Hunter in the sky.

Bonus: His PP increases by +5 and gains an additional +2 to his rolls when using any PP based skills. +1 each time rebought.

Bow: 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 hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 ME. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Continuos Hit: The character needs only a successful Strike roll to hit with the power. 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 the attacker runs out of attacks. The character cannot attack anything else while using this power.

Track: The character 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. He can track a specific person or lifeform anywhere within the same dimension over a time span of 10 years per WIS, +10 per level.

Perseus the Monster Slayer -

December

In Greek mythology, Perseus was the son of Danae, who became the hero who slayed Medusa. He later used the Gorgon's head to rescue the princess Andromeda from the monster Cetus.

Artifact Armour: The character gains 1 Arcane Armour.

Artifact Helmet: The character gains 1 Arcane Helmet.

Artifact Shield: The character gains 1 Arcane Shield.

Artifact Sword: The character gains 1 Arcane Sword.

Sagitta the Arrow - October

In ancient Greece, Sagitta was regarded as the weapon that Hercules used to kill the eagle (Aquila) of Jove that perpetually gnawed Prometheus' liver. Others believe the Arrow to be the one shot by Hercules towards the adjacent Stymphalian birds (6th labour) who had claws, beaks and wings of iron, and who lived on human flesh in the marshes of Arcadia - Aquila the Eagle and Cygnus the Swan, and the Vulture - and still lying between them, whence the title Herculea. Eratosthenes claimed it as the arrow with which Apollo exterminated the Cyclopes.

Artifact Arrow: The character gains 1 Arcane Arrow.

Replenishing Quiver: The character gains a special quiver which holds 24 +1 (Strike) arrows. Once it is emptied it fully replenishes within 24 hours. +1 to arrows each time rebought.

Sagitta Bow: The character gains a bow which is unstrung but when plucked a string materialises composed from energy. It adds +1 to initiative and a rate of fire of 4 per round. +1 to initiative and +1 rate of fire each time rebought.

Shoot around obstacles: The character can fire an arrow at any target he can see or has seen and it will manoeuvre around any obstacles in its way to hit the target.

Ursa Major the Great Bear - April
The constellation of Ursa Major has been seen as a bear by many distinct civilizations. In Greek mythology, Zeus (the king of the gods) lusts after a young woman named Callisto, a nymph of Artemis. Hera, Zeus' jealous wife, transforms the beautiful Callisto into a bear. Callisto, while in bear form, later encounters her son Arcas. Arcas almost shoots the bear, but to avert the tragedy, Zeus turns them into bears and puts them in the sky, forming Ursa Major and Ursa Minor. Callisto is Ursa Major and her son, Arcas is Ursa Minor.

CON: is doubled, HPS increase by x4, AR is increased by 1. +2 PE and +4 SDC, +1 AR each time rebought.

Control Bears: Bears will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. The character also has empathy with all bears, able to sense their emotional state.

Resist Cold: Cold has 50% of normal affect, +1 save vs any cold related issues. Reduce effects by half again and another +1 save each time rebought.

Strength: PS increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Avatar, Cosmic

The universal power to be empowered by cosmic forces (Solar, Lunar, Planetary Bodies, Cosmic Fire, Meteors, etc.) and can use it in a variety of ways, such as enhanced strength, regeneration, enhanced speed, agility, etc.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

Avatars gain the following abilities free;
Cosmos - This character gains all his powers from the forces of the cosmos. He starts with the ability to draw on one force per 5 ME.

The character has 30 points which can be spent on any of the abilities below. As he earns more experience he may buy or rebuy more abilities.

Additional Ability

Cost: 10

For each additional force the character wishes to tap into each time.

Cosmic Awareness

Cost: 5

The character is in tune with the entire scope of reality, and can see what choice one should make when confronted with a situation, see all the variables of any situation, predict the outcomes of certain situations, and then to accelerate oneself along that path of causality immediately. When utilizing this ability the character sees paths projected in front of him, illuminating possible courses of action. He can then foresee the best tactic, and

accelerate himself along that path. He can detect if anyone is lying to him or attempting to otherwise deceive him.

Cosmic Sight

Cost: 5

A form of enhanced visual sense which includes the ability to see Electrical fields (and their intensity), Gravity waves (in a radar like manner), PPE or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. Equal to normal sight range.

Cosmic Vision

Cost: 5

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. +3 to Strike with modern weapons, add +5 to Strike with thrown objects.

Communicate by Cosmic Piece

Cost: 5

By giving a person one of the character's specially created cosmic pieces, they may use it once to telepathically send him a message. After that it is used up.

Create Cosmic Piece

Cost: 10

The Character has the ability to magically inscribe cards for use by others. While there is a standard suit of cards used he may of course use different images on the cards, tailoring them to suit himself. The person who activates the card will gain the ability listed for 1 minute per PPE that he has (the user's PPE not the character's).

San Bonus

Cost: 5

+1 to Sanity rolls.

Thermal Sight

Cost: 5

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.

True Sight

Cost: 5

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.

Will Bonus

Cost: 5

+1 to Willpower rolls

Step 4: Careers

Possible related careers include; astronomer, astronaut, and academic researcher.

Forces

Listed below are the various aspects of the cosmos the Avatar can draw abilities from.

Black Hole

The user can create and manipulate black holes, a region of space time where gravity prevents anything, including light, from escaping. With this the user can control the size of their black holes, and move it around in space to suck up everything in it's path.

Manipulation of black holes can allow the user to Time Travel to the future, as

the closer one gets to the event horizon of a black hole, the slower time gets. Meaning that a few minutes or hours may pass for the user near the event horizon, and when they leave, they may find it's hundreds of years in the future. This may also slow the user's age the longer they spend near the event horizon of the black hole in question. The character can jump forward one month per IQ + ME, + an equal amount per level or if rebought.

The character can use black holes to suck things into oblivion, crushing them with its gravity field. The character's black hole draws objects into it with a PS equal to his IQ + ME, + an equal amount per level or if rebought. Once within the hole any item takes D6 damage per IQ of the character, + an equal amount per level or if rebought.

Comet

The character has the ice cold powers of a comet. He can create a meteor shower anywhere within visual sight covering a 1 metre per WIS diameter per level. Anyone within the area must dodge one meteor from above per 2 ME. If struck a victim takes D6 damage per meteor, +D6 per level or each time rebought. He can fire a single comet at anyone within visual range doing D6 damage +D6 per level or each time rebought. By touch the character can freeze a victim doing D6 per 5 ME +D6 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 HPs 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.

Using this power it is possible to build up amounts of ice, equal in HPs to the damage rolled (each attack keeps adding strength to the ice).

Dark Matter

The ability to control dark matter, a substance scientifically theorized to make up most of the physical universe. Dark Matter is a material that is estimated to make up 84% of the universe's mass and 23% of its mass-energy. Users can turn Dark Matter into tools, objects, weapons and other items, create semi-living constructs and/or create structures of varying permanence. Users who have mastered this ability can use it for almost any situation, creating anything they need. It is limited to a single piece.

Although the power can create facsimiles of more complex construction, close examination reveals that all the smaller pieces are fused together. However, the character can create complex items by forming them one piece at a time. The Objects disintegrate after being separated from the host for ME x1 round. Each Object damage is weapon specific.

The character can create in one turn a number of kilograms equal to his ME. The character must have detailed knowledge of the design of whatever he wants to create. He can only store a finite number of designs in his mind at any one time. This is equal to IQ x1. The player must keep a record of which items the character knows how to create. The list can be changed at any time. If no memory slots are available, the new design replaces an old one.

Nebulae Cloud

The user is able to manipulate nebula, an interstellar cloud of dust, hydrogen, helium and other ionized gases which are remnants of a supernovas and the interstellar matter that is believed to form planets. As a result the character can transform any gas type into any other gas type. He can affect an area of ME x1 metre diameter, +1 metre per level or each time rebought.

Planetary Body, Dwarf

The character can take on the characteristics of a dwarf class planet, and 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 IQ. This can then be reduced by a further 10% per level.

SPD changes from metres per minute to centimetres per minute. If the character retains his 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 HPs 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.

He can also apply it to other objects. So instead of shrinking himself the character can instead shrink other objects and victims. 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 IQ. This can then be reduced by a further 10% per level.

Planetary Body, Giant

The character can acquire bodily mass from a giant class planet. 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 IQ. Increase HPs +20, PS +1, SPD +1, and weight +22.5kgs for every extra 10% of height.

Or he can instead increase the size and mass of other objects and victims. 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 organisms to support their increased weight and giving additional strength. Can grow +10% per IQ. Increase HPs +20, PS +1, SPD +1, and weight +22.5kgs for every extra 10% of height.

Planetary Body, Large

The character can take on the characteristics of a large class planet and withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. The player's bones are nearly

unbreakable and his skin is cut resistant. Gain +5 HPs per PE, and a +1 save bonus per 4 ME vs. magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. Cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation have half their effect and damage with a +1 save against each per 5 ME.

Planetary Body, Medium or Standard

The character can take on the aspects of a normal class planet. He can draw on an existing earth source and surround himself with it so that it now forms an armour, with HPs equal to 20 per ME. He can then reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height.

Alternatively he can soften the soil making it not unlike quicksand 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. The character can dig a hole in the earth by force of will alone. 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. He can also split the ground open 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).

The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

Planetary Body, Moon

The character able to draw on the aspects of the dark side of a moon. He can blend with shadows becoming 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. However strong light (300 watts) will force him out of the shadow.

He can also create an area of darkness of 1 metre radius per IQ (+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.

Quasar

The power to harness the light of a quasi stellar radio source. Once per melee he 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. He can shed a lesser amount of

light that can be used to see by all in a 15 metre 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. He can create an intense spotlight from any part of his body with a range of 50 metres per 10,000 watts.

Solar Wind

The power to manipulate cosmic winds from a star. The character can create a solar wind with a 1 metre radius per 2 ME (+2 metres per level) anywhere in his line of sight. The wind has a PS of 20 +1 per 2 ME, and any failing to resist it will be knockbacked. The wind is also fiery and will do D6 burning damage to anyone it touches, +D6 per level or each time rebought. Anything combustible touched by the wind will ignite.

Star

The power to harness the cosmic furnace of a sun. The character can throw fireballs over his normal distance x2. They do D8 per 5 ME +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight. Or instead 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. His most lethal attack allows him to summon and fire radioactive bolts which do D10 rads per ME +D100 per

level, over 1 metre per ME per level with a 30 centimetre radius at core expanding 1 centimetre for every 5 metres travelled.

Warp Space Dimension

The power to alter and manipulate a space and area. Users can create wormholes to any location in the universe he has visited or has been visually or telepathically shown by warping spatial areas and twisting them around. The character can create a wormhole of up to 1 metre x1 metre per ME, anywhere within sight. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp.

White Dwarf

The ability to control and manipulate remnants of a dead star. The character can use his gravitational power to crush his opponent. He can increase or decrease the gravity in an area of 1 metre radius per 2 ME +1 metre per level, anywhere within his line of sight. He can manipulate the gravity by a factor of -5% or +5% per ME, +10% per level.

Those affected by extra gravity will be -1 on all rolls per 10% increase. The character can surround himself with a field of gravity. While not adding any HPs it will draw straight to the ground any kinetic attacks, preventing him from being hit. It has no effect on other attacks such as lasers or mental.

White Hole

The power to create white holes where matter and energy is abstained, reversed and released. Through Gravitational Singularity the user can release matter and energy in a setting, releasing a blast of energy and matter allowing the user to

create exposures. While a black hole virtually sucks in anything, a white hole is the complete opposite, where it releases everything, causing the victim to be pushed by strong forces.

This includes light, matter, vacuum, gravity and energy which form a constant blast. The white hole has a blast range equal to his IQ x1 metre, + an equal amount per level or if rebought. Any hit by the blast take D6 damage per IQ of the character, + an equal amount per level or if rebought.

Avatar of Death

Avatars of Death are corpses reanimated by Mortis, which are fuelled by the power of death. Corpses reanimated by Mortis are reconstructed if damaged, keeping the body in working order at all times. Avatars know that dying can be used as a means to an end. Those who have died and returned to life can have power over the eternal cycle, and those who inhabit it. Contrary to what most would think, gods who claim life and death as part of their portfolios do not abhor Avatars.

In fact, most of them are the result of a death god infusing a recently-deceased individual with some semblance of their power. The whys depend on the deity, but the granted powers of their chosen remain the same. Death is that which causes things to wither, rot, weaken, and eventually die. Avatars can sense and manipulate the essence that allows Death, Destruction, Decay, and Corruption to exist throughout the universe, allowing them to control decayed matter or to request assistance from the dead.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing.

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

Roll attributes as normal but PE +10. Hit points = PE +20, +20 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Also gain the following free ones;

Knowledge Artifacts
Knowledge Demons
Knowledge Geomancy
Knowledge Religion
Knowledge Undead
Science Biology

Step 4: Abilities

Avatars gain the following abilities free;

Immortal Body - Avatars do not age.

They 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. Heal x2 faster including any wounds and broken bones. They are immune to supernatural possession. The user can appear dead to all/every manner of detecting their state, altering the physical evidence surrounding their alleged death to make it appear real, for example medical equipment will malfunction and show that the user is dead. This allows them to lull their enemies into a false sense of security and evade pursuit.

Additionally Avatars start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Aura of Death

Cost: 10

The Avatar can emit a field around them that kills all plant life that is in it and does 1 point of damage per ME to

animals and humanoids. He can decide what dies within a diameter of ME x1 metre, +1 metre per level. It causes necrosis, or premature cell death, in others, causing the rapid decay of the victim's flesh.

Command Undead

Cost: 5

Avatars can dominate the wills and actions of previously living, still-corporeal beings whether humans or animals. Once control is established he 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 living. Intelligent undead may hold a grudge against the hero and later try to destroy her. Worse they might attempt to make the hero into one of themselves. In this instance undead refers to physical and spirit types. The undead will obey simple telepathic commands.

The character also has empathy with them able to sense their emotional state. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. She can summon up to 1 undead per 2 ME of choice, +2 per level. He can summon any undead within a 100 metres per ME radius, +100 metres per level. Any zombies over that number are in effect free agents who can act independently. Such free zombies never attack their animator though unless they are unique in some way.

Cursed Immortality

Cost: 5

The Avatar can remove the death of anyone or anything including all aspects of death, forcing them to stay alive

regardless of pain, infirmity, medical conditions or anything else. Even when someone is supposed to have died they would remain alive but would continually rot and decay from the inside until they are rendered immobile but they will still remain alive and conscious regardless. Unlike immortality in which users are kept in their original condition and status unchanged by the passage of time, this power only removes death so affected targets still feel and experience the passage of time but they will never gain any respite, also whatever problems they had before will remain.

Death Sight

Cost: 5

Can see the true image of any person 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). The user is capable of sensing the coming of death, able to determine when someone is dead or dying or if others have died in a specific location. At times, this extends to seeing the names and lifespans of those whose faces the user sees.

Immune to Change

Cost: 5

No supernatural or magical afflictions (including fear) of any type will work on the Avatar. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation. Metapowers involving some form of alteration of the Avatar will likewise not work. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Psychometry

Cost: 5

Avatars can touch an object and read the images and history of any who have previously touched it. It 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.

Putrefy Area

Cost: 5

This power makes clean food and water spoil, turn rotten, poisonous, or become otherwise contaminated within a radius of 1 metre per ME per level making them suitable for consumption. He can manipulate decomposition, the process by which organic substances are broken down into simpler forms of matter. They can increase or decrease the rate of rotting, or stop, prevent or even reverse the effect.

Steal

Cost: 10

By touching a victim the Avatar can drain 1 HPs per ME +1 per level and add it to his own for 1 hour per ME.

Talk to Corpse

Cost: 5

This character can listen to and relate conversations with the departed and undead. Further he can sense the emotional state of the departed and whether they are being truthful.

Undead Followers

Cost: 5

Avatars can resurrect one corpse per WIS, +1 per level to fight alongside her as a zombie. The followers remain for 1 round per WIS or until destroyed. The same corpse cannot be resurrected again.

Step 5: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

Avatar, Divine

An Avatar is in incarnation of a fragment of God on Earth. The merging spirit is a bonafide divine being who uses the hero as his avatar. Powers will vary according to the deity chosen.

The character must choose a deity/god/godess 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.

Step 1: Attributes

Roll attributes as normal but then add +2 to ME, PS, PP, PE and +4 SPD. Hit points = PE +12, +12 per level. +1 to save vs. Willpower per 5 ME.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Avatars start with the following abilities free;

Bestowed - The character must choose one or more Deities for his patron. He starts with 30 Points which are spent on any of the abilities made available by his patron, as detailed in the separate table below. As he earns more experience he may buy or rebuy more abilities. The player should work out with his GM whether its ok to have multiple patrons. While it may allow access to more powers those patrons may also have different agendas. 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.

Divine Signs

Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Air

Air Blast - The ability to fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing PS damage D6 per 5 ME over 1 metre per ME. This pushes the victim back 1 metre per STR point greater than the victim's. +D6 and +1 metre each time rebought.

Air Motion - The character can change the wind's direction and even increase its speed or stop it altogether within a ME x10 metre radius. A wind rush can have a speed of up to ME x6kph, and is able to knock people and objects over. Using this he can ride the wind at ME x2kph, lifting himself and an extra ME x5kgs. One final side effect is he can 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. +10 metres, +2kph and +5kgs each time rebought.

Air Pocket - The character can surround himself or any within his line of sight with a pocket of air of up to ME x10 centimetres radius and an SPD equal to ME. Air supply lasts 1 minute per ME. This can also act to purify air, removing 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. He can also use it more surgically by gently forcing a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect. +30 centimetres, +1 SPD and +1 minute each time rebought.

Air Walk - 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.

Air Wall - The character 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 -2 to his physical elusiveness against hurled missiles like arrows and spears. This increases to -5 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -1 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.

Weather Control - The character can alter the weather in various ways. He can primarily make the sky overcast although it remains the GM's decision how far away the clouds he needs to summon are. Once in position he can bump the clouds together to create loud thunderclaps which will startle most people and usually cause animals to flee. He can create a 1 metre per 2 ME +1 metre per level radius cloud at ground level in which victims are blind and have trouble breathing with -9 on all rolls.

He can increase and decrease the level of precipitation. He can do all this within a ME x10 metre radius for ME x1 minute. 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). The character can call down a lightning bolt anywhere in his line of sight if it is overcast doing D6 per WIS. +2 Strike with the bolt. +10 metres, +2 minutes and +D6 each time rebought.

Finally he 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. He can sense all electromagnetic fields and locate any operating electrical devices (eg. hidden surveillance devices, power cables, electrical traps, etc) within his line of sight or ME x10 metres.

Whirlwind - The character can increase the wind speed as such to create a whirlwind with a 1 metre radius per 2 ME anywhere in his line of sight. It has a rotational speed of ME x10kph. Any

caught in it will be swept up and hurled around unable to perform any actions. +2 metres and +5kph each time rebought.

Animals

Animal Metamorph - This is the ability to transform into 1 animal type per 2 INT while retaining one's own memories, powers and attributes. Requires 1 action to transform. Gain 1 animal form per 2 IQ. +1 additional form each time rebought.

Animal Mimicry - The power to totemically draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within his line of sight or a 1 metre radius per IQ, +2 metres per level. Can copy the abilities of 1 different animal per 5 IQ at the same time. If there are more different animals present than can copy then may choose which abilities he copies. +1 animal each time rebought. Examples are given here.

Claws - The character has one 1 centimetre long claw made of bone which extend from one of his fingers. They do D6 plus PS damage bonus. If the character metamorphs his body then the claws also alter into the other form. eg. Metamorph Copper allows for copper claws, Metamorph Light allows for energy claws, etc. +1 claw each time rebought, but no more than 1 claw per finger.

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). Animals will obey simple telepathic commands. The telepathy works within

line of sight or a radius of 10 metres per ME (+10 each time rebought). The character also has empathy with all animals, able to sense their emotional state. He can summon any animals in the area. Up to 1 animal per 2 ME of choice (+2 each time rebought). He can summon any animal within a 100 metres per ME radius, (+100 metres each time rebought).

Control Insects - The ability to command insects. Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME (+10 each time rebought). The character also has empathy with all insects, able to sense their emotional state. The character can summon 100 insects per 2 ME of choice (+100 each time rebought). He can summon any insect within a 100 metres per ME radius (+100 each time rebought). If desired he can make them cover him creating a form of armour with 10 HPs per ME.

Insect Metamorph - 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). An additional equal amount of forms each time rebought.

Insect Mimicry - The power to totemically draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within his line of sight or a 1 metre radius per IQ. Can copy the abilities of 1 different insect per 5 IQ at the same time. If there are more different insects present than can copy then may choose which abilities he copies. +2 metres and +1 insect each time rebought. Examples are given here.

Change

Density - The character can render his body intangible to normal matter. This enables him to pass harmlessly through any object. Can render himself + an additional 3kgs per IQ unsolid. The character is only vulnerable to mind attacks. 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. Plus an additional 3kgs per IQ each time rebought.

Digitize - The ability to alter an object into digital form. It can then be stored on a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your world. The storage item must be touched by the character in order to digitize the object into it. Otherwise nothing happens and the object remains unaltered. The character can later release the object from the storage device. For every 1kg of weight around 100 meg of storage is required. This can be spread out over multiple storage devices though all need to be held to release an object. The object or person will be able to fully interact with any virtual world they have been stored in, including the internet. After turning an object into information the object can then be sent through to another location. The character can alter 10kgs per ME. +10kgs affected each time rebought.

Mass - The character can absorb the mass of anything that he touches and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can increase his AR by 1 and increase his PS by 1 and HPs by 2. Living things are not killed by the

absorption process and are perfectly fine once released, although likely less than happy about the experience. He can hold the extra mass for 1 round per ME. +1 round per ME each time rebought.

Mutate - For 1 minute per 3 IQ the character can double or halve either the range or damage of his own powers or anyone that he can touch or see. +1 minute each time rebought.

Recreate - The character can examine objects and later recreate them from memory. He can alter any other object into the one he wants. The only limitation is size. While a gun would be easy to recreate, a truck would require something of equal size. The character can retain a number of different items equal to his ME. eg. a 3rd level character with a ME of 11 can recreate 14 different items. If the character's repertoire of items is full one must be forgotten to remember another one. 10 points to buy this power. +1 object each time rebought.

Shapeshift - At its base level this power allows the character to alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, 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.

If taken again then he can alter any part of his body to resemble anything from imagination. His structure may be no less than half, or more than double his original size. He can alter any limb into any melee weapon doing damage

according to the weapon type + PS damage. HPs of weapons = 10 per PS +1 per level with length not exceeding 50% greater than that area of body.

Weight - The ability to increase or reduce the mass of organic and inorganic matter. The character can affect himself or anything within his line of sight lasting until his concentration is broken. He can increase or decrease weight by 45kgs per melee up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but organisms are unable to move once they reach 360kgs. At less than 1kg weight he can glide at 30kph. +5kgs affected each time rebought.

Death

Deadly 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 x10 centimetre per ME diametre, +50 centimetres per level. As a side effect he is immune to the effects of all forms of toxins and poisons but not any physical damage done by them, +3 to save vs. drugs. All victims must save vs. poisons/toxins/drugs. +1 metre each time rebought. The different gas types are;

Blindness which prevents the victim from seeing for 3D4 minutes.

Burning Acid which causes major skin irritation and burns flesh. It does 2D6 per melee for 3D6 melees. No save.

Death which will kill an opponent on a failed save. If the save is successful then the victim suffers 4D6 damage.

Death Sign - The character can see a death mark over anyone who is about to

die within the next hour per ME. Plus an equal amount of hours per ME each time rebought.

Death Stare - Must have eye contact.

Once this is achieved the victim must save vs. Willpower 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.

Fake 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.

Lethal Blood - The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes. One minute is the minimum it can drop to. As a side effect he is immune to all poisons. -1 minute each time rebought.

Talk to Departed - This character can listen to and relate conversations with the departed. This is done by going into a trance and allowing a spirit to enter his body in order to speak through it. Further he can sense the emotional state of the departed and whether they are being truthful.

Weaken - This is the ability to 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 HPs damage per IQ of the character and -1 PE per 5 IQ 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.

Earth

Command Plants - Plants will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per ME. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out. As an extension of the telepathy the character can confer with any plant within range and question it. It will answer truthfully about anything it knows or sensed passed by it. +10 metres each time rebought.

Earth Armour - The character can draw on an existing earth source and surround himself with it so that it now forms an armour, with HPSequal to 20 per ME.

Earth Shape - The hero can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand with a 1 metre radius per 3 ME x 1 metre depth per 2 ME. Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls. As a side effect of this he can refine earth materials and cause them to separate into their component minerals. One kilogram per ME per

round may be sorted. +1 metre and +1kg each time rebought.

Earth Sight - by touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.

Earth Wall - Can form a wall or shield of earth 10 centimetres per ME thick x 30 centimetres per ME tall x 15 centimetres per ME radius anywhere within 2 metres per ME. The field has 100 HPS per square metre. +30 centimetres and +2 metres each time rebought.

Manipulate Earth - The character can dig a hole in the earth by force of will alone. 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. He can also split the ground open 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). The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

Rock Shards - The character can hurl pieces of earth at nearby victims whether rocks or shards. 2kgs per ME over a range of 2 metres per ME at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed. +3 metres and +5kgs each time rebought.

Fire

Fireball - Throw fireballs over his normal distance x2. They do D8 per 5 ME and have a 20% chance of causing anything combustible to catch alight. +D8 per and +10% each time rebought.

Fire Manipulation - He can manipulate any flames within his line of sight up to a 27 metre radius. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 ME doing 3D6 damage. If there is an existing flame source within his line of sight he can create a 1 metre per 2 ME radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties. +2 metres and +D6 damage each time rebought.

Fire Wall - Can form a shield or wall of fire 10 centimetres per ME thick x 30 centimetres per ME tall x 15 centimetres per ME radius anywhere within 2 metres per ME. Does D6 damage per 5 ME for every 30 centimetres the victim walks through. As a side effect he is immune to the effects from heat but not the damage from fire attacks. +30 centimetres each time rebought.

Flamethrower - Form a continuous gorge of fire which does D6 per 5 ME over 1 metre per ME. Anything combustible instantly catches alight. As a side effect he is immune to the effects from heat but not the damage from fire attacks. +D6 damage and +4.5 metre range each time rebought.

Spontaneous Combustion - He can cause any 1 object per round within his line of sight which is combustible to ignite doing D6 per level. If used on human skin it can scar the entire body and melt the skin, making the effective MA 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. This can also be used to spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Thermal Flight - The power to fly by riding a planet's thermal currents (if it has any). Speed is ME x10kph with a maximum ceiling height of 100 metres per ME. 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 reduced accordingly in colder climates, as determined by the GM. +5kph each time rebought.

Thermal Vision - 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.

Justice

Adapt - When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Neutralize - He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of ME x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Nullify - He automatically neutralizes any magic aimed at him by nullifying

the spellcasting ability of anyone or any object within a radius of ME x1 metre. This includes magic enhancements. +1 metre each time rebought.

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. The character can see up to ME x1 minute ahead. If rebought he can see up to ME x5 minutes ahead. If rebought again then ME x10 minutes ahead. Then ME x30 minutes ahead. ME x1 hour ahead. ME x1 day ahead. ME x1 week ahead. ME x1 month ahead. And finally ME x1 year ahead.

Revelation - The character can bond with another person via touch and learn everything the victim knows unless they save. The knowledge gained lasts for 1 minute per ME. +1 minute each time rebought.

Soul Weapon - The character 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 paralyze for 1 melee per ME, or induce shock unless psi save. Once per day per 5 ME he 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.

Types include; 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 STR equal to ME.

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.

Knowledge

Clairaudience - Can tune in to any location that have been to before or person that have met and listen for 1 minute per ME. 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. Distant sounds are sensed at their original volume level. +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. 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. 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. +1 minute each time rebought.

Insight - The character can detect weaknesses in any opponent or structure within the hero's line of sight. He can sense concealed people or objects within his line of sight. Finally he can detect the lies of anyone talking to him.

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. He can read, write, speak and understand any language at his base IQ score after 1 day (-1 hour per IQ of

listening, studying and practicing it). The amount of languages known increases by his IQ score each time rebought. eg. With an IQ of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

Machine Knowledge - The character has the ability to touch any machine and copy its abilities. The character retains the copied powers as long as he wants until he has to trade out something to make room for more. When this happens the rule is first in, first out with all of the properties of the earliest object he mimicked leave at once and then the next object, until there's enough room in the pool for the new one. Can copy the abilities of 1 different machine per 2 IQ at the same time. +1 machine each time rebought.

True Memory - This character has a perfect memory. By studying a map or document for 1 minute, -2 seconds per ME 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 or twice before. Memories are permanent and can be recalled with crystal clarity at any time.

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.

Life

Adapt to Environment - 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).

Adapt to Temperature - Can adapt to any temperature within 1 hour, -1 minute per PE and become immune to its effects. Thereafter can switch between temperature types at will (but must first adapt to each individual environment).

Converse - 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. +1 object and size +10kgs each time 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.

Heal Others - The ability to heal another life form at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; Restore 1 HPs per IQ per 10 minutes; Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ and gives +1 to save per 4 IQ; Negate all pain for 1 minute per IQ; Immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes.

Heal Self - The ability to heal oneself at phenomenal rates. Recover 1 HPs per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while

poisons, Gases, Drugs and Disease are only 15% effective. If rebought can regenerate 1 limb once per day taking D4 hours. If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts. If rebought a third time then no longer age 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.

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.

Light

Glow - Once per melee he can generate a brilliant flash of light to blind all people within a 30 metres radius. The effect lasts for 2D6 melees per level and causes -6 on all rolls. +1 metre each time rebought. Alternatively he can shed a lesser amount of light that can be used to see by all in a 15 metre radius equal to 150 watts. 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. +3 metres and +25 watts each time rebought. Finally he can create an intense spotlight from any part of his

body with a range of 50 metres per 10,000 watts.

Hologram - 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. +30 centimetres each time rebought.

Laser Absorption - The ability to absorb all forms of energy. The character can absorb any kind of energy attack directed against him be it pure energy, electricity or lightning, fire (not heat), and lasers. The character can absorb up to 2 points of damage per ME. In terms of other power sources such as batteries or power plants the character can absorb a maximum of 1 megawatt per ME. If he also has an energy emission power he can add the damage he absorbs into the damage done by the blast. +2 points per ME and +1 megawatt per ME each time rebought.

Laser Blast - The power to control amplified light. The character can fire a laser bolt which does D6 per 5 ME over 1 metre per ME. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks. +D6 damage and +15 metres each time rebought.

Laser Wall - Can form a shield or wall of lasers 10 centimetres per ME thick x 30 centimetres per ME tall x 15 centimetres per ME radius anywhere within 2 metres per ME. Does D6 damage per 5 ME for every 30 centimetres victim walks through. As a side effect he is immune to the effects

from radiation but not the physical damage from laser attacks. +30 centimetres each time rebought.

Light Form - 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. While in this light form he is immune to radiation, gases, toxins, laser beams and ion blasts. Explosions do half damage.

Physical attacks (arrows, bullets, people, swords, etc) pass right through him. Nuclear explosions will dissipate the character killing him. Heat (including plasma), cold and water based attacks (tech, magical, psi, etc) all do half damage. He must touch or pass through a victim to do damage. In his energy forms he can fly at 2.997925×10^8 metres per second.

The different forms include cosmic rays, electromagnetism, gamma rays, infrared, microwaves, photons, protons, solar particles, ultraviolet and xrays. While transformed the character has negligible weight, so gravity or weight manipulation powers are useless against him. Photons (particles of light) are pretty much the only massless structure in the universe. When transformed he can see and distinguish all the different energy types, equal to normal sight range.

Stellar 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 IQ. +1 each time rebought.

Love

Empath - The character can detect the emotional state of any one person within his line of sight or 20 metre radius 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. +5 metres each time rebought.

Entrance - The character via his angelic singing can entrance and effectively paralyze anyone who hears him. The victims must be inside the range of the song and must listen to the song for at least one round in order to be affected. After 2 rounds the song will cause a restful peace to fall over all creatures in earshot. If the character desires at this point he can use the song to put them to sleep.

Immune - The character is immune to the effects of possession and manipulation, even magical.

Manipulate - The character can transmit either his own emotional state to another or manipulate their emotions to what he desires. They must be within his line of sight or 20 metre radius. The power functions for as long as the hero concentrates on using it. +5 metres each time rebought. Confusion will affect the victim's ability to make decisions, his sense of direction, time or what is going on. -3 on everything. Despair will cause a 3% chance of surrender per ME, +2% per melee.

Combat rolls halved but fleeing SPD is doubled. Fear will cause a 4% chance of

fleeing per ME, +3% per melee. Combat rolls reduced to one third but fleeing SPD is doubled. Hate will cause the victim to act rashly, with a 4% chance per ME to attack the source of his dislike (old hatreds surface), +1 to hit source, -1 all else. Satisfaction will cause a 4% chance per ME to reconsider actions, not attack, show mercy, halt rampage, etc.

Phermones - The character is especially physically attractive, add +1 to MA. He 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 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. He can issue a command (eg. stop, look, no, etc) which everyone who hears must obey. Victims are -1 to attack. 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.

Remember - The character can create realistic 3D images, sounds and smells drawn from the victim's memories anywhere within line of sight with a radius of 2 metres per ME. +5 metres each time rebought. 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.

Worshippers - The character can attract one follower per 4 ME who will obey only him and do all he commands unquestioningly. +1 per ME each time rebought.

Luck

Anchored - This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Hide - 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.

Insight - The character can detect the weakness in any opponent or structure within the hero's line of sight, sense concealed people or objects within his line of sight and detect lies of anyone talking to him.

Kickback - By touching a victim the character 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 his line of sight. +1 victim each time rebought.

Luck - The character choose to have something lucky happen to any one person per ME within his line of sight. This may include performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc. +1 victim each time rebought.

Psychic - 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. Gain +1 willpower save per 5 ME, and +1 minute each time rebought.

Unluck - The character can cause something unlucky to happen to any 1 enemy per ME within his line of sight. This may include fumbling Strike rolls, failing saves, taking critical damage from a minor blow, etc. +1 victim each time rebought.

Magic

Increase PPE - The character's natural PPE is increased to $IQ + ME \times 5$. Plus an additional $\times 1$ each time rebought.

Increase Spell Damage - All spells the character knows have their damage increased by +1. +1 each time rebought.

Increase Spell Duration - All spells the character knows have their duration increases by 50%. +50% each time rebought.

Increase Spell Range - All spells the character knows have their range increased by +50%. +50% each time rebought.

Increase Spell Save - +1 save vs spell. +1 each time rebought.

Learn Spell - The character automatically learns any spell he sees cast in front of him regardless of which sphere it is from.

Teach Spell - By touching a person the character can automatically impart on him any spell he wishes to teach him. However the spell must be from a sphere the learner has access to.

Music

Alter Sound - Finally 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 for the before mentioned duration.

Enhanced Hearing - Hearing increases by $\times 1$ normal range per 3 ME (eg. ME 15 = $\times 5$ 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. An additional x1 each time rebought.

Enhanced Voice - The character's voice range is doubled. 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. 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 +2 bonus to any voice skills. Voice range is increased by a factor of x1 and an additional 10 words per level each time rebought.

Perspective 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.

Remove Sound - The character can remove all sound from within a 3 metre per ME range, over a 1 metre per ME radius. This also allows him to absorb any kind of sonic attack directed against him of up to 2 points of damage per ME. If he also has the sonic emission power he can add the damage he absorbs into the damage done by the blast. +3 metre range, +1 metre radius and +1 point of damage per ME each time rebought.

Sonic Yell - The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per ME, +10 per level. These do D6 per 5 ME +D6 per level, over 10 metres per ME per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. As a side effect he is immune to the effects of loud noises but not the physical damage from sonic

attacks. A table on decibel effects can be found here. +D6 and +10 metres each time rebought.

Sonicportation - The character can transform himself into pure sound and travel nigh-instantaneously to any location within sight before reverting to his physical form. He cannot travel to or through areas where soundwaves cannot propagate such as vacuums. However he can only teleport at the speed of sound.

Night

D'arque Control - He can create an area of darkness of 1 metre radius per IQ 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. +5 metres each time rebought.

D'arque Form - 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. 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% Stealth, 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. He has nightvision equal to normal vision.

D'arque Gravity - The character if successful in grabbing hold of another person can use his gravitational power to crush his opponent. 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. PS damage bonus applies to damage done with these attacks. +2 PS points each time rebought.

D'arque Influence - The character can cause extreme vertigo to any victim affecting their balance and causing extreme dizziness. This can be employed in one of two ways, switching between the attacks though requires one melee action. It can either affect everyone looking at the character or he can choose to affect a radius of 1 metre per 2 ME. Those affected are -10 on all rolls, have their actions halved and SPD reduced to one third. Further any victim must save vs. trauma or start vomiting. +1 metre each time rebought.

D'arque Walk - 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 allow the character to walk along walls or ceilings but without needing to worry about weight or speed restrictions.

D'arqueness Within - 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.

Dreamwalk - The character 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.

Skill

Angular Vision - You can focus in two separate directions allowing you to have a greater angle of vision, aim two weapons at once or to take full advantage of extra limbs. Characters with more than two eyes can buy this again for each additional eye.

Alter 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 IQ 10. You are under mental attack and so in order to increase your Psi save you decrease your PS to 10 and increase your IQ to 15. In effect you shifted 5 points from your PS to IQ. Or using the same example you could reduce your IQ to 5 to increase your PS to 20 for one blow. You may do this once per turn per level.

Dextrous - +2 PP, +2 Strike, +1 dodge. +1 Strike and +1 dodge each time rebought.

Fit - This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.

Hide - The character can blend into his surroundings and become 100% undetectable if standing 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.

Hunt - The character 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. He can track a specific person or lifeform anywhere within the same dimension over a time span of 10 years per ME. +10 years per ME each time rebought.

Learn - 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 each time rebought.

Time

Age - The character can age any object or organism 1 year per ME 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. He can also do the reverse and rejuvenate organisms. +1 year each time rebought.

Anchored - This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both

versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Blur - The character can 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 Sense - The character instantly knows what year he is in and how to get home. He can perceive Electrical fields (and their intensity), Gravity waves (in a radar like manner), PPE or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared, X-rays, Chronal Wormholes, Gates, Planar Portals, etc and where they go.

Jaunt - The character can jump a short distance ahead in time. 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. If rebought then the character gains the ability to alter his chronal frequency and shift between years in time. 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. If rebought again 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.

Motion - The character can slow objects over a 3 metre radius per ME anywhere within the character's line of sight. If he cant see then it just centres around him. He can slow 1 person or object by 50% for ME x1 melee. This will of course also effect actions, dodge ability, etc. He can also speed up objects in exactly the same way. +2 metres and +10% each time rebought.

Repeat - 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 ME each time rebought.

Travel

Dig - 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.

Flight - Choose one of the flight powers from here.

Gate - The character can create a vertical gateway of up to 1 metre x 1 metre for every 4 ME, anywhere within 2 metres per ME. This gate can lead to any

location that know well, can see or have a detailed picture of. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp. +3 metres each time rebought.

Grab - He can teleport any object he is carrying straight into his hands or back into his pockets. The character can rob objects and life forms of their kinetic energy, motion, or momentum and use the energy to accelerate himself even faster. He can affect a 3 metre per ME range over a 1 metre per ME radius. He can also lend speed to inanimate objects or allies enabling them to temporarily travel nearly as fast as himself.

He can absorb 1 SPD per ME. eg. with a ME of 12 at first level he can steal or lend up to 12 SPD, at third level it would be 36 SPD, etc. This can include bullets in flight, speeding vehicles, falling objects, etc. At super speed levels he automatically gains a specific resistance to friction, wind resistance and wind burn while his lungs are also adapted to breathe high-velocity air. +3 metre range, +1 metre radius and +1 point of SPD per ME each time rebought.

Isomovement - By touching an object the character can teleport himself to the other side of it. The object can be no larger than 1 metre per ME. The character can move himself or anyone he touches plus 30kgs per ME. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. eg. the character is trapped in a dead end. He touches the wall which is less than a metre thick and teleports to the other side of it. He can also change

his own facing instantly. So rather than having to turn around he can immediately face what is behind him. +20kgs each time rebought.

Run - This character is really fast. The character's SPD is increased to 28. SPD may now continue to be bought as normal. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. At this speed the character senses the ambient world moving more slowly. Thus there is no risk of encountering a situation and not being mentally capable to handle it, he can both mentally slow time down and physically adapt so as to catch up to the newly heightened temporal perception.

Teleport - 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. The character can move himself or anyone within sight plus 30kgs per ME. 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 extremely dense materials like Neutronium or black holes which are impassable. +20kgs each time rebought.

War

360 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. 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. +3 metres each time rebought.

Ballistic Enhancement - 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 hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 ME. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Blend - The character can blend into his surroundings and become 100% undetectable if standing 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.

Sense Danger - The character gains a sense of imminent danger with a warning time of 1 minute per 5 ME. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 ME, and +1 minute each time rebought.

Strong - +4 STR, +4 each time rebought.

Tough - The ability to withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. The players bones are nearly unbreakable and his skin is cut resistant. Gain +5 HPs per PE, and a +1 save bonus per 4 ME vs. magically induced metamorphosis,

vampire's transformative bite, and anything else that can change the structure of the body.

Cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation have half their effect and damage with a +1 save against each per 5 ME. Gain +10 HPs per PE (instead of +5), a +2 to saves (instead of +1), with effects and damages reduced by three quarters (instead of half) each time rebought.

Virtual 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.

Water

Animal Control - He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME. +10 metres each time rebought.

Breathe Water - He can breathe any true water which has oxygen in it. 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 HPs per PE, and +1 PS per 10 HPs (the bonuses still apply above water).

Ice Wall - Can form a wall or shield of ice (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The field has 100 HPs per square metre. As a

side effect he is immune to the effects of cold but not the damage from ice attacks. +1 square metre, +10 HPs and +3 metre range each time rebought.

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. He can affect a 2 metre radius per ME. As a side effect he can also remove toxins from 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. +3 metres each time rebought.

Water Blast - 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 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. +D6 and +15 metres each time rebought.

Water Shape - He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME, +3 metres per level within line of sight while concentrate. The size of the wave can be up to ME x 1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, +2 metres per level until his concentration is broken. Further 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 his total SDC, and its stretching

ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.

Water Wall - This is the ability to draw condensation and form a shield or wall of water (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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. Any kinetic attacks are simply caught in the water and slowed to the point of ineffectiveness. Lasers are diffused and rendered harmless. There are no actual SDC. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.

A more detailed description of the Avatar's Patron;

Air

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. He is influential over the sky, storms, rain, winds, weather, and lightning.

Animals

This god is the protector of animals and insects. 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.

Change

This god is influential over Chaos, Inevitability, and Evolution.

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

This deity is influential over agriculture, crops, nature, plants, soil, 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

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.

Light

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.

Love

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.

Music

This god represents the performing arts vocal and instrumental music, traditional and interpretive dance, even stage tragedy and comedy. He also covers arts and of literature/poetry. His priests are devoted to the advancement of music and dance in the population. They organize events where music is played, dances are performed, and plays are enacted. Sometimes they tour as part of theatrical companies, among bards and other performers. Their quest is to bring light to others through the performing arts.

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.

Time

This god is the deity of the march of time. He represents inevitability not destiny based on the will of individual gods, but the inevitability of change brought on by time. His priests preach

the philosophy of patience to the flock, and help all the members of the flock adapt themselves to their changing bodies, lifestyles, and needs as they go through life.

Travel

This is the god of travellers, speed and journeys.

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

This god is one of bodies of water. He doesn't concern himself much with mortal doings; sailors pray to him for mercy which he shows when he feels like it, and shows them death when he prefers. He is also 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.

Step 4: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specializing for instance in mythology, etc).

Avatar, Dragon

The character is connected to the Earth's Antipodalverse, a dimension that connects every Dragon, extinct or otherwise, enabling them to mimic any Dragon that currently exists or ever has existed. The Antipodalverse relates to the relationship between organisms in the dragon, kaijuu and monster kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner.

Also gain the following free ones;

Endurance

Heat Protection

Knowledge Dragons

Knowledge Mythology

Survival

Weather Sense

Step 3: Abilities

Avatars gain the following abilities free; **Connection** - The character can tap into the Antipodalverse to draw on special Dragon abilities. This can include; flight, strength, breath weapon, and so on. The power to totemically draw on certain Dragon abilities from the Antipodalverse for a temporary duration. Each ability lasts for 1 minute per ME, +2 minutes per level. Can draw on the abilities of 1 different Dragon per 5 IQ at the same time, +1 Dragon per level.

Additionally Avatars start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 5

The Avatar may summon and permanently psionically link with an Dragon companion of the character's choice. At any point he may see through its 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. The GM should generate special stats for this ally.

Dragon Assistance

Cost: 10

The character may ask a dragon to help him 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, it 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.

Dragon Form

Cost: 5

This is the ability to tap into the Antipodalverse and transform into any Dragon while retaining his own memories, powers and attributes.

Requires 1 action to transform.

Dragon Speak

Cost: 5

The character can telepathically speak with any dragon he can see.

Heal Dragon

Cost: 5

The ability to heal any dragon at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing;

1) Restore 1 HPs per IQ, +1 per level per 10 minutes.

2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.

3) Negate all pain for 1 minute per IQ, +1 minute per level.

4) Immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Immune

Cost: 10

The character takes no damage and is immune to the effects of any breath attacks from any dragon. However he is only immune to one type of dragon breath at a time. To change his immunity type requires one round.

Really Tough

Cost: 10

+1 PS and PE.

Spellcast

Cost: 10

Dragon magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Avatars can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Summon Allies

Cost: 5

The Avatar can summon any Dragons in the area. Up to 1 Dragon per 2 ME of choice, +2 per level. He can summon any Dragon within a 100 metres per ME radius, +100 metres per level.

True Sight

Cost: 10

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.

Step 4: Careers

Possible related careers include; Archaeologist, Museum Curator and Academic Researcher.

Avatar, Kaijuu

The character is connected to the Earth's Antipodalverse, a dimension that connects every Kaijuu, extinct or otherwise, enabling them to mimic any Kaijuu that currently exists or ever has existed. The Antipodalverse relates to the relationship between organisms in the dragon, kaijuu and monster kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner.

Also gain the following free ones;

Endurance

Heat Protection

Knowledge Monsters

Knowledge Mythology

Survival

Weather Sense

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Antipodalverse to draw on special Kaijuu abilities. This can include; flight, strength, underwater abilities, and so on.

The power to totemically draw on certain Kaijuu abilities from the Antipodalverse for a temporary duration.

Each ability lasts for 1 minute per ME, +2 minutes per level. Can draw on the abilities of 1 different Kaijuu per 5 IQ at the same time, +1 Kaijuu per level.

Additionally Avatars start with 30 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 5

The Avatar may summon and permanently psionically link with an Kaijuu companion of the character's choice. At any point he may see through its 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. The GM should generate special stats for this ally.

Kaijuu Assistance

Cost: 10

The character may ask a Kaijuu to help him 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, it 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.

Kaijuu Form

Cost: 5

This is the ability to tap into the Antipodalverse and transform into any Kaijuu while retaining his own memories, powers and attributes.

Requires 1 action to transform.

Kaijuu Speak

Cost: 5

The character can telepathically speak with any Kaijuu he can see.

Heal Kaijuu

Cost: 5

The ability to heal any Kaijuu at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing;

1) Restore 1 HPs per IQ, +1 per level per 10 minutes.

2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.

3) Negate all pain for 1 minute per IQ, +1 minute per level.

4) Immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Immune

Cost: 10

The character takes no damage and is immune to the effects of any breath attacks from any Kaijuu. However he is only immune to one type of Kaijuu breath at a time. To change his immunity type requires one round.

Really Tough

Cost: 10

+1 PS and PE.

Spellcast

Cost: 10

Combatic magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Avatars can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Summon Allies

Cost: 5

The Avatar can summon any Kaijuus in the area. Up to 1 Kaijuu per 2 ME of choice, +2 per level. He can summon any Kaijuu within a 100 metres per ME radius, +100 metres per level.

True Sight

Cost: 10

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.

Step 4: Careers

Possible related careers include; Archaeologist, Museum Curator and Academic Researcher.

Avatar of Life

The Entity Ælif formed as the embodiment of life at the beginning of the universe. It is not known whether Ælif was brought into the universe either by accident or by design. Ælif's existence came on the planet Earth which became the source of all life in the universe. After driving away Mortis and the forces of the void, the Ælif sealed itself beneath the magma of the world where its entry into the universe began to affect the cosmos around it. It retained a link to all life and any harm to it would fall upon the living. Through its influence, Ælif led to the development of numerous organisms.

Avatars of Life become the embodiment of all life. They can gain power from the life of others and oneself, use life-force energy as a weapon in the form of energy blasts or constructs, heal others and themselves, transform living beings into something else or steal the life from others causing instant death.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing.

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

Roll attributes as normal but PE +10. Hit points = PE +20, +20 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Religion

Knowledge Undead

Science Biology

Step 4: Abilities

Avatars gain all the following free;

Immortal Body - Avatars do not age.

They 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. Heal x2 faster including any wounds and broken bones. They are immune to supernatural possession.

Additionally Avatars start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Aura of Life

Cost: 5

The character can generate a field that augments and enhances life and growth. It covers a diameter of ME x1 metre, +1 metre per level. It accelerates healing by x2, adds +5 to any disease or poison saves, and encourages the growth of all life so long as he remains near it.

Breath of Life

Cost: 10

The Avatar can release a breath that can bring anything near him instantly to life.

He can bring to life objects or entities that were seen as lifeless and give life to the recently deceased. The deceased must have been dead no longer than ME x1 day, +1 day per level.

Gift of Life

Cost: 5

The Avatar can transfer the life-force of one being to another, moving HPs and PE, healing them and even resurrecting them. This requires physical contact with both. However, this may kill the one the character took it from if he is reduced to zero.

Immune to Change

Cost: 5

No supernatural or magical afflictions (including fear) of any type will work on the Avatar. This includes lycanthropy, vampirism, diseases, zombiesm or any other form of mystical transformation. Metapowers involving some form of alteration of the Avatar will likewise not work. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Infernal Enemy

Cost: 5

Avatars gain +1 Strike when fighting any Dead, Undead (including spirits and demons) or any other evil supernatural at levels 3, 6, 9, 12, 15 and 18.

Additionally choose 1 specific undead enemy; +4 to all combat rolls against this type of undead. This increases by +1 per level.

Language

Cost: 5

The Avatar can talk to anything living regardless of its lifeform type. He can speak and understand anything he talks to.

Life Sight

Cost: 5

Avatars can see the life span of others, by both perceiving the health of the lifeform and extrapolating the date of their death. He can also see the true image of any lifeform regardless of any form of concealment, disguise, illusion or invisibility.

Psychometry

Cost: 5

Avatars can touch an object and read the images and history of any who have previously touched it. It 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.

Purify Area

Cost: 5

The character can clean spoilt, rotten and otherwise poisoned food and water within a radius of 1 metre per ME per level making them suitable for consumption.

Repair mind

Cost: 5

The character can heal mental illnesses, disorders and other forms of mental trauma, to their healthy state and reverse the effects of mental tampering, such as mind control, memory loss and memory alteration. He can heal any damage done to a victim's mind, including brain damage, brain disease, or any alterations or damage caused by metapowers. Those suffering from amnesia or mental alteration will fully regain their lost memories. The character can heal up to one other person per 3 ME per day.

Step 5: Careers

Any but tend more to life saving jobs such as paramedic, doctor or researcher.

Avatar, Monster

The character is connected to the Earth's Antipodalverse, a dimension that connects every Monster, extinct or otherwise, enabling them to mimic any Monster that currently exists or ever has existed. The Antipodalverse relates to the relationship between organisms in the dragon, kaijuu and monster kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner.

Also gain the following free ones;

Endurance

Heat Protection

Knowledge Monsters

Knowledge Mythology

Survival

Weather Sense

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Antipodalverse to draw on special Monster abilities. This can include; the flight of a griffin, the strength of a giant, the breath weapon of a chimera, and so on. The power to totemically draw on certain Monster abilities from the Antipodalverse for a temporary duration. Each ability lasts for 1 minute per ME, +2 minutes per level. Can draw on the abilities of 1 different Monster per 5 IQ at the same time, +1 Monster per level.

Additionally Avatars start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 5

The Avatar may summon and permanently psionically link with a Monster companion of the character's choice. At any point he may see through its 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. The GM should generate special stats for this ally.

Enhance Monster

Cost: 10

For 1 hour per ME (+1 hour per level) can add +1 HPs per ME (+5 per level) to any 1 Monster per ME within range. 10 metre per WIS radius. +3 metres per level.

Heal Monster

Cost: 5

The ability to heal any monster at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing;

1) Restore 1 HPs per IQ, +1 per level per 10 minutes.

2) Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ.

3) Negate all pain for 1 minute per IQ, +1 minute per level.

4) Immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Monster Control

Cost: 5

Monsters will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level.

Monster Form

Cost: 5

This is the ability to tap into the Antipodalverse and transform into any Monster while retaining his own memories, powers and attributes. Requires 1 action to transform.

Really Tough

Cost: 10

+1 PS and PE.

Spellcast

Cost: 10

Elemental magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Avatars can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Summon Allies

Cost: 5

The Avatar can summon any Monsters in the area. Up to 1 Monster per 2 ME of choice, +2 per level. He can summon any Monster within a 100 metres per ME radius, +100 metres per level.

True Sight

Cost: 10

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.

Ultraviolet Vision

Cost: 5

The user is able to perceive ultraviolet radiation, allowing them to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.

Step 4: Careers

Possible related careers include; Archaeologist, Museum Curator and Academic Researcher.

Avatar, Saphromorphic

The character is connected to the Earth's Saphromorphicverse, a dimension that connects every fungoid, extinct or otherwise, enabling them to mimic any fungoid that currently exists or ever has existed. The Saphromorphicverse relates to the relationship between organisms in the fungal, mould, yeast and mushroom kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner.

Also gain the following free ones;

Caving

Knowledge Herbalism

Science Biology

Science Botany

Science Horticulture

Toxicology

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Saphromorphicverse to draw on special fungoid abilities. He can create, shape and manipulate fungi including yeasts and molds, as well as the mushrooms. He can cause fungi to grow, attack or even rise from the soil and "walk". The character can also shape these fungi into weapons, walls, armour or any other object (size being determined by how much is available). Each manipulation lasts for 1 minute per ME, +2 minutes per level.

Additionally Avatars start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Enhancements

Cost: 10

When in the presence of other fungi the character gains +1 to one attribute. If taken again then either +1 to two attributes or +2 to one attribute, etc. The amount of fungi nearby must be equal to the character's own size and within a ME x1 metre diameter.

Immune

Cost: 5

The character is immune to all non lethal diseases. If bought again he is also immune to lethal ones.

Poison Blood

Cost: 5

The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes, -1 minute per level. One minute is the minimum it can drop to.

Regenerate

Cost: 10

Can regenerate 1 limb once per day taking D4 hours.

Soothing Balm

Cost: 5

The character's sweat can act as an antifungal medication useful for treating mycoses such as athlete's foot, ringworm, candidiasis (thrush), serious systemic infections such as cryptococcal meningitis, and others.

Spellcast

Cost: 10

Faerie or Earth Elemental magic only. He starts with one spell per IQ point

over 9, he can learn an equal amount per level. Thus $IQ - 13 = 3 \text{ spells} + 3 \text{ per level}$. Avatars can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Sustenance

Cost: 5

Instead of needing to breathe, eat or drink the character can absorb sunlight and water via photosynthesis and nutrients from the ground.

The other kind of

Cost: 5

The character can induce a hallucinogenic trip by touching flying someone. It will last $ME \times 1$ minutes.

True Sight

Cost: 10

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.

Ultraviolet Vision

Cost: 5

The user is able to perceive ultraviolet radiation, allowing them to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.

Step 4: Careers

Possible related careers include; Beekeeper, Museum Curator and Academic Researcher

Avatar, Tarot

The tarot (first known as trionfi and later as tarocchi, tarock, and others) is a pack of playing cards (most commonly numbering 78), used from the mid-15th century in various parts of Europe to play a group of card games such as Italian tarocchini and French tarot. From the late 18th century until the present time the tarot has also found use by mystics and occultists in efforts at divination or as a map of mental and spiritual pathways.

Occultists call the trump cards and the Fool "the major arcana" while the ten pip and four court cards in each suit are called minor arcana. The cards are traced by some occult writers to ancient Egypt or the Kabbalah. The 78-card tarot deck used by esotericists has two distinct parts:

The Major Arcana (greater secrets), or trump cards, consists of 22 cards without suits: The Magician, The High Priestess, The Empress, The Emperor, The Hierophant, The Lovers, The Chariot, Strength, The Hermit, Wheel of Fortune, Justice, The Hanged Man, Death, Temperance, The Devil, The Tower, The Star, The Moon, The Sun, Judgement, The World and The Fool.

The Minor Arcana (lesser secrets) consists of 56 cards, divided into four suits of 14 cards each; ten numbered cards and four court cards. The court cards are the King, Queen, Knight and Page/Jack, in each of the four tarot suits. The traditional Italian tarot suits are swords, batons/wands, coins and cups; in modern tarot decks, however, the batons suit is often called wands, rods or staves, while the coins suit is often called pentacles or disks.

This character is somehow in tune with each Tarot sign and significantly influenced by it. It is left up to the GM whether it is caused by supernatural PPE or if the symbols themselves are distant entities.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Abilities

Avatars gain the following abilities free; **Tarot Gift** - This character gains all his powers from the Tarot cards. He may either draw real cards or roll on the tables below. The character gains all the powers listed under each card. These abilities remain until he forces a new draw. At the start the character can draw 1 Major Arcana and 1 Minor Arcana.

Determining Tarot Powers:

1) First roll for which Tarot is drawn from the Major Arcana -

- 01-04 The Fool
- 05-08 The Magician
- 09-12 The High Priestess
- 13-16 The Empress
- 17-20 The Emperor
- 21-24 The Hierophant
- 25-28 The Lovers
- 29-32 The Chariot
- 33-36 Strength
- 37-40 The Hermit
- 41-45 Wheel of Fortune
- 46-50 Justice
- 51-55 The Hanged Man
- 56-60 Death
- 61-65 Temperance
- 66-70 The Devil

71-75 The Tower
76-80 The Star
81-85 The Moon
86-90 The Sun
91-95 Judgement
96-00 The World

2) Next roll for which suit is drawn from the Minor Arcana -

01-25 Rods
26-50 Coins
51-75 Swords
76-00 Cups

3) Finally roll for which card from that suit -

01-07 Ace
08-14 Two
15-21 Three
22-28 Four
25-35 Five
36-42 Six
43-49 Seven
50-56 Eight
57-64 Nine
65-70 Ten
71-77 Page
78-85 Knight
86-92 Queen
93-00 King

The character has 30 points which can be spent on any of the abilities below. As he earns more experience he may buy or rebuy more abilities.

Additional Major Arcana

Cost: 50

For each extra Major Arcana card the character wishes to draw each time.

Additional Minor Arcana

Cost: 10

For each extra Minor Arcana card the character wishes to draw each time.

Communicate by Tarot

Cost: 5

By giving a person one of the character's specially created Tarot cards, they may use it once to telepathically send him a message. After that it is used up.

Create Tarot

Cost: 10

The Character has the ability to magically inscribe cards for use by others. While there is a standard suit of cards used he may of course use different images on the cards, tailoring them to suit himself. The person who activates the card will gain the ability listed for 1 minute per PPE that he has (the user's PPE not the character's).

Presence

Cost: 5

The character has a supernatural aura and radiates confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus

Cost: 5

+1 to Sanity rolls.

See PPE

Cost: 5

The character can see PPE or Ley Line power anywhere within his normal sight range.

Spellcast

Cost: 10

Urbana magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Avatars can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 5

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.

Will Bonus

Cost: 5

+1 to Willpower rolls.

Step 4: Careers

Possible related careers include; Zookeeper, Vet, Museum Curator and Academic Researcher.

Tarot Card Signs

Below are the various different abilities imparted by each Tarot symbol when it comes up. Each ability is gained free each day but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Major Arcana

The Fool

Insanity: 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.

Puppet: The character can touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character

does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 ME, +1 per level.

Puppet II: This goes a bit further than the other puppet power. It actually allows the character to touch a person and make the victim an exact duplicate of him physically and mentally. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 ME, +1 per level. The puppet reverts back to normal once the character relinquishes control over him or either of them lose consciousness.

Ventriloquist: The character can make his voice audible in a distant location, without the vocal soundwaves actually travelling the intervening distance. The power enables the character to be heard instantaneously at any distance, despite any barriers to normal sound transmission. The character has 100% accuracy, provided he can somehow sense the target area.

The Magician

Astral Walk: The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Cast Spells: The character starts with one spell per IQ point over 9, plus an equal amount per level that he is. Thus level 4 with an IQ 13 = 4 x4 levels for a total of 16 spells. The spells can come from any sphere of magic and in any combination. He can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Save Bonuses: +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

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.

High Priestess

Cosmic Awareness: The character is in tune with the entire scope of reality. He can see what choice one should make when confronted with a situation, see all the variables of any situation, predict the outcomes of certain situations, and then to accelerate oneself along that path of causality immediately. When utilizing this ability the character sees paths projected in front of him, illuminating possible courses of action. He can then foresee the best tactic, and accelerate himself along that path. This means he can also detect if anyone is lying to him or attempting to otherwise deceive him.

Danger Sense: This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a

warning time of 1 minute per 5 ME, +1 minute per level. Will know direction and threat level.

Postcognition: The character has the ability to see the past. The power requires the character to have physical contact with the target whose history is being examined. The character 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 his precogs ability to see into the future.

Precognition: This power gives the character sufficiently clear insight into upcoming events that he might be able to use that foreknowledge to his advantage. Short range precognition can be useful in combat. The character can use his power to discover his opponent's next move. If he wants to hide something he can glance into the future and see where his adversaries are likely to look for it then use that knowledge to improve his chances to hide that object.

If he's planting a bomb he can look into the future to see what types of methods his enemies will try to disarm it then counteract them in advance. If he's trying to pick a lock he can look into the future and see all the methods he's tried that failed making it easier to pick the

right method. By glancing a few seconds into the future he can see where his pursuers will look for him and what they'll do to find him, then all he has to do is be somewhere they're not looking. He could be standing right next to them but they'll never know it because they're always looking the wrong way. The possibilities are practically endless.

The character can see up to ME x1 minute ahead. If second level he can see up to ME x5 minutes ahead. If third level then ME x10 minutes ahead. At fourth level ME x30 minutes ahead. At fifth level ME x1 hour ahead. At sixth level ME x1 day ahead. At seventh level ME x1 week ahead. At eighth level ME x1 month ahead. And finally at ninth level ME x1 year ahead.

Empress

Heal: The character can heal himself at phenomenal rates. +8 PE, +25 SDC, +6 vs. Poisons, Gases, Drugs, and Diseases. Recover 1 HPs per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

Heal Others: The character can heal another life form at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; Restore 1 HPs per IQ, +1 per level per 10 minutes. Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ, +1% per level and gives +1 to save per 4 IQ. Negate all pain for 1 minute per IQ, +1 minute per level. Immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

Object to Flesh: The character by touch can turn one person per level who had been turned into an inorganic object back to flesh.

Suspend: The character can 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.

Emperor

Anchor: This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened.

Forcefield: The ability to create an invisible or semi visible layer of protection around oneself or any within the character's line of sight with a body armour type field of force or an area of 12 metre radius +3 per level, with ME x100 HPs (+1 per level). Replenish ME x10 HPs (+1 per level) per minute of non use. Can create multiple fields so long as the combined HPs don't exceed the total.

Hardened Molecular Structure: The character's body can withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. The player's bones are nearly unbreakable

and his skin is cut resistant. His HPs increase by +10 per PE.

PPE Free Zone: The character can form a zone of 15 centimetres per ME radius, +30 centimetres per level around himself which will drain the PPE of anything magical passing through including charged magic items.

Hierophant

Cast Spells: The character automatically gains all the spells within the Divine sphere, but cannot ever learn spells from any other sphere. He can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Fortitude: The character is immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs Diabolic magic.

Holy Weapon: The character can mentally will into existence a hand held soul weapon of light or dark which can affect both physical and ethereal supernatural creatures. Can use this either to paralyze 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 Spirit. 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 KOed but uses up 1 attack per melee while in use.

Judgement: The character can releases a burst of holy light within a $IQ \times 1$ metre radius affecting all within it in the following way; Others are revealed as

they truly are regardless of any form of concealment, disguise or illusion. Spirits are banished unless spell save. Undead are destroyed unless they spell save. It can be used once per day per 5 ME.

Lovers

Empath: The character can detect the emotional state of any one person within his line of sight or 20 metre radius 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. +5 metres per level.

Immune: The character is immune to the effects of possession and manipulation, even magical.

Manipulation: He has a limited ability to manipulate the emotions of any living thing. They must be within his line of sight or 20 metre radius. The power functions for as long as he concentrates on using it. The emotion is limited to Happiness which causes a 5% chance per ME to reconsider actions, not attack, show mercy, halt rampage, etc. +5 metres per level.

Phermones: The character emits pheromones into the air that attracts members of the opposite sex and are so strong that he will have to avoid them because they will follow and swoon over him constantly. Any victims save versus mind-control drugs whenever they come within smelling range of the character or be reduced to any means they can find to impress him. 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.

The Chariot

360 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. 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. +3 metres each time rebought.

Ballistic Enhancement: 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 hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 ME. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Claws: The character has 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus PS damage bonus. He has 1 claw +1 per level.

Strong: +4 PS, +4 per level.

Strength

Anchor: This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both versions and cannot be erased by

paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened.

Control: The character can take control of the body and voice of any one victim per 5 ME (+1 per level) within his line of sight.

Mind Shield: The character can shield himself from 1 person per 5 ME, +1 person per level against any psionic attack or intrusion.

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 IQ, +1 per level.

Hermit

Bookworm: The character can instantly find the information he needs from a book. All he need do is pick up the book, concentrate for a minute on what it is he is looking for, then drop the book. It will then fall open on the exact page which has the information he is looking for.

Isolate: The character can make anyone he touches forget some or all of their memory and skills. The knowledge is lost for 1 day per ME, +1 day per level.

Skilled: This ability allows the character to gain the skill knowledge of any person he touched with the skill level being equal. He can likewise share any skills he knows with anyone he touches. The skills are retained for 1 day x ME, +1 day per level.

Telepathy: The character can mentally communicate with 1 person per 3 ME (+1 per level) within his line of sight or 100 metre radius, +10 metres per level. From third level on he 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.

Wheel of Fortune

Kickback - By touching a victim the character 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 his line of sight. +1 victim each time rebought.

Luck - The character choose to have something lucky happen to any one person per ME within his line of sight. This may include performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc. +1 victim each time rebought.

Psychic - 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. Gain +1 willpower save per 5 ME, and +1 minute each time rebought.

Unluck - The character can cause something unlucky to happen to any 1 enemy per ME within his line of sight. This may include fumbling Strike rolls, failing saves, taking critical damage from a minor blow, etc. +1 victim each time rebought.

Justice

Clever: The character can guess what choice he should make when confronted with a situation, sense all the variables of any situation, and outcomes of certain situations, and then to accelerate along that path of causality immediately. +1 per level on all skill and combat rolls.

Purify: The character has the ability to cleanse a soul. It immediately removes any evil stains and changes their alignment to lawful, neutral or chaotic good. It also removes any curses placed on the character.

Vision, Aura: 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.

Vision True: The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility.

The Hanged Man

Density - The character can render his body intangible to normal matter. This enables him to pass harmlessly through any object. Can render himself + an additional 3kgs per IQ unsolid. The character is only vulnerable to mind attacks. 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 he centre of the earth. Plus an additional 3kgs per IQ each time rebought.

Digitize - The ability to alter an object into digital form. It can then be stored on a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your

world. The storage item must be touched by the character in order to digitize the object into it. Otherwise nothing happens and the object remains unaltered. The character can later release the object from the storage device. For every 1kg of weight around 100 meg of storage is required. This can be spread out over multiple storage devices though all need to be held to release an object. The object or person will be able to fully interact with any virtual world they have been stored in, including the internet. After turning an object into information the object can then be sent through to another location. The character can alter 10kgs per ME. +10kgs affected each time rebought.

Shapeshift - At its base level this power allows the character to alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, 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.

Weight - The ability to increase or reduce the mass of organic and inorganic matter. The character can affect himself or anything within his line of sight lasting until his concentration is broken. He can increase or decrease weight by 45kgs per melee up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but organisms are unable to move once they reach 360kgs. At less than 1kg weight he can glide at 30kph. +5kgs affected per level.

Death

Deadly 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 x10 centimetre per ME diametre, +50 centimetres per level. As a side effect he is immune to the effects of all forms of toxins and poisons but not any physical damage done by them, +3 to save vs. drugs. All victims must save vs. poisons/toxins/drugs. +1 metre each time rebought. The different gas types are;

Blindness which prevents the victim from seeing for 3D4 minutes.

Burning Acid which causes major skin irritation and burns flesh. It does 2D6 per melee for 3D6 melees. No save.

Death which will kill an opponent on a failed save. If the save is successful then the victim suffers 4D6 damage.

Death Sign - The character can see a death mark over anyone who is about to die within the next hour per ME. Plus an equal amount of hours per ME each time rebought.

Fake 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.

Talk to Departed - This character can listen to and relate conversations with the departed. This is done by going into a trance and allow a spirit to enter his body in order to speak through it. Further he can sense the emotional state of the departed and whether they are being truthful. mories, powers and

attributes. Requires 1 action to transform.

Temperance

Adapt: When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Immune: This character is totally immune to 1 form of attack. Choose from; Magic, Supernatural or 1 type of metapower (eg. if immune to Explode then immune to all explosions). Choose one additional Immunity each time rebought.

Neutralize: He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of ME x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Nullify: He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of ME x1 metre. This includes magic enhancements. +1 metre each time rebought.

The Devil

Aura - The character can 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.

Blend - The character can blend into his surroundings and become 100% undetectable if standing 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.

Hide - 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.

Remember - The character can create realistic 3D images, sounds and smells drawn from the victim's memories anywhere within line of sight with a radius of 2 metres per ME. +5 metres each time rebought. 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.

The Tower

Backfire: By touching a victim the character 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 his line of sight.

Devolve: The character can touch a victim and alter his mind and body to regress back down the evolutionary path of his species. Duration is equal to ME x1 minute. The victim's IQ and ME scores drop by D6 but PS and PE rise by the same amount.

Luck: When fighting against an opponent the character can have something lucky happen like performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc.

Unluck: He can cause something unlucky to happen to any 1 enemy per ME within his line of sight. This may include fumbling Strike rolls, failing saves, taking critical damage from a minor blow, etc.

The Star

Direction: The character has an absolute sense of direction always knowing which way is polar north.

Discovery: He can detect any concealed person or object within his line of sight.

Faith: The character can give any of his allies within hearing range a +1 bonus to any rolls simply by verbally encouraging them. +1 per level.

Inspirational: Allies are immune to panic or being routed in combat so long as you continue fighting alongside them.

You can also rally any previously routed by giving a stirring speech. They gain a +1 save per level of the character.

The Moon

D'arque Gravity - The character if successful in grabbing hold of another person can use his gravitational power to crush his opponent. 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. PS damage bonus applies to damage done with these attacks. +2 PS points each time rebought.

D'arque Influence - The character can cause extreme vertigo to any victim affecting their balance and causing extreme dizziness. This can be employed in one of two ways, switching between the attacks though requires one melee action. It can either affect everyone looking at the character or he can choose to affect a radius of 1 metre per 2 ME. Those affected are -10 on all rolls, have their actions halved and SPD reduced to one third. Further any victim must save vs. trauma or start vomiting. +1 metre each time rebought.

D'arque Walk - 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 allow the character to walk along walls or ceilings but without needing to worry about weight or speed restrictions.

Dreamwalk - The character 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.

The Sun

Field of Fire: Can form a shield or wall of fire (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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.

Fire Ball: Throw fireballs over his normal distance x2. They do D8 per 5 ME +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight.

Flame On: The character can change the nature of normal weapons into flaming ones. This may be either melee weapons or batches of missile weapons (arrows, bullets, bolts) which are within his line of sight. The flaming characteristic of a weapon does not appear until he concentrates on it, and then lasts until the first time it hits something or can no longer see it. 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.

Flamethrower: 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.

Judgement

Rebirth: The character can bring back to life one person per level provided they have been dead no longer than 1 day per ME.

Reborn: The character can come back from the dead once per level.

Remove Curse: The character can cure anyone of any curse placed upon them regardless of whether meta or supernatural based.

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.

The World

Failure: The character can make one person per level within his line of sight or 20 metre radius (+5 metres per level) fail his next roll.

Satisfaction: The character can make one person per level within his line of sight or 20 metre radius (+5 metres per level) feel extremely happy and reconsider his actions, not attack, show mercy, halt rampage, etc.

Success: The character can reroll on any skill, combat or other up to once per level on each roll.

Success Others: The character can allow any that he touches to reroll on any skill, combat or other up to once per level on each roll.

Minor Arcana Cups

Ace of Cups

The character may summon and psionically link with a companion 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.

Two of Cups

Any victim who can see or hear the character must save vs Willpower or start believing that he is his best friend.

Three of Cups

The character can heal at phenomenal rates. +6 vs. Poisons, Gases, Drugs, and Diseases. He can recover 1 HPs per minute and heal any broken bones x4 faster with no skin scarring.

Four of Cups

The character becomes totally immune to the effects of anything magical including any that might benefit him.

Five of Cups

Any enemy the character is directly fighting has all his rolls halved and is unable to use any bonuses.

Six of Cups

The character is able to remember anything from any part of his life.

Seven of Cups

The character can be immune to any form of control or possession.

Eight of Cups

Any enemies within the character's line of sight have any criticals they roll automatically become fumbles.

Nine of Cups

The character gains +6 on all combat rolls.

Ten of Cups

Anyone within ME x1 metre of the character is immediately filled with feelings of peacefulness and must sit down to admire the trees.

Page of Cups

The character gains an Ally as per the Advantage.

Knights of Cups

By the sound of his voice the character can convince someone of what he is telling them unless they successfully save. These aren't the droids you're looking for.

Queen of Cups

The character receives 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).

King of Cups

IQ Bonus +6.

Minor Arcana Coins

Ace of Coins

The character comes into possession of a Unique Artifact. Use the Artifact creation rules.

Two of Coins

The character can understand any writing he reads.

Three of Coins

Anyone looking at the character must save vs trauma or break down, start crying and beg for mercy until the power is turned off.

Four of Coins

The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes he will remember both versions and cannot be erased by paradoxes, even if the rest of his world is.

Five of Coins

The character can cause something unlucky to happen to any 1 enemy per

ME within his line of sight. This may include fumbling Strike rolls, failing saves, taking critical damage from a minor blow, etc.

Six of Coins

Any victim within the character's line of sight will start acting rashly, and view his allies with paranoid suspicion.

Seven of Coins

MA Bonus +6.

Eight of Coins

ME Bonus +6.

Nine of Coins

Anyone within line of sight of the character will fail all their skill rolls.

Ten of Coins

The character gains Wealth as per the Advantage.

Page of Coins

The character gains +6 on all his skill rolls.

Knights of Coins

Anyone within line of sight of the character has their attacks, SPD and all movements halved.

Queen of Coins

Anyone looking at the character must save vs trauma or be overwhelmed with terror and flee. Even successful saves will result in rolls being halved for the next D6 minutes.

King of Coins

The character gains +6 on all his combat rolls including any skills used during combat.

Minor Arcana Swords

Ace of Swords

The character comes into possession of a Unique Vehicle. Use the Vehicle creation rules.

Two of Swords

By the sound of his voice the character can convince someone of what he is telling them unless they successfully save. You know we're really you're friends.

Three of Swords

Any victim within the character's line of sight will become disorientated about where he is or why he is there.

Four of Swords

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.

Five of Swords

The character can turn off the meta powers of anyone he looks at for as long as he continues looking at them.

Six of Swords

The character can swim and breathe underwater as if he were a fish.

Seven of Swords

PP bonus +6.

Eight of Swords

Any victim within the character's line of sight will be overcome with feelings of greed and will make an offer to betray his allies.

Nine of Swords

Anyone within line of sight of the character will fail all their skill rolls.

Ten of Swords

The character can cause 1 point damage pain per ME to anyone in his sight. If this exceeds the victim's PE then he is incapacitated, otherwise -1 on all rolls for every 2 PE effected.

Page of Swords

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.

Knight of Swords

The character gains +6 on all his combat rolls including any skills used during combat.

Queen of Swords

Any victim within the character's line of sight will be overcome with depression and will either surrender or just wander off.

King of Swords

The character can take control of the body and voice of any one victim per 5 ME (+1 per level) within his line of sight.

Minor Arcana Rods

Ace of Rods

The character comes into possession of a highly advanced and possible alien weapon.

Two of Rods

The character can carry and transmit any existing non lethal disease via skin contact.

Three of Rods

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 the exact nature of the magic.

Four of Rods

Anyone within ME x1 metre of the character is immediately filled with feelings of peacefulness and must sit down to admire the trees.

Five of Rods

Any victim within the character's line of sight will start acting rashly, and view his allies with paranoid suspicion.

Six of Rods

The character gains +6 on all his combat rolls including any skills used during combat.

Seven of Rods

By the sound of his voice the character can convince someone of what he is telling them unless they successfully save. You'd rather pay double for that.

Eight of Rods

The character's SPD is doubled.

Nine of Rods

The character gains an Ally as per the Advantage.

Ten of Rods

The character can have something lucky happen to himself or any one person per ME within his line of sight. This may include performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc.

Page of Rods

The character can create one double of himself per 2 IQ, +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.

Knight of Rods

When the character's HPs drop to less than 10% he automatically teleports to somewhere he considers safe.

Queen of Rods

The character gains Wealth as per the Advantage.

King of Rods

Anyone that the character talks to are forced to tell the truth in response.

Avatar, Zodiac Chinese

Unlike the Western version of the Zodiac, the Chinese use only animals to create their cycle and each animal gets their own year instead of a single month. There are 12 animals in all, with a full cycle of the Zodiac taking 12 years. Usually when a Chinese person reaches their 60th birthday they have a big celebration because they have completed a full cycle of five cycles of the 12 years; a major feat in Eastern Culture. The twelve animals in order are: Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Sheep, Monkey, Rooster, Dog, and Pig.

This class is significantly different to the western Zodiac Avatar in that the astrological signs are assigned by year, month, day and the hours of the day. So while a person might appear to be a dragon because they were born in the year of the dragon, they might also be a snake, a rabbit and an ox.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level. The character's birthday is important as this will determine his Zodiac signs.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Planetary Alignment

Chinese Astrology is not affected by the planets.

Step 4: Abilities

All Avatars start with the following abilities free;

Bestowed - This time its a little more complicated than the western class. After the character has determined his full date of birth he then works out his permanent powers according to and in the following order;

- 1) The year of his birth
- 2) The month of his birth
- 3) The day of his birth
- 4) and finally the hours he was born between

We're not done yet. The following bonuses also occur according to when you were born;

Birth Month - Whenever your birth month comes up you gain +1 on all abilities related to that animal for that entire month.

Birth Day - Whenever your birth date comes up each month you gain +1 on all abilities related to the animal for that entire day.

Birth Hours - Whenever your birth hours come up each day you gain +1 on all abilities related to the animal for those hours.

Astrological Signs Dates

After determining your date of birth look below for the corresponding Year, Month, Day and Hours to determine which Animals you gain your abilities from. Then check the Astrological Signs Abilities table.

Rat

Years	1960, 1972, 1984, 1996, 2008, 2020
Months	December 7th - January 5th
Days	4th, 16th, 28th 1
Hours	1pm – 1am

Ox
 Years 1961, 1973, 1985, 1997, 2009, 2021
 Months January 6th - February 3rd
 Days 5th, 17th, 29th
 Hours 1am – 3am

Tiger
 Years 1962, 1974, 1986, 1998, 2010, 2022
 Months February 4th - March 5th
 Days 6th, 18th, 30th
 Hours 3am – 5am

Rabbit
 Years 1963, 1974, 1987, 1999, 2011, 2023
 Months March 6th - April 4th
 Days 7th, 19th, 31st
 Hours 5am – 7am

Dragon
 Years 1952, 1964, 1976, 1988, 2000, 2012, 2024
 Months April 5th - May 4th
 Days 8th, 20th
 Hours 7am – 9am

Snake
 Years 1953, 1965, 1977, 1989, 2001, 2013, 2025
 Months May 5th - June 5th
 Days 9th, 21st
 Hours 9am – 11am

Horse
 Years 1954, 1966, 1978, 1990, 2002, 2014
 Months June 6th - July 6th
 Days 10th, 22nd
 Hours 11am – 1pm

Sheep
 Years 1955, 1967, 1979, 1991, 2003, 2015

Months July 6th - August 6th
 Days 11th, 23rd
 Hours 1pm – 3pm

Monkey
 Years 1956, 1968, 1980, 1992, 2004, 2016
 Months August 7th - September 7th
 Days 12th, 24th
 Hours 3pm – 5pm

Rooster
 Years 1957, 1969, 1981, 1993, 2005, 2017
 Months September 8th – October 7th
 Days 1st, 13th, 25th
 Hours 5pm – 7pm

Dog
 Years 1958, 1970, 1982, 1994, 2006, 2018
 Months October 8th - November 6th
 Days 2nd, 14th, 26th
 Hours 7pm – 9pm

Pig
 Years 1959, 1971, 1983, 1995, 2007, 2019
 Months November 7th – December 6th
 Days 3rd, 15th, 27th
 Hours 9pm – 11pm

The character has 30 points which can be spent on his astrological abilities. See the table below for the available abilities. Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities. As he earns more experience he may buy or rebuy more abilities.

Astrological Signs Abilities

Below are the various different abilities imparted by each Zodiac symbol by year, month, day and hours. Each ability is gained free but must correspond to either his birth year, month, day or hours. If the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Rat

Permanent power from birth year: Rats can climb any surface at one third the normal running SPD (except loose rocks, ice or any other slippery surface). +2 SPD for this each time rebought.

Permanent power from birth month: Rats can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. He 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 he also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults at half speed. Burrowing SPD doubles each time rebought.

Permanent power from birth day: 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. Range increases by x1 each time rebought.

Permanent power from birth hour: 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. Hearing increases by x1 each time rebought.

Ox (Water buffalo in Vietnam)

Permanent power from birth year: PS increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Permanent power from birth month: PE is doubled. +2 PE each time rebought.

Permanent power from birth day: Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Permanent power from birth hour: HPs increase by x4, AR is increased by 1. +4 SDC, +1 AR each time rebought.

Tiger

Permanent power from birth year: PP and SPD increase by 50%, and gain +1 on all dexterity skills. Night vision is equal to normal range. An additional +1 each time rebought.

Permanent power from birth month: The character gains 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus PS damage bonus. He gains 1 claw per hand, +1 per hand each time rebought.

Permanent power from birth day: 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. Hearing increases by x1 each time rebought.

Permanent power from birth hour: 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. Range increases by x1 each time rebought.

Rabbit

Permanent power from birth year: SPD is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Permanent power from birth month: Can vibrate so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Strike to hit the character. He can affect himself + an additional 3kgs per ME. +3kgs each time rebought.

Permanent power from birth day: x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Permanent power from birth hour: 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. Hearing increases by x1 each time rebought.

Dragon

Permanent power from birth year: The character can 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 it, +D6 per 10kph over 90. The character can hold his own breath for 1 minute per PE. An additional x1 and +1 minute each time rebought.

Permanent power from birth month: 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Permanent power from birth day: 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. +50 metres each time rebought.

Permanent power from birth hour: HPs increase by x4, AR is increased by 1. +4 SDC, +1 AR each time rebought.

Snake

Permanent power from birth year: Can eliminate traction on any part of the character's body. On his feet he can slide over almost any surface at a speed of 30kph. He is also very difficult to catch or hold on to due to his slippery

aura. +4 to any evasion rolls. +5kph each time rebought, with a maximum speed of 100kph.

Permanent power from birth month: The ability to make your body elastic and malleable enabling distortion and elongation. Neck and fingers can extend by 20 centimetres per IQ, +20 centimetres per level. Arms can extend by 30 centimetres per IQ, +30 centimetres per level. Legs can extend by 50 centimetres per IQ, +50 centimetres per level. The body can extend by 1 metre per IQ, +1 metre per level. Or flatten to -1 centimetre thickness per level, may glide (see Animal Mimicry Bird entry). Kinetic attacks, collisions, explosions and falls only do half damage. Can increase each elongation by +50% each time rebought.

Permanent power from birth day: The character's blood is poisonous and if he can transmit it to a victim by biting through someone's skin. It can kill a human size lifeform in 30 minutes, -1 minute per level. One minute is the minimum it can drop to. As a side effect he is immune to all poisons. -1 minute each time rebought.

Permanent power from birth hour: The character can hypnotise victims via direct eye contact. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc). Victims can save vs mind control in order to resist it. He can affect 1 victim per 4 IQ. +1 victim each time rebought.

Horse

Permanent power from birth year: SPD is x3. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also

adapted to breathe high-velocity air. An additional x1 each time rebought.

Permanent power from birth month: x3 his normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Permanent power from birth day: Leg damage is augmented to ps damage x2. Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to Strike and dodge, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative. An additional x1 damage each time rebought.

Permanent power from birth hour: PE is doubled. +2 PE each time rebought.

Sheep (Ram in Vietnam)

Permanent power from birth year: 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, dodge, and initiative for D4 hours. The hero's teeth have a PS equal to x5 his hand's PS allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 PS bite each time rebought.

Permanent power from birth month: Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Permanent power from birth day: +5 to save vs cold and even then only suffers 50% of the normal effects of cold. An additional -10% effects and +1 save each time rebought.

Permanent power from birth hour: PE is doubled. +2 PE each time rebought.

Monkey

Permanent power from birth year: His PP increases by +2. +1 each time rebought.

Permanent power from birth month: Can climb any surface at one third the normal running SPD (except loose rocks, ice or any other slippery surface). +2 SPD to climb each time rebought.

Permanent power from birth day: He can leap at double his normal range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Permanent power from birth hour: A prehensile tail which can be hidden under the character's clothes and can be used to perform a variety of tasks such as handle objects, pick locks, ensnare a target, and even deliver a powerful blow. In blunt combat the tail functions as one or more attacks. A prehensile tail possesses a sense of touch identical to that of the person's hands, damage is felt.

Rooster

Permanent power from birth year: The Rooster can crow really loud. He can release a concentrated sonic blast against opponents equivalent to 10 decibels per ME, +10 per level. These do D6 per 5 ME +D6 per level, over 10 metres per ME per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. A table on decibel effects can be found here. +D6 and +10 metres each time rebought.

Permanent power from birth month: 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. +50 metres each time rebought.

Permanent power from birth day: The character'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, +3 to Strike with modern weapons, add +5 to Strike with thrown objects. A table on sight ranges can be found here. Doubles in range each time rebought.

Permanent power from birth hour: The character gains 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus PS damage bonus. He gains 1 claw per hand, +1 per hand each time rebought.

Dog

Permanent power from birth year: 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. Range increases by x1 each time rebought.

Permanent power from birth month:

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. Hearing increases by x1 each time rebought.

Permanent power from birth day: Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Permanent power from birth hour: The hero's teeth have a PS equal to x5 his hand's PS allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 PS bite each time rebought.

Pig (Boar in Japan and Elephant in Northern Thailand)

Permanent power from birth year: 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, dodge, and initiative for D4 hours. The hero's teeth have a PS equal to x5 his

hand's PS allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 PS bite each time rebought.

Permanent power from birth month: The character has 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 total accuracy. 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.

Permanent power from birth day: PE is doubled. +2 PE each time rebought.

Permanent power from birth hour: Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Step 5: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Avatar, Zodiac Hellenic

The word Zodiac comes from the Greek zodiakos kyrklos meaning "circle of little animals". The concept was adopted from the Babylonians who had previously determined that the sun passed through twelve "signs" whose figures (lion, bull, crab, etc.) could be drawn by connecting the dots (stars) in certain constellations. The Greeks then explained with myths how the figures (animals and people) came to be in the sky.

The zodiac was initially divided by the ancients into 12 equal parts, proceeding from west to east (each part 30 degrees), and distinguished by a sign; these originally corresponded to the constellations bearing their names, but through the inexorable precession of equinoxes, this is no longer the case.

Everyone has a star sign based on what month they were born. But this character goes a bit further. He is in tune with each astrological sign and significantly influenced by it. It is left up to the GM whether it is caused by cosmic radiation or if the symbols themselves are distant entities.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level. The character's birthday is important as this will be his primary Zodiac sign. Whenever this month comes up all its abilities are +1 for the duration. Further the character must choose one attribute which is permanently +1 also during that month.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Planetary Alignment

The character must choose one Planetary sign as their permanent influence, it cannot be altered later. Whenever the planet is present it has certain effects.

Sun

Every day for 11-13 hours a day depending on location and season. During this period the character gains +1 on all rolls based on one prechosen attribute.

Moon

11 hours a night for 3 weeks every month. During this period the character gains +1 on all rolls based on one prechosen attribute.

Mercury

40 minutes at dusk and dawn for 10 months a year depending on location. During this period the character is immune to any mind control and psionic attacks.

Venus

2 hours at dusk and dawn for 10 months a year depending on location. During this period the character's MA is +2 and is immune to any emotional manipulation or reading.

Mars

11 hours a night for 11 months every year. During this period the character is immune to any spirit and supernatural based attacks.

Jupiter

2 hours at dusk and dawn for 11 months every year. During this period the character's PS and PE are +2.

Saturn

2 hours at dusk and dawn for 11 months every year. During this period the character's PP is +2 and SPD +5.

Uranus

2 hours at dusk and dawn for 11 months every year. During this period the

character is immune to any magical spells.

Neptune

2 hours at dusk and dawn for 11 months every year. During this period the character's IQ and ME are +2.

Step 4: Abilities

All Avatars start with the following abilities free;

Bestowed - Now we get to the meat of it. The character's abilities change according to which star sign is present in that month. The character has 20 points which can be spent on boosting his astrological abilities. See the table below. Regardless of which 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.

The character has 30 points which can be spent on his astrological abilities. See the table below for the available abilities. Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities. As he earns more experience he may buy or rebuy more abilities.

Astrological Signs

Below are the various different abilities imparted by each Zodiac symbol when its month comes up. Each ability is gained free each month but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Aries

March 21st - April 20th

The character's legs become very powerful for the duration of this sign. Available abilities;

Leap: x3 his normal range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Leg Damage: Augmented to PS damage x2. Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to Strike and dodge, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative. An additional x1 damage each time rebought.

Stomp: The character can then stamp one of his feet on the ground and create a fissure of up to (1 centimetre per ME diameter) x (10 centimetres length per ME) and x (20 centimetres per ME deep). +1, 10 and 20 centimetres respectively each time rebought.

Taste: Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Taurus

April 21st - May 21st

The character's musculature is increased for the duration of this sign. Available abilities;

PE: is doubled, HPs increase by x4, AR is increased by 1. +2 PE and +4 SDC, +1 AC each time rebought.

STR: increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Horns: he may grow 2 horns on his head at will which do double his PS in damage while immune to damage themselves. The horns may be retracted

at any time. +50% damage each time rebought.

Resist Heat: Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Gemini

May 22nd - June 21st

The character can multiply in a very different way for the duration of this sign. Available abilities;

Double: The character can create one double of himself per 4 IQ (with clothes but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. +1 double each time rebought.

Duplicate: He can also touch objects and duplicate them. The only limitation is size. He can duplicate up to his own body weight in size per level. Double the body weight limit each time rebought.

Hologram: He can project a realistic 3D image of himself or anything within his sight up to one metre away with a radius of 30 centimetres. Double range and radius each time rebought.

Puppet Control: This power allows the character to touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 ME, +1 victim each time rebought.

Cancer

June 22nd - July 22nd

The character's skin becomes much tougher for the duration of this sign. Available abilities;

Armour: He 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 1 per character's PE (18 max), and HPs equal to the character's PE x50. The character has enough air to last his PE x1 minute. It can withstand deep water up to PE x100 fathoms, PE x -100C degrees cold, and PE x 100C heat. +25 HPs and +1 AC each time rebought.

Pincers: He can change his arms into crab like claws which have double his normal PS for lifting and pincer style holding, x2 damage. An additional x1 each time rebought.

Swim: He can swim at 100% normal skill and hold his breath for x2 the normal rate. Increase SPD and breath by x1 each time rebought.

Resist Heat: Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Leo

July 23rd - August 21st

The character's agility and speed are increased for the duration of this sign. Available abilities;

Feline: PP and SPD increase by 50%, and gain +1 on all dexterity skills. Night vision is equal to normal range. An additional +1 each time rebought.

Claws: The character gains 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus PS damage bonus. He gains 1 claw per hand, +1 per hand each time rebought.

Control: Feline animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME. +10 metres each time rebought.

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% can't hear below 39 decibels. Hearing increases by x1 each time rebought.

Virgo

August 22nd - September 23rd

The character becomes much more attractive for the duration of this sign. Available abilities;

Charisma: MA increases by 5 (but not beyond 25).

Phermones: The character emits pheromones into the air that attracts members of the opposite sex and are so strong that he will have to avoid them because they will follow and swoon over him constantly. Any victims save versus mind-control drugs whenever they come within smelling range of the character or be reduced to any means they can find to impress him. 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.

Manipulation: He has a limited ability to manipulate the emotions of any living thing. They must be within his line of sight or 20 metre radius. The power functions for as long as he concentrates on using it. The emotion is limited to Happiness which causes a 5% chance per ME to reconsider actions, not attack, show mercy, halt rampage, etc. +5 metres each time rebought.

Followers: The character can attract one follower per 4 ME who will obey only him and do all he commands unquestioningly. +2 followers each time rebought.

Libra

September 24th - October 23rd

The character becomes the centre of balance for the duration of this sign. Available abilities;

Adapt: When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Nullify: He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of ME x1 metre. This includes magic enhancements. +1 metre each time rebought.

Neutralize: He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of ME x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Immune: This character is totally immune to 1 form of attack. Choose from; Magic, Supernatural or 1 type of metapower (eg. if immune to Explode then immune to all explosions). Choose one additional Immunity each time rebought.

Scorpio

October 24th - November 21st

The character gains scorpion abilities for the duration of this sign. Available abilities;

Climb: Can climb any surface at one third the normal running SPD (except loose rocks, ice or any other slippery surface). +2 SPD to climb each time rebought.

Tail: The character can at will grow a scorpion like tail. If he strikes a victim with it it injects a deadly toxin which will kill the victim on a failed save. If the save is successful then the victim suffers 4D6 damage. +D6 each time rebought.

Control: He can control up to 100 insects per 2 ME of choice, via simple telepathic commands. This works within line of sight or a radius of 10 metres per ME. +100 insects and +10 metres each time rebought.

Dig: He can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. He 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 he also possesses Super Strength he can burrow through harder materials, like granite intrusions

or bank vaults at half speed. Burrowing SPD doubles each time rebought.

Sagittarius

November 22nd - December 21st

The character becomes really agile for the duration of this sign. Available abilities;

PP: His PP increases by +5.

Skill: By touching an object he automatically gains the skill for using it and it then becomes a permanent skill for him. There is no limit on how many skills the character can learn and it does include fighting techniques.

Bonus: He gains an additional +2 to his rolls when using any PP based skills. +1 each time rebought.

Bow: 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 hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 ME. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Capricorn

December 22nd - January 19th

The character becomes really fast for the duration of this sign. Available abilities;

Run: His SPD is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Blur: He can vibrate so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Strike to hit the character. He can affect himself + an additional 3kgs per ME. +3kgs each time rebought.

Air Blast: He can move his arms together quickly enough so as to fire a blast of rapidly spinning air molecules that hit like a ton of bricks doing PS damage D6 per 5 ME, over 1 metre per WIS. This pushes the victim back 1 metre per PS point greater than the victim's. +D6 damage and +1 metre each time rebought.

Leap: x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Aquarius

January 20th - February 18th

The character gains control over water for the duration of this sign. Available abilities;

Liquid Form: He can transform his whole or part of his body 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. While in this form he radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to

any liquid attacks including corrosive, toxic and magical.

Expand: In his water form he can draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Control: He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME, within line of sight while concentrate. The size of the wave can be up to ME x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, until his concentration is broken. +2 metres each time rebought.

Hydro Blast: 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 over 1 metre per ME per level. This pushes the victim back 1 metre per PS point greater than the victim's. A 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. +D6 and +15 metres each time rebought.

Pisces

February 19th - March 20th

The character becomes a natural in the water for the duration of this sign. Available abilities;

Breathe: He has gills which allow him to breathe underwater as naturally as above water. His swim rate is SPD x3. An additional x1 each time rebought.

Depth: He can resist the effects of high water pressure, up to 100 metres per CON underwater, without worry of such ailments as burst eardrums, damage to blood vessels, and the bends. Gains +5 HPs per PE, and +1 PS per 10 HPs (the bonuses still apply above water).

Control: He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME. +10 metres each time rebought.

Metamorph: This is the ability to transform into any aquatic animal type while retaining one's own memories, powers and attributes. Requires 1 action to transform.

Avatar, Zodiac Vedic

The foundation of Jyotisha is the notion of bandhu of the Vedas or scriptures, which is the connection between the microcosm and the macrocosm. The practice of Jyotisha primarily relies on the sidereal zodiac, which is different from the tropical zodiac used in Western astrology in that an ayanamsa adjustment is made for the gradual precession of the vernal equinox. Historically the study of astrology in India was an important factor in the development of astronomy in the Early Middle Ages.

Everyone has a star sign based on what month they were born. But this character goes a bit further. He is in tune with his astrological sign and significantly influenced by it. It is left up to the GM whether it is caused by cosmic radiation or if the symbols themselves are distant entities.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +6, +6 per level. The character's birthday is important as this will be his primary Zodiac sign. Whenever this month comes up all its abilities are +1 for the duration. Further the character must choose one attribute which is permanently +1 also during that month.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Planetary Alignment

The character must choose one Planetary sign as their permanent influence, it cannot be altered later. Whenever the planet is present it has certain effects.

Sun

Surya appears every day for 11-13 hours a day depending on location and season. During this period the character gains +1 on all rolls based on one prechosen attribute.

Moon

Chandra appears for 11 hours a night for 3 weeks every month. During this period the character gains +1 on all rolls based on one prechosen attribute.

Mercury

Budha appears for 40 minutes at dusk and dawn for 10 months a year depending on location. During this period the character is immune to any mind control and psionic attacks.

Venus

Shukra appears for 2 hours at dusk and dawn for 10 months a year depending on location. During this period the character's MA is +2 and is immune to any emotional manipulation or reading.

Mars

Mangala appears for 11 hours a night for 11 months every year. During this period the character is immune to any spirit and supernatural based attacks.

Jupiter

Brihaspati appears for 2 hours at dusk and dawn for 11 months every year. During this period the character's PS and PE are +2.

Saturn

Shani appears for 2 hours at dusk and dawn for 11 months every year. During this period the character's PP is +2 and SPD +5.

Step 4: Abilities

All Avatars start with the following abilities free;

Bestowed - Unlike the western Zodiac the character's abilities do not change each month, they are fixed. The character has 20 points he may spend on

his astrological abilities. See the table below.

The character has 30 points which can be spent on his astrological abilities. See the table below for the available abilities. Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities. As he earns more experience he may buy or rebuy more abilities.

Step 5: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Astrological Signs

Below are the various different abilities imparted by each Zodiac symbol according to the character's birth month. Each ability is gained free but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Mesha

March 21st - April 20th

The character's legs become very powerful for the duration of this sign. Available abilities;

Leap - x3 his normal range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Leg Damage - Augmented to PS damage x2. Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to Strike and dodge, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative. An additional x1 damage each time rebought.

Stomp - The character can then stamp one of his feet on the ground and create a fissure of up to (1 centimetre per ME diameter) x (10 centimetres length per ME) and x (20 centimetres per ME deep). +1, 10 and 20 centimetres respectively each time rebought.

Taste - Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Vrishā

April 21st - May 21st

The character's musculature is increased for the duration of this sign. Available abilities;

PE - is doubled, HPs increase by x4, AR is increased by 1. +2 PE and +4 SDC, +1 AR each time rebought.

PS - increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Horns - he may grow 2 horns on his head at will which do double his PS in damage while immune to damage themselves. The horns may be retracted at any time. +50% damage each time rebought.

Resist Heat - Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Mithuna

May 22nd - June 21st

The character can multiply in a very different way for the duration of this sign. Available abilities;

Double - The character can create one double of himself per 4 IQ (with clothes but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. +1 double each time rebought.

Duplicate - He can also touch objects and duplicate them. The only limitation is size. He can duplicate up to his own body weight in size per level. Double the body weight limit each time rebought.

Hologram - He can project a realistic 3D image of himself or anything within his sight up to one metre away with a radius of 30 centimetres. Double range and radius each time rebought.

Puppet Control - This power allows the character to touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 ME, +1 victim each time rebought.

Karka

June 22nd - July 22nd

The character's skin becomes much tougher for the duration of this sign. Available abilities;

Armour - He 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 1, and HPs equal to the character's PE x50. The character has enough air to last his PE x1 minute. It can withstand deep water up to PE x100 fathoms, PE x

-100C degrees cold, and PE x 100C heat.
+25 HPs and + AR each time rebought.

Pincers - He can change his arms into crab like claws which have double his normal PS for lifting and pincer style holding, x2 damage. An additional x1 each time rebought.

Swim - He can swim at 100% normal skill and hold his breath for x2 the normal rate. Increase SPD and breath by x1 each time rebought.

Resist Heat - Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Simha

July 23rd - August 21st
The character's agility and speed are increased for the duration of this sign.
Available abilities;

Feline - PP and SPD increase by 50%, and gain +1 on all dexterity skills. Night vision is equal to normal range. An additional +1 each time rebought.

Claws - The character gains 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus STR damage bonus. He gains 1 claw per hand, +1 per hand each time rebought.

Control - Feline animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS. +10 metres each time rebought.

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. Hearing increases by x1 each time rebought.

Kanya

August 22nd - September 23rd
The character becomes much more attractive for the duration of this sign.
Available abilities;

Charisma - MA increases by 2 (but not beyond 25). +1 each time rebought.

Phermones - The character emits pheromones into the air that attracts members of the opposite sex and are so strong that he will have to avoid them because they will follow and swoon over him constantly. Any victims save versus mind-control drugs whenever they come within smelling range of the character or be reduced to any means they can find to impress him. 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.

Manipulation - He has a limited ability to manipulate the emotions of any living thing. They must be within his line of sight or 20 metre radius. The power functions for as long as he concentrates on using it. The emotion is limited to Happiness which causes a 5% chance per ME to reconsider actions, not attack, show mercy, halt rampage, etc. +5 metres each time rebought.

Followers - The character can attract one follower per 4 ME who will obey only him and do all he commands

unquestioningly. +2 followers each time rebought.

Tula

September 24th - October 23rd

The character becomes the centre of balance for the duration of this sign.

Available abilities;

Adapt - When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Nullify - He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of ME x1 metre. This includes magic enhancements. +1 metre each time rebought.

Neutralize - He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of ME x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Immune - This character is totally immune to 1 form of attack. Choose from; Magic, Supernatural or 1 type of metapower (eg. if immune to Explode then immune to all explosions). Choose one additional Immunity each time rebought.

Vrikchika

October 24th - November 21st

The character gains scorpion abilities for the duration of this sign. Available abilities;

Climb - Can climb any surface at one third the normal running SPD (except loose rocks, ice or any other slippery surface). +2 SPD to climb each time rebought.

Tail - The character can at will grow a scorpion like tail. If he strikes a victim with it it injects a deadly toxin which will kill the victim on a failed save. If the save is successful then the victim suffers 4D6 damage. +D6 each time rebought.

Control - He can control up to 100 insects per 2 ME of choice, via simple telepathic commands. This works within line of sight or a radius of 10 metres per WIS. +100 insects and +10 metres each time rebought.

Dig - He can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. He 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 he also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults at half speed. Burrowing SPD doubles each time rebought.

Dhanu

November 22nd - December 21st

The character becomes really agile for the duration of this sign. Available abilities;

PP - His PP increases by +2. +1 each time rebought.

Skill - By touching an object he automatically gains the skill for using it and it then becomes a permanent skill

for him. There is no limit on how many skills the character can learn and it does include fighting techniques.

Bonus - He gains an additional +2 when using any PP based skills. +1 each time rebought.

Bow - 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 hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 ME. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Makara

December 22nd - January 19th

The character becomes really fast for the duration of this sign. Available abilities;

Run - His SPD is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Blur - He can vibrate so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Strike to hit the character. He can affect himself + an additional 3kgs per ME. +3kgs each time rebought.

Air Blast - He can move his arms together quickly enough so as to fire a

blast of rapidly spinning air molecules that hit like a ton of bricks doing PS damage D6 per 5 ME, over 1 metre per WIS. This pushes the victim back 1 metre per PS point greater than the victim's. +D6 damage and +1 metre each time rebought.

Leap - x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Kumbha

January 20th - February 18th

The character gains control over water for the duration of this sign. Available abilities;

Liquid Form - He can transform his whole or part of his body 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. While in this form he radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical.

Expand - In his water form he can draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Control - He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME,

within line of sight while concentrate.
The size of the wave can be up to ME x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, until his concentration is broken. +2 metres each time rebought.

Hydro Blast - 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 over 1 metre per ME per level. This pushes the victim back 1 metre per PS point greater than the victim's. A 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. +D6 and +15 metres each time rebought.

Meena

February 19th - March 20th

The character becomes a natural in the water for the duration of this sign.

Available abilities;

Breathe - He has gills which allow him to breathe underwater as naturally as above water. His swim rate is SPD x3. An additional x1 each time rebought.

Depth - He can resist the effects of high water pressure, up to 100 metres per CON underwater, without worry of such ailments as burst eardrums, damage to blood vessels, and the bends. Gains +5 HPs per PE, and +1 PS per 10 HPs (the bonuses still apply above water).

Control - He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME. +10 metres each time rebought.

Metamorph - This is the ability to transform into any aquatic animal type while retaining one's own memories, powers and attributes. Requires 1 action to transform.

Banshee

In Scottish mythology the creature is called the bean sith or bean-nighe and is seen washing the blood stained clothes or armour of those who are about to die. Similar creatures are also found in Irish, Welsh, Norse and American folklore. The banshee can appear in a variety of guises. Most often she appears as an ugly, frightening hag, but she can also appear as a stunningly beautiful woman of any age that suits her. The banshee may also appear in a variety of other forms, such as that of a hooded crow, stoat, hare and weasel - animals associated in Ireland with witchcraft.

Modern Banshees are people who died through a truly grisly murder and have returned seeking their killer. They continue walking this plane unable to enter the afterlife, yet able to foresee the deaths of all they encounter.

Step 1: Age

Determine your character's starting year. Either you have just become a Banshee or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing.

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

Roll attributes as normal but ME and PE +5, SPD +20. Hit points = PE +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Banshees gain the following abilities free;

Immortal Body - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Banshees are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, and disease. By looking at a person Banshees can sense if they are about to die within the next 24 hours, and if so how.

Additionally Amazons start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Enhanced Hearing

Cost: 10

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% can't hear below 39 decibels. +6 Initiative, +2 dodge.

Fear Scream

Cost: 5

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 victim save is -1 per ME of the user, +1 every 2 levels. Immune to all fear attacks including magical.

Immune Sonic

Cost: 10

This Banshee is immune to the effects of loud noises and sonic attacks.

Project Voice

Cost: 5

This Banshee has an exceptional voice. His normal voice range is doubled.

Radar Scream

Cost: 5

The Banshee can detect objects in total darkness including shape, distance, direction and speed via his scream. It has a radius of 10 metres per ME, +30 metres per level radius. +4 Initiative, +2 dodge, +3 Strike and +1 Attack. The ability is halved in heavy rain, snow and other multiple obscuring objects.

Seductive voice

Cost: 5

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. 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 +2 bonus to any voice skills.

Sonic Scream

Cost: 5

The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per ME, +10 per level. These do D6 per 5 ME +D6 per level, over 10 metres per ME per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half.

Spellcast

Cost: 10

The cost is for each sphere of magic the Banshee wants to learn from, however the first sphere must be Faerie. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere. Banshees can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Stun Scream

Cost: 5

The Banshee can scream causing 1 point of pain per ME to the victim's ME. If this exceeds the victim's ME then he collapses for 1 melee per ME, otherwise he is -1 on all rolls for every 2 ME effected. Gain +1 psi save per 5 ME, and +1 every 2 levels.

True Sight

Cost: 5

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.

Step 5: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

Step 6: Disadvantages

Because of a Banshee's close link with death people feel uncomfortable around them and cannot remain in their presence

any longer than 1 hour per 2 WIS of the person. +20 points

Biocenosis

The body of the character is a collection of individual bodies held tightly together and functioning as a single unit. Unlike a gestalt the individuals retain their distinct physical forms (though admittedly it may be hard to actually spot any given individual if they are tiny).

Step 1: Attributes

Roll attributes as normal for the collective body. Each individual unit will have to be worked out according to what they are. Eg. bees, ants, birds, etc. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All characters start with the following abilities free;

Swarm Form - The character's body is composed of ME x100 smaller bodies, usually but not exclusively insects. Not truly solid Bios simply create holes in their 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 turns unless something prevents this, like teleporting half the body into a parallel dimension.

The individual bodies do not physically suffer while they are joined together; breathing is assumed to occur without difficulty. However the Bio Cenosis will probably have to break apart in order to allow the individual units to eat. The individual entities can be of any nature, whether animal, plant, or machine; the individual components may be sentient or not.

Because of its peculiar dual nature, a Bio Cenosis has two sets of primary abilities. The first set represents the average abilities possessed by the individual component entities; the second set is that of the Bio Cenosis. The majority of powers can only be manifested by the Bio Cenosis. Individual entities can at best exhibit first level versions of the available powers; otherwise, why bother to be a Bio Cenosis in the first place? The Bio Cenosis's abilities may be affected by the loss or addition of more individual entities to its form. The Bio Cenosis can be any size, depending on the size and number of the individuals entities that compose it.

Bio Cenosis additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Additional Bodies

Cost: 10

With this ability the Bio may split his mass into one additional body which he can still control. However with each new duplicate, each body reduces its height, weight and HPs by half. This is because they are spreading their collective mass out between each person. Any meta powers will also either be spread between the bodies evenly or have their effectiveness reduced in each body.

Additional Mass

Cost: 5

The Bio may incorporate an additional 100 units into its collective. These can be of the same type as before or a completely different lifeform.

Control Lifeforms

Cost: 10

The character can dominate the wills and actions of any lifeform identical to the type which already compose his body. He can control up to 4 units per WIS, plus half the total amount per level.

Immune to Possession

Cost: 5

This prevents anyone else from taking over the individuals within your collective body.

Independent Fists

Cost: 5

Both fists may be detached to fight independent of the main body. They still use the same rolls and bonuses for Strike and any skills. In effects this give the character 3 separate attacks with no penalty.

Levitation

Cost: 5

The character can levitate the himself and up to ME x2 metres (+2 metres per level), and fly at a rate of ME x3kph (+3kph per level).

Meta Powers

Cost: 15

The Bio has super powers. He starts with 10 points to buy them with. Each time this ability is bought he gains another 10 spending points.

Telekinesis

Cost: 5

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. Line of sight range. Can move up to 20kgs (+1 per level) per ME or push/punch with PS 2 per ME.

True Sight

Cost: 5

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.

Unit Explosion

Cost: 5

The character can cause any unit from his main body to split off and at any point explode like a fragmentation grenade doing D6 per ME to all caught in an area of 2 metres per ME. He can even command it to lie in and wait for someone to pass. The unit will only be able to remember for ME x1 hour however.

Step 4: Careers

Possibly, if you covered your entire body so noone could see your true form.

Biomancer

Identical to the Fantasy Era class.

BioMechanician

A metahuman who can draw raw matter from a nearby dimension to create an object in the place the character designates. Objects created in this fashion are as solid and durable as normal objects.

An object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space.

It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range. It lasts indefinitely and does not depend on psionics for its existence.

Step 1: Attributes

Roll attributes as normal but due to the exertion needed in creating an object he receives +1 PE. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

Mechanicians gain the following abilities free;

Mechanician 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.

Additionally Mechanicians start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Create Ammunition

Cost: 5

The Mechanician can create any projectile based ammunition which he has seen before and held in his hands. Examples of these include: Arrows, Quills, and Bullets.

Create Equipment

Cost: 5

The Mechanician can create any simple items which he has Basic seen before and held in his hands. Examples of these include: Books, Bags, Kitchen Utensils, Clothing, Furnishings, and Barrels.

Create Equipment II

Cost: 5

The Mechanician can create any furniture which he has Furniture seen before and touched. Examples of these include: Chairs, Beds, Shelves, Tables and Wadrobes.

Create Equipment III

Cost: 5

The Mechanician can create any mechanical device which Mechanical requires no power to operate but may include moving parts. He must have seen it before and held in his hands. Examples of these include: Hand Tools, Wheels, Screws, Levers, and Pulleys.

Create Vehicle

Cost: 5

The Mechanician can create any vehicle which cant move Simple on its own. He must have seen it before and touched it. Examples of these include: Sleighs, Carriages, Coaches, Chariots, Wooden Boats, and Wagons.

Create Weapon

Cost: 5

The Mechanician can create any projectile based weapon Ballistic which he has seen before and held in his hands. Examples of these include: Crossbows, Bows, Pistols, Revolvers, Rifles, and Machine Guns.

Create Weapon II

Cost: 5

The Mechanician can create any melee based Melee weapon which he has seen before and held in his hands. Examples of these include: Swords, Axes, Polearms, Picks, Spears, Small Thrown, Chains, Flails, Slings, Whips, Clubs and Lances.

Damage Bonus

Cost: 10

The Mechanician can increase the damage of any weapon or ammunition he creates by +1 or +25% each time bought (whichever is highest). The bonus must be added at the time of the weapon's creation.

Range Boost

Cost: 10

The Mechanician can increase the range of any weapon he creates by +25% reach time bought (whichever is highest). The bonus must be added at the time of the weapon's creation.

True Sight

Cost: 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, and the exact nature of the magic.

Step 5: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

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)

Biopharmer

Not all characters gain their powers from mutation or a deity. Some gain their powers through the use of a chemical compound like a drug, pill, injection, or potion which is only temporary in nature. As a result if the chemical is taken too soon he may run out of powers just when he needs them the most. Examples of this include Hourman from DC comics and Cap'n Tripps from the Wildcards novels.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Pharmer start with the following abilities free;
Pharmical Alteration - The Bio Pharmer gains 50 points to spend on powers each time he uses his chemicals. XPs may be saved to be added to the point pool when the character next generates his powers.

Additionally Mutants start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific power, it must be rebought for each additional power.

Accurate

Cost: 5

The character gains +1 Strike with a specific power.

Affects Intangible

Cost: 5

For a power which normally only affects the physical world. It can now be used

against ethereal enemies or psionic type powers. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid otherwise will remain in current mode.

Area Effect

Cost: 5

For a power which normally only affects a single target. It now does damage within a radius area pf 1 metre per ME.

Bonus Damage

Cost: 10

For a power which does damage, it now does an additional +D6.

Bonus Range

Cost: 5

For a ranged power, +25% range increase.

Cone Effect

Cost: 10

For a ranged power, it spreads out in a fan like cone covering an area of one metre for every 20 metres of range.

Continuous Effects

Cost: 10

Once successfully hit the victim continues to be affected for an additional round. eg. if bought twice the victim takes D6 energy blast on the first hit and again in each of the next 2 rounds.

Continuous Hit

Cost: 10

For a power which has a ranged attack. The character needs only a successful Strike roll to hit with the power. After this he can continue to hit the same victim automatically without the need for a new roll until a successful dodge of

the attack roll is made, aim is diverted, the attack is blocked, or the attacker runs out of attacks. The character cannot attack anything else while using this power.

Delayed Effects

Cost: 5

The effects of the power can be delayed up to 1 hour.

Homing Attack

Cost: 10

For a power which has a ranged attack. The shot will dodge around structures and non targets on it's way to the intended target.

Invisible Effects

Cost: 10

Any one power that would normally be visible isn't, making dodging it extremely difficult, -8 to avoid or dodge.

Knockback

Cost: 5

For an attack power or if PS has been enhanced. The victim if hit is also thrown back off his feet up to 1 metre per WIS.

Overhead Attack

Cost: 10

For a power which has a ranged attack. Instead of following a direct line to the target at the last second the shot will loop up and hit the victim from directly above.

Piercing

Cost: 10

The specified attack power will penetrate the first 10 HPs of armour, shields and fields doing damage to whatever is left. If no protection is left

then the damage is done directly to the victim's SDC.

Precise

Cost: 5

The specified power can now be fine tuned for delicate tasks. eg. energy emission could now do a single point of damage in order to etch a surface.

Rapid Fire

Cost: 10

For a power which has a ranged attack. You can fire one extra shot per action each time this is bought.

Ricochet

Cost: 5

The specified attack power will bounce 1 time per 2 WIS between objects without doing any damage to reach its true target. If it runs out of ricochets the attack fails.

Split Attack

Cost: 5

For a ranged attack power. The shot may now hit one extra target with the damage being split between the two. Damage is reduced accordingly for each additional target.

Split Attack II

Cost: +5

Split Attack must be bought before buying this. There is now no reduction in damage between targets, each takes it equally. However this must be bought for each extra target bought in split attack. eg. the character buys 3 targets in split attack. He must then also buy Split Attack II 3 times. If not then it will only apply to how many shots are covered, all the rest will still only do proportional damage.

Trigger

Cost: 5

One power is triggered by a specific event when not in use (eg. forcefield, even if don't see the attack coming).

Works in unsuitable environment

Cost: 5

This power will continue to work with no penalty in environments where it shouldn't. This would mainly apply to most ranged powers being used underwater.

Step 4: Careers

The character can take any career desired.

Chemical Creation Table

Use this table to determine the nature of the chemicals and how they work.

Step 1: What form does the chemical take?

How is it ingested?

01-34 Swallowed pill

35-67 Drunk potion

68-00 Injected compound

Step 2: How easy are the chemicals to reproduce?

How difficult is it for the character to resupply?

01-25 Easy, made from very common products.

26-50 Moderate, made from uncommon products only available from a pharmacy.

51-75 Difficult, requires products from a government or private lab which aren't available to the public. +5 points

76-00 Tough, requires unique products only available from the creator of the chemical. Or if the character has the formula then an extremely advanced cutting edge lab to reproduce it. +10 points.

Step 3: Who can use the chemical?

How many people can use it?

- 01-20 Only the character.
- 21-40 Only the character and anyone related to him.
- 41-60 Anyone of the same blood type.
- 61-80 Anyone who has had a special form of treatment beforehand.
- 81-00 Anyone at all.

Step 4: What is the duration of the chemicals?

How long do the chemicals last?

- 01-50 D4 rounds
- 51-75 D4 turns
- 76-86 D4 minutes
- 87-94 PE x1 round
- 95-98 PE x1 turn
- 99-00 PE x1 minute

Step 5: Are the same powers always available?

Does the character receive identical abilities each time?

- 01-25 Identical powers every time. Step 3 is ignored from now on.
- 26-50 Only 50% of the powers are identical every time, the rest are random.
- 51-75 Random powers every time.
- 76-00 Random powers every time which must all be different to the previous time.

Step 6: How many power categories are available?

This is used to determine how many different categories powers may be taken from.

- 01-18 May choose from only 1.
- 19-36 May choose from only 2.
- 37-54 May choose from only 3.
- 55-72 May choose from only 4.
- 73-90 May choose from only 5.
- 91-00 May choose from only all 6.

Step 7: Which power categories are available?

This may be chosen or rolled.

- 01-16 Alteration
- 17-32 Defensive
- 33-48 Mental Manipulation
- 49-64 Offensive
- 65-84 Physical Enhancement
- 85-00 Travel

Step 8: Are there any side effects?

Any side effects are treated as normal disadvantages.

- 01-20 Nausea and vomiting for D4 minutes after the chemical wears off. +1 point
- 21-40 Vertigo for D4 minutes after the chemical wears off. +2 points
- 41-60 The character is paralyzed for D4 minutes after the chemical wears off. +5 points
- 61-80 The character becomes addicted to the chemical and needs to take it once a day or suffer withdrawal. +10 points
- 81-00 None

The People behind the chemicals

Determine who created the chemicals;

- 01-20 Choose a non profit corporation. eg. Greenpeace.
- 21-40 Choose a private corporation. eg. Enron.
- 41-55 Researcher and his family who work from home.
- 56-70 Government department. Choose a country and agency.
- 71-85 Mad scientist.
- 86-00 Genius supervillain.

Relationship with the people

Is the character still in contact with them?

- 01-08 Still with them and very well treated. Receives favours and a high wage from them of D10 x100 dollars per week.

09-16 Still with them and well treated. Receives a moderate wage from them of D6 x100 dollars per week.

17-24 Still with them and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x20 dollars per week.

25-32 Still with them and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 Group closed down or dead.

45-52 Group still exists but has moved onto other experiments or projects. The character has been forgotten.

53-60 Left group on very good terms. May receive favours and freelance work from them.

61-68 Left group on good terms. May receive freelance work from them.

69-76 Left group after fight and is no longer welcome.

77-84 Left group after a major fight and some injuries. Hunted by them at Difficult level. Want him recaptured.

85-92 Left group after a major battle and one or more deaths. Hunted by them at Severe level. Want him recaptured.

93-00 Left group after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. Want him dead.

Bonded Genetic

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 imbued with certain abilities.

The lifeform is an extraterrestrial which is living inside your body (such as the G'ould in Stargate or the Trill in Star Trek) and grants you meta human abilities.

Step 1: Age

01-20 100 xD10 years
 21-40 100 x2D10 years
 41-60 100 x4D10 years
 61-75 100 x6D10 years
 76-90 100 x8D10 years
 91-00 100 x10D10 years

Next decide what you have been doing. 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

+4 to ME, +3 to PE, PS and PP. Also +10 to SPD, +1 HPs per year alive and starting HPs is PE +10, +10 per level. Total immunity to all forms of control and possession whether mental, magical or otherwise.

Step 3: Skills

Choose skills in the normal manner, then for every 100 years alive select 1 additional skill. The Symbiote through its bond with the character will also provide him with some additional skills for free;

Knowledge Ancient History
 (Symbiote's)

Knowledge Artifacts (Extraterrestrial)
Knowledge Extraterrestrial
Knowledge Geography (Symbiote home planet)
Language
Science Xenocology

Step 4: Abilities

Bonded gain the following free;

Bond - Gain Enhanced Regeneration at rank 4 (i.e. immortality) and 30 points to spend on powers. However any powers must be related. That is are all either energy based, or psi based, or enhanced senses, or all physical, etc. XPs gained may be used to buy additional powers later.

Additionally Bonded starts with 40 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Accurate
Cost: 5
The character gains +1 Strike with a specific power.

Affects Intangible
Cost: 5
For a power which normally only affects the physical world. It can now be used against ethereal enemies or psionic type powers. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid otherwise will remain in current mode.

Area Effect
Cost: 5

For a power which normally only affects a single target. It now does damage within a radius area pf 1 metre per ME.

Bonus Damage
Cost: 10
For a power which does damage, it now does an additional +D6.

Bonus Range
Cost: 5
For a ranged power, +25% range increase.

Cone Effect
Cost: 10
For a ranged power, it spreads out in a fan like cone covering an area of one metre for every 20 metres of range.

Continuous Effects
Cost: 10
Once successfully hit the victim continues to be affected for an additional round. eg. if bought twice the victim takes D6 energy blast on the first hit and again in each of the next 2 rounds.

Continuous Hit
Cost: 10
For a power which has a ranged attack. The character needs only a successful Strike roll to hit with the power. After this he can continue to hit the same victim automatically without the need for a new roll until a successful dodge of the attack roll is made, aim is diverted, the attack is blocked, or the attacker runs out of attacks. The character cannot attack anything else while using this power.

Delayed Effects
Cost: 5
The effects of the power can be delayed up to 1 hour.

Homing Attack

Cost: 10

For a power which has a ranged attack. The shot will dodge around structures and non targets on it's way to the intended target.

Invisible Effects

Cost: 10

Any one power that would normally be visible isn't, making dodging it extremely difficult, -8 to avoid or dodge.

Knockback

Cost: 5

For an attack power or if PS has been enhanced. The victim if hit is also thrown back off his feet up to 1 metre per ME.

Overhead Attack

Cost: 10

For a power which has a ranged attack. Instead of following a direct line to the target at the last second the shot will loop up and hit the victim from directly above.

Piercing

Cost: 10

The specified attack power will penetrate the first 10 HPs of armour, shields and fields doing damage to whatever is left. If no protection is left then the damage is done directly to the victim's SDC.

Precise

Cost: 5

The specified power can now be fine tuned for delicate tasks. eg. energy emission could now do a single point of damage in order to etch a surface.

Rapid Fire

Cost: 10

For a power which has a ranged attack. You can fire one extra shot per action each time this is bought.

Ricochet

Cost: 5

The specified attack power will bounce 1 time per 2 ME between objects without doing any damage to reach its true target. If it runs out of ricochets the attack fails.

Split Attack

Cost: 5

For a ranged attack power. The shot may now hit one extra target with the damage being split between the two. Damage is reduced accordingly for each additional target. Costs 5 points per extra target affected.

Split Attack II

Cost: +5

Split Attack must be bought before buying this. There is now no reduction in damage between targets, each takes it equally. However this must be bought for each extra target bought in split attack. eg. the character buys 3 targets in split attack. He must then also buy Split Attack II 3 times. If not then it will only apply to how many shots are covered, all the rest will still only do proportional damage.

Trigger

Cost: 5

One power is triggered by a specific event when not in use (eg. forcefield, even if don't see the attack coming).

Works in unsuitable environment

Cost: 5

This power will continue to work with no penalty in environments where it shouldn't. This would mainly apply to

most ranged powers being used underwater.

Step 5: Careers

The character can take any career desired.

Step 6: 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. +10 points.

Symbiote Creation Table

Roll in each of the sections to flesh out what the Symbiote is.

Step 1: Intelligence

Determine the Symbiotes INT and WIS 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);

01-43	3D6
44-63	3D6+1
64-77	3D6+2
78-87	3D6+4
88-94	4D6
95-00	5D6

Step 2: 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 paralyzed at a critical combat moment).

If you roll the same demand twice then reroll until you get a new one;

01-20 Demands removal of all other associates the Symbiote doesn't like or who have upset it.

21-40 Demands 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 The character must begin associating with people the Symbiote likes.

81-00 The character must destroy all other Symbiotes encountered.

Step 3: Alignment

Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment. Depending on the size of its ego, its alignment may well begin to influence your own.

Step 4: 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: 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: 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.

Bonded Spirit

A lifeform from another 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 imbued with certain abilities. The lifeform can include a summoned demon or other spirit which has been merged with your soul to grant you mystical abilities.

Step 1: Age

The character's age can either be standard and he has only just bonded, or determine age according to the table;

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

+4 to ME, +3 to PE, PS and PP. Also +10 to SPD, +1 HPs per year alive and starting HPs is PE +10, +10 per level. Total immunity to all forms of control and possession whether mental, magical or otherwise. Characters can tap into the world's natural PPE at a rate of IQ + ME

x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Step 3: Skills

Choose skills in the normal manner, then for every 100 years alive select 1 additional skill. The Symbiote through its bond with the character will also provide him with some additional skills for free;

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Knowledge Undead

Step 4: Abilities

Bonded gain the following free;

Bond - Gain Enhanced Regeneration at rank 4 (i.e. immortality).

Bonded also have 35 Points to spend on any of the following abilities.

Astralwalk

Cost: 10

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10⁸ metres per second. He can remain in the astral plane for 1 minute per ME, +1 minute per level. His Bonded spirit companion will remain with him as he travels through the astral plane. While in this form he can still use all his abilities and cast any of his spells.

Banish

Cost: 5

This power only affects summoned beings, the character's Symbiote can

remove the magical anchor holding it here. This can be done by touch or if the being enters a IQ x1 metre radius. Any summoned are instantly dispelled back to their origin point.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

Spellcast

Cost: 5 each

The cost is for each sphere of magic the character wants to learn from. The first sphere is free, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination. Note the Symbiote does all the actual casting.

Sway

Cost: 5

This power only affects summoned beings, the character can attempt to bind them to his will via his Symbiote. This requires a Will save and can even be used against summoned beings controlled by another.

Tongues

Cost: 5

The character instantly learns the language of any being he comes into contact with via his Symbiote and can then converse with them. This only lasts until they are separated, at which point he forgets the language.

True Sight

Cost: 5

The Bonded Spirit allows the character to 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.

Step 5: Careers

Whatever the character desires but he could fake being a real mage. Except to anyone who can see the duality of his aura that is.

Symbiote Creation Table

Roll in each of the sections to flesh out what the Symbiote is.

Step 1: Intelligence

Determine the Symbiotes INT and WIS 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);

01-43 3D6

44-63 3D6+1

64-77 3D6+2

78-87 3D6+4

88-94 4D6
95-00 5D6

Step 2: Ego

Once that's done you'll need to determine the Symbiote's Ego by adding its INT to its WIS. 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 paralyzed at a critical combat moment). If you roll the same demand twice then reroll until you get a new one;

01-20 Demands removal of all other associates the Symbiote doesn't like or who have upset it.

21-40 Demands 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 The character must begin associating with people the Symbiote likes.

81-00 The character must destroy all other Symbiotes encountered.

Step 3: Alignment

Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment. Depending on the size of its ego, its alignment may well begin to influence your own.

Step 4: 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: 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: 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.

Bonded Technological

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 imbued with certain abilities.

The lifeform is an extraterrestrial or interdimensional nanite or other technology based lifeform which has infused with your body to make it partially or fully technology based.

Step 1: Age

The character's age can either be standard and he has only just bonded, or determine age according to the table;

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

+4 to PE, PS and PP. Also +10 to SPD, +1 HPs per year alive and starting HPs is PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner, then for every 100 years alive select 1 additional skill. The Symbiote through its bond with the character will also provide him with some additional skills for free;

Knowledge Ancient History
(Symbiote's)

Knowledge Artifacts (Extraterrestrial)

Knowledge Extraterrestrial

Knowledge Geography (Symbiote home planet)

Language

Science Xenocology

Step 4: Abilities

The character gains the following free; Symbiote - This Symbiote coordinates all the nanites and constantly produces new nanites to replace any lost. The nanites are composed of a propulsion engine, a communication receiver, a cell membrane sensor and manipulator, a forward motion sensor, logic circuits arranged and an emergency dissolve system.

The character gains 50 points to spend on any of the abilities below.

Adrenalin Boost

Cost: 5

The Symbiote can trigger short bursts of energy: For PE x1 round 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 1 round per PE.

Armour

Cost: 5

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 the skin's AR is increased by 1. +1 each time rebought.

Control Machines

Cost: 5

This allows the character to link with any machine whether electrical or mechanical and instantly be able to control it. He can also directly interface with computers by touch or within a 1 metre radius (they will respond to any command). 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 be able to see the internet as if it were on a computer screen.

Emergency Heal

Cost: 10

The Symbiote can 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. The recipient heals twice as fast as normal. The Symbiote can also create antibodies designed to fight off the most powerful viruses. They grant a bonus to all checks against illnesses and poisons of +5.

Fingerprint Duplicator

Cost: 5

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 fingerprint acquired.

Resistance

Cost: 5

The Symbiote 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).

Synaptic Accelerator

Cost: 5

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. +5 to initiative and an extra attack.

Technical Power

Cost: Varies

Bonded can instead use their points to buy powers with, the only thing is that each power instead of being organic is represented by a mechanical equivalent.

Visual

Cost: 5

The user can trigger a magnification effect of double normal and overlap it with night and infravision. They also give bonuses to all skills of +1 where visual acuity plays an important role, also negating penalties for darkness and distance. The nanites also provide a bonus of +1 on the usage of ranged

weapons as they can also regulate the movement of the arms making them hold still.

Weapon

Cost: Varies

This can be any of the Emission types found in the Offensive Powers section. The power functions identically but is mechanical instead of organic.

Step 5: Career

Any but the technical alterations will be visible.

Symbiote Creation Table

Roll in each of the sections to flesh out what the Symbiote is.

Step 1: Intelligence

Determine the Symbiotes 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);

01-43 3D6

44-63 3D6+1

64-77 3D6+2

78-87 3D6+4

88-94 4D6

95-00 5D6

Step 2: Ego

Once that's done you'll need to determine the Symbiote's Ego by adding its INT to its WIS. 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 paralyzed at a critical combat moment). If you roll the same demand twice then reroll until you get a new one;

01-20 Demands removal of all other associates the Symbiote doesn't like or who have upset it.

21-40 Demands 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 The character must begin associating with people the Symbiote likes.

81-00 The character must destroy all other Symbiotes encountered.

Step 3: Alignment

Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment. Depending on the size of its ego, its alignment may well begin to influence your own.

Step 4: 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: 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: 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.

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.

Step 1: Attributes

Roll attributes as normal. Then +3 ME, +4 PS, +3 PP, +4 PE, and +15 SPD. Hit points = PE +12, +12 per level. Age is whatever the character chooses. Marvel's Shang Chi was in his mid twenties.. so was Iron Fist.. Bruce Lee.. Batman..

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics

Choose one Artistry

Knowledge Herbalism

Reflex Mastery

Stealth

Unarmed Combat Martial Arts

Step 3: Abilities

Masters gain the following free;

Chi Mastery - Characters can tap into the world's natural Chi at a rate of IQ + WIS x2. Chi is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Chi per level.

The character starts with 40 Points to spend on any of the following abilities. As he earns more experience he may buy or rebuy more abilities.

Cleansing Spirit

Cost: 5

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 HPSper Chi focused on it.

Disabling Touch

Cost: 5

The ability to touch and paralyze different parts of the body for D6 minutes per level. Requires 2 successful paralyzing touches on the same opponent to paralyze the entire body. The character can also dislocate the joints of any opponent, and even break bones.

Feather Fall

Cost: 5

Can fall great distances and land properly into a cross legged stance. Can fall 1 metre per Chi expended and take no damage.

Feign Death

Cost: 5

The character can enter a death like state for one minute per ME.

Focused Attack

Cost: 5

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

Cost: 5

Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate PP rolls.

Grab Missile

Cost: 5

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

Cost: 5

Includes the study of acupuncture which can be used to resuscitate a character by touch alone.

Inner Strength

Cost: 5

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 WIS.

Iron Fist

Cost: 5

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

Cost: 5

Instantly sense anybody who enters his circle of 2 metres+30 cms per level, including the invisible (even though he cant see them). +3 initiative, +2 dodge.

Parry Missile

Cost: 5

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

Cost: 5

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

Cost: 5

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

Cost: 5

For every 1 Chi used can hit one additional foe in range if using a ranged weapon.

Whirlwind

Cost: 5

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: Career

Possible careers include; Dojo Master, Bodyguard, Stunt man, Police Officer, FBI, CIA, and Mercenary.

Chirographer

Identical to the Ancient Era class.

Chronomancer

Identical to the Ancient Era class.

Chrononaut/Macronaut

These are the agents of the Watch Guard, travelling through time and across dimensions to stop those who would manipulate or destroy reality.

A Chrononaut specializes in time travel while Macronauts specialize in dimensional travel.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD. HPs are PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Chrononaut

Knowledge Chronal
Navigation Chronal
Pilot Chronal Transport
Science Chronal
Technical Chronal
Weapon Group Specialty Pistol

Macronaut

Knowledge Planar
Navigation Planar
Pilot Planar Transport
Science Planar
Technical Planar
Weapon Group Specialty Pistol

Then choose the section you wish to work in (Tempus Arbiters, Divinitus,

Libris and Scientus are unavailable to players);

Tempus Astronomicus - Bureaucracy, Diplomacy, Etiquette, Gather Info, Intel, Orienteering

Tempus Clandestinus - Bluff, Bribe, Disguise, Gather Info, Intel and Stealth.

Tempus Medicus - Science Biotechnology, Science Medicine, Forensics, Science Nanotech, Science Genetics and Science Xenocology.

Tempus Proeliatus - Ambush, Demolitions, Orienteering, Survival, Unarmed Combat Martial Arts, and one additional Weapon Group Specialty.

Tempus Tormentus - Technical Chronal or Planar, Engineer Weapon, Engineer Electrical, Engineer Mechanical, Engineer Computer and Technical Auto Mechanics.

Step 3: Abilities

Chrononauts start with the following abilities free;

Patron - The Watchguard. Agents have full access to the agency's inventory (subject to the GM's discretion) plus D20 x1000 credits spending money as well. Typically he will start with the following;

1 Medikit
1 disguised Laser Pistol
1 disguised Combatsuit
Credit card usable on any earth in any time period which has invented cards.

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Companion

Cost: 10

The character has some form of robotic companion whether an android, AI or some other intelligent device. Stats should be created for it. It will obey all the Ranger's commands though the agency may have an override for it if it belongs to them.

Cultural Adaptability

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll (also at +1) to understand what's going on and respond correctly.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus

Cost: 10

+1 to Sanity rolls.

Special Ability

Cost: 15

The character also has special powers. They may either be Meta, Magical or Bionic. If Meta use the Mutant class abilities. If Bionic use the Hardwired class abilities. And if Magical use the class abilities from any of the Mystics Disciplinis. This may only be bought once so only type may be chosen.

Will Bonus

Cost: 10

+1 to Willpower rolls.

Step 4: Career

Only one; the Watchguard.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays the

Watchguard he will be hunted also at Extreme level. +20 points.

Dabbler, Modern

In the modern world a Dabbler is anyone who has awakened to the flow of PPE but only learnt minor magic through reading various books or scrolls. He has never been taught by a true mage and most likely never will.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Concentration

Knowledge Ancient History

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

Knowledge Mythology

Step 3: Abilities

Dabblers gain all the following free;

Spellcast - The only sphere the Dabbler can learn from is Common, he just doesn't have the aptitude for it. . He starts with one spell per IQ point over 9, he can learn an equal amount per level.

Thus IQ 13 = 4 spells +4 per level.

Dabblers can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Additionally Dabblers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Absolute Sense Of Direction

Cost: 5

The character knows exactly where he is 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.

Absolute Sense of Time

Cost: 5

The character always knows exactly what time it is in relation to his current time zone. He can adjust to new time zones with minimal effort.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Familiar Link

Cost: 10

Somehow by some fluke of luck the Dabbler got a familiar. He is permanently psionically linked with a companion of the GMs choice, traditionally it is a small animal. 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. He may only gain a familiar once.

HPSBonus

Cost: 5

PE +6 HPs instead of 4, +6 per level.

Meditate

Cost: 10

Once per day per 5 IQ per level the Dabbler can meditate for one hour and recover all his PPE.

San Bonus

Cost: 5

+1 Sanity save each time bought.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Will Bonus

Cost: 5

+1 Willpower each time bought.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in artifacts, etc).

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 Vodun 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 attributes as normal but add +D6 to PP, PE and SPD. PPE is 75 +5D10 but can trade PPE for HPS permanently at rate of 1 for 1. ME, PS, PP, PE, SPD and HPs are doubled when its dark. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Knowledge Demons
Knowledge Dreamscape

Knowledge Geomancy
Knowledge Magic
Knowledge Religion
Knowledge Undead

Step 3: Abilities

Lords start with the following free;

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. 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% Stealth, 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.

D'arque Lords have 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

D'arque Control

Cost: 5

The user can absorb the shadows of others to become stronger from within a 3 metre per ME range, +3 metres per level over a 1 metre per ME radius +1 metre per level. For each shadow he absorbs he temporarily gains +1 to PS, PE and SPD. This lasts for 1 minute per ME.

D'arque Fear

Cost: 5

The ability to cause victims to relive all of their worst sins through eye contact or by touch. Victims must Save vs Sanity 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 on all rolls for the next round. From third level on the fear attack also causes the victim to vomit until the attack ceases.

D'arque Hearing

Cost: 5

Hearing increases by x1 normal range per 5 ME with an additional x1 per level (eg. ME 15 = x3 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.

D'arque Immunity

Cost: 10

To Poisons, Possession, Mind Control, Paralysis, Fear, Sleep and Charm based attacks. Further the character gains an additional +4 to Save vs Willpower.

D'arque Projection

Cost: 10

This ability allows the character to send his astral form through walls to see what's ahead to a maximum distance of ME x 90 centimetres. He remains intangible and invisible but can see and hear others.

D'arque Sight

Cost: 5

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.

D'arque Vision

Cost: 5

The character can see in absolute darkness at a distance equal to his normal sight.

D'arque Trance

Cost: 10

This is a meditative ability the character can use at any time to either recover 1 HPs every 2 minutes of trance, heal a broken bone at x1 the normal rate per 2 ME (thus 15 ME = x7 healing) or halve the effects of gases, drugs and diseases within his system.

PP Bonus

Cost: 10

It only costs 1 point to increase the character's PP.

Strike Bonus

Cost: 10

+1 each time

Step 4: Careers

The character can take any career desired.

D'arquemancer

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'arquemancer is someone who taps into and uses D'arque magic from the Shadowscape. D'arquemancers maybe members of the Voodoo religion but this is not a strict prerequisite.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

D'arquemancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from D'arque, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from

any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

Mancers can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 5, 8, 10, 13, 16 and 20. +1 Toxin save at levels 4, 7, 11, 14, 17 and 19.

+1 Spell Bonus at levels 4, 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19. Spell rolls, strength and saves are at -1 outside on a sunny day and +1 at night or in darkness. There are no penalties or bonuses in a gloomy area.

Additionally D'arquemancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be followers of the D'arque and Loa.

Control Shadows

Cost: 5

The character can affect normal shadows and indirectly light as well. He can shift the location and size of normal shadows. He can form them into two-dimensional images that can do D6 damage per 2 ME to real targets, +D6 per level. The

character can also see through these shadow constructs eyes, but they must remain within a range of ME x1 metre. He can create one shadow construct per 2 ME, +1 per level.

D'arque Speech

Cost: 5

This power allows the hero to speak to someone he knows by talking through the recipient's shadow. This is auditory only, there is no visual. However if the hero prefers he need not speak and instead just listen in to what's going on near the recipient. Range is line of sight or within a 1 kilometre radius per ME. However, the recipient must have a shadow present for this to work. He can also see into an area by looking through that person's shadow.

D'arque Vision

Cost: 5

The character can see in absolute darkness at a distance equal to his normal sight.

Damage Bonus

10

Cost: +1 or +25% damage to spells each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Hide in shadow

Cost: 5

Can merge with any size shadow becoming a part of it. However strong

light (300 watts) will force him out of the shadow. Once in the shadow he can ride along in it wherever the person goes.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Shadow Familiar

Cost: 5

The mancer may summon and permanently psionically link with a shadow companion 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.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Deacon

Deacons are the elite paranormal investigators and monster hunters of the Catholic Church. They proudly serve side by side with Templars in their quest to rid the world of the very real demonic forces. See the Allies section for information on the code of conduct of Inquisitors and Templars and how their organization operates.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15 and ME to 14, or if already over add +1 instead. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Religion

Knowledge Undead

Step 3: Abilities

Deacons gain all the following free;
Spellcast - Priests don't pay for the Spellcast ability as they automatically are bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities.

Priests can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5,

7, 9, 11, 13, 15, 17 and 19. +1

Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Strike and AC vs undead at levels 3, 5, 9, 11, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Deacons start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

Healing Hands

Cost: 5

This 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 once every 24 hours per 3 ME.

Holy Confession

Cost: 5

Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 ME.

Holy Fortitude

Cost: 5

Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs Diabolic magic.

Holy Inspiration

Cost: 5

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.

Holy Judgment

Cost: 5

This power comes from within and releases a burst of holy light within a 10 x 10 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. If they do save they lose half their HPs in damage. See the table below.

HP Bonus

Cost: 10

PE +10 HPs instead of 8, +10 per level.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

There is only one career, you work directly for the Vatican Church.

Step 5: Disadvantages

As a Deacon 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 +20 points.

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

Deadzone

This character is completely immune to the effects of any psionics, magic, horror effects, mystic detection and supernatural abilities and objects. His body is a total dead zone when it comes to the influence of any of these agents. Ironically these abilities have been brought about by a mutation in the character's genes.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

Deadzones start with the following ability free;

Immune to Magic - This applies to all the spells of one magic sphere. No spells of any type from that sphere will work on the Dead Zone, nor can he ever learn or use any magic or be the recipient of any friendly magic. See below if the character wants to buy more magic immunity.

Dead Zones start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Immune to Afflictions

Cost: 10

No afflictions of any type whether supernatural or genetic Afflictions will work on the Dead Zone. This includes eugenics, drugs, nanites, lycanthropy, vampirism, diseases, zombiesm or any other form of paranormal or mystical transformation. His genes are locked and cannot be altered. This includes immunity to Alteration powers.

Immune to Arcane

Cost: 5

No spells or supernatural abilities possessed by an Arcane Objects, Weapons, or Equipment will work on the Dead Zone. However a sword for example can still cut him in the normal way.

Immune to Control

Cost: 5

No form of direct mental attacks or mind control can affect a Dead Zone. He is completely immune to any form of control, manipulation or takeover (he cant be possessed).

Immune to Detection

Cost: 5

Dead Zones possess no presence in the Astral dimension or Dreamscape. In both realms he 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 they will NEVER recognize his existence because he lacks an aura.

If a spirit is set to watch a building and report who comes out it will say nothing when the Deadzone 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. However anyone with See Aura will become suspicious because he doesnt have one.

Immune to Drain

Cost: 5

The character cannot have his lifeforce, soul, levels, attributes, hit points, energy, chi or PPE drained by another lifeform, entity or object.

Immune to Magic

Cost: 5

This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Dead Zone, nor can he ever learn or use any magic or be the recipient of any friendly magic.

Immune to Metapower

Cost: 5

Choose one specific metapower, he is completely immune Metapower to all its effects.

Immune to Reality Alteration

Cost: 10

Alterations to time or reality will not affect the Dead Zone. Even if history changes he will remember both versions and he cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work on a Dead Zones. This however is totally separate to any Trauma saving throws from seeing something repulsive.

Immune to Transport

Cost: 5

No form of transportation powers can affect a Dead Zone. It prevents him from being forcibly removed via banishment,

teleport, dimensional transport, gateway, portal, or any form of time displacement.

Step 4: Careers

Whatever the character likes, though he'll be pretty handy as a shield against whatever he's immune to.

Step 5: Disadvantages

No beneficial version of whatever he is immune to can ever be used to heal, restore or aid a Dead Zone.

Defiler, Modern

Identical to the Ancient Era class.

Demigod

The term demigod meaning "half-god" is used to describe mythological figures whose one parent was a god and whose other parent was human. A few examples of demigods include the Celtic hero Cuchulain, Sumerian king Gilgamesh (who supposedly was actually two thirds god), ancient Germanic woodsman Ansel and the Greek hero Heracles (Roman Hercules). The fact that male deities of Greek myth had far more notable children with mortals than the female goddesses can be attributable to the Greek male dominated society being reflected in their religion.

Zeus primarily had a multitude of affairs with mortal women having to shield them from his wife Hera after she was alerted to the infidelity. The females were expected to remain loyal to their husbands while the males were almost expected to take multiple lovers meaning the majority of the demigods in Greek myths were born on earth to human mothers than on Olympus to divine mothers.

These hybrids were stronger, braver, and quicker than other mortals, accomplishing super-human feats only possible because of their divine parent. They would go out of their way to prove their valour, often engaging monsters or beasts far too powerful for any normal human to defeat for the sole purpose of spreading their name. Others such as Hercules fought for a reclaiming of lost honour or to save their homeland, such as Theseus as he killed the Minotaur to stop the flow of sacrifices that were taken from Athens on a yearly basis to feed the beast. Zeus became the father of many heroes as a result of his dalliances

and after death they were accorded honours, especially among those Greeks who claimed to be their descendants and to have claims on the protection and patronage of a god. Such demigods were usually mortal but were preeminent among humans, and some had unusual powers. An exception was Hercules who was accepted in the passage of time among the Twelve Olympians.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. 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

Roll attributes as normal but then add +1 to SPD and all attributes except PE which is instead raised to 30. Hit points = PE +12, +12 per level. Increase AR by 1. PPE = IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. PPE can however be permanently traded for HPs at a rate of 1 for 1.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Demigods have the following abilities;

Immortal Body - Demigods age very slowly, and can live up to PE x100 years. They 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. Heal x2 faster including any wounds and broken bones. He also gains one additional ability based on his parent's sphere of worship. See the table below.

Additionally Demigods start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Divine Intervention

Cost: 10

Once per level per ME the character can petition his parent for intervention. It can range from advice with a problem to preventing his imminent death. The reaction is up to the GM.

Divine Luck

Cost: 10

Once per day per ME the character can force a reroll, and can continue to reroll for as many chances as he has left. The reroll can be literally for anything; combat, skills, etc.

Immune to Afflictions

Cost: 5

No supernatural afflictions of any type will work on the Demigod. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation.

Immune to Magic

Cost: 10

This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability

can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Demigod, nor can he ever learn or use any magic or be the recipient of any friendly magic.

Immune to Reality Alteration

Cost: 10

Alterations to time or reality will not affect the Demigod. Even if history changes he will remember both versions and he cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work on a Demigod. This however is totally separate to any Trauma saving throws from seeing something repulsive.

Reduced PE cost

Cost: 5

The Demigod gets an extra point of PE free each time he buys a point. eg. he buys 1 PE and increases his PE by 2. He buys 3 PE and gains an additional 4 PE.

Reduced PS Cost

Cost: 5

The cost of increasing PS is halved.

Spellcast

Cost: 10

Divine magic only but he is bestowed with all the spells within the Divine sphere. See Attributes for how much PPE he has.

Unique Artifact
Cost: 5
Start with 30 points to use on the
Artifact Creation table.

Step 5: Careers

Whatever the character likes, though he
does tend to wander a lot going where
needed. He is most likely to maintain
contact with the Vatican and Templars.

Abilities from Parent Table

Choose or roll on the table below to
determine what sphere of power the
character's parent holds and then what
ability that confers.

Roll Sphere _____

01-05 Animals

The character is loved by animals, they
will not attack him and he can pass by
them without disturbing them (birds will
not fly away and other animals will not
hide).

06-10 Air

Immune to all the effects of cold.

11-15 Change

The cost of increasing Hit Points is
halved.

16-20 Death

CON +1

21-25 Earth

AC -1

26-30 Fire

Immune to all the effects of heat.

31-35 Justice

Always know if someone is being
truthful or lying.

36-40 Knowledge

INT +1

41-45 Life

Heal x3 faster

46-50 Light

Immune to the effects of even the
brightest light and is never blinded by
powers such as Glow.

51-55 Love

CHA +1

56-60 Luck

Strike +1

61-65 Magic

PPE +20

66-70 Music

WIS +1

71-75 Night

Can see in the dark as if it were day.

76-80 Skill

PP +1

81-85 Time

True immortal, doesn't age at all.

86-90 Travel

SPD +10

91-95 War

STR +2

96-00 Water

The character can swim, hold his breath
and travel underwater at x4 the normal
rate.

Demon

Demons wander in between the living and the dead. Demons have supernatural powers and the magical ability to affect natural phenomena. There are several types of Demons; those who are truly evil and wreck havoc on all they meet; those who are not altogether evil but tricksters who enjoy playing practical jokes and those who were evil but have since rejected their unholy ways and seek to redeem themselves.

This class deals with the third type of Demon; one who now has a conscience.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide what you have been doing.

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

Roll attributes as normal but then add +6 to PS, PP and PE. AR 14, Reaction -4 and PPE = IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. PPE can however be permanently traded for HPs at a rate of 1 for 1. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Demons gain all the following free; **Unholy Body** - Demons do not age physically and are extremely hardy, able to absorb an amazing amount of damage before they are hurt. Even then they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Additionally Demons start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Demonic Aura

Cost: 5

Demons can cause others to see their true aura having the following effects; 1) All enemies within line of sight suffer -1 per 2 WIS on all their rolls for ME x1 round.

2) All enemies also become unnerved and prone to panic or being routed. Any saves against panic are at -1 per 5 ME of the Demon.

Demonic Fire

Cost: 5

The character can manipulate magma in 2 ways;

1) 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.

2) 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.

Demonic Hearing

Cost: 10

Hearing increases by x1 normal range per 4 ME with an additional x1 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.

Demonic Sight

Cost: 5

Demons 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.

Demonic Smell

Cost: 10

Smell increases to x1 normal range per 3 ME with an additional x1 per level. Can identify the specific odour or scent of anyone that have previously met, and track by smell so long as know the scent.

Demonic Stare

Cost: 5

The Demon must look into his victim's eyes at which point it will cause him to relive all his sins and be traumatised. He must then save vs Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This doesnt work on

supernatural evil beings or any who never had a conscience.

Demonic Tongues

Cost: 5

Demons can speak and understand the language of whoever they are currently talking to.

Demonic Touch

Cost: 5

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 IQ per level can be thus made unsuitable for consumption.

Demonic Will

Cost: 5

This ability gives the Demon +1 per 5 ME to save vs any Possession, Mind Control, Paralysis, Sleep and Charm based attacks.

Spellcast

Cost: 10

The cost is for each sphere of magic he wishes to learn. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere of magic except Divine and in any combination. See Demon Attributes for how much PPE he has.

Step 5: Careers

Whatever the character likes except Priest.

Step 6: Disadvantages

The heroic Demon must abide by the code of either Lawful Good, Neutral Good or Chaotic Good alignment and never do anything to slip below this. +10 points.

This includes never harming innocent mortals except in self defence or in the defence of others. However killing should be the very last resort.

Templars, Apostulates and other holy people will recognise you for what you are. Despite being a heroic Demon some people will never trust you. +10 points.

Displaced Chronal

This is yet another variant form of Mutant, one who has a connection to both his ancestors and descendants, able to spontaneously travel through time when one or the other is in mortal need.

Step 1: Attributes

Roll up attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

The Displaced gain all the following free;

Ancestors and Descendants - The character is able to visit and summon past and future family members. He can have 1 ancestor and 1 descendant per 2 ME. Use the table below for creating them.

The character gains 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Chronal Jump

Cost: 5

The character can either jump back in time to one of his ancestors or forward in time to one of his descendants for a period of one hour per 5 ME, +1 hour per level or each time rebought.

Chronal Summon

Cost: 5

The character can summon through time either one of his ancestors or descendants to be with him for a period

of one hour per 5 ME, +1 hour per level or each time rebought.

Communicate

Cost: 5

The character can communicate with any of his ancestors or descendants that he has met by thought. From third level on he can create a multi linkup between all people that he is communicating with.

Immune to Reality Change

Cost: 5

If history changes the character will remember both versions and cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

San Bonus

Cost: 5

+1 to Sanity rolls.

Send

Cost: 5

The character can send back in time to one of his ancestors or forward in time to one of his descendants any object or victim he can touch for a period of one hour per 5 ME, +1 hour per level or each time rebought. The object cannot be larger than him unless this is rebought, then it is x2 larger. If bought again x3 larger, etc.

Summon

Cost: 5

The character can summon through time any object or victim that one of his ancestors or descendants is touching for a period of one hour per 5 ME, +1 hour per level or each time rebought. The object cannot be larger than him unless

this is rebought, then it is x2 larger. If bought again x3 larger, etc.

Truesight

Cost: 5

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.

Vision Chronal

Cost: 5

The character can see into different time zones both the future and the past. He can look into different years one at a time sequentially, but he can only see into the area where his ancestor or descendant is.

Will Bonus

Cost: 5

+1 to Willpower rolls.

Step 4: Career

Any.

Ancestor/Descendant Creation Table

Roll in each of the sections for each ancestor and descendant the character has. Determine his disposition, era, passable skills, any magic and attributes.

Step 1: Personality

Roll at least twice on the table below to work out their personality.

<u>Roll</u>	<u>Disposition</u>
01	Sullen or morose
02-03	Sombre or serious
04-05	Light hearted, cheerful or joyous
06	Unrestrained, reckless or indulgent
07-08	Stubborn or obstinate

09-10 Uncaring, mean, ruthless or cruel
 11 Docile, amenable or cooperative
 12-13 Paternal/maternal or over protective
 14-15 Intimidating, overbearing, bully
 16 Radical or open minded
 17-18 Orthodox or conservative
 19-20 Loving, friendly or amicable
 21 Quarrelsome, hostile or antagonistic
 22-23 Prudent, patient or cautious
 24-25 Impatient, impulsive, reckless or rash
 26 Nervous or apprehensive
 27-28 Confident, sanguine or secure
 29-30 Extrovert, outgoing or talkative
 31 Reserved, shy, timid or introvert
 32-33 Envious, possessive or jealous
 34-35 Dependant or clinging
 36 Self reliant or independent
 37-38 Tolerant or open minded
 39-40 Snobbish, prejudiced or intolerant
 41 Creative, inventive or original
 42-43 Optimistic or upbeat
 44-45 Uncertain, fatalistic or pessimistic
 46 Quick tempered or hot headed
 47-48 Calm or even tempered
 49-50 Forceful, enthusiastic or excitable
 51 Passive or detached
 52-53 Loyal, faithful or reliable
 54-55 Treacherous or disloyal
 56 Honourable or highly principled
 57-58 Dishonourable, shift, deceitful or dishonest
 59-60 Pious, devout or religious
 61 Merciful, compassionate or kind
 62-63 Pacifist, non violent or peaceful
 64-65 Meek, self effacing, modest or humble
 66 Proud, conceited, cocky, pompous or arrogant
 67-68 Lethargic, idle, lazy, easy going or laid back

69-70 Vibrant, energetic, enterprising or ambitious
 71 Deferential, respectful, courteous, polite or civil
 72-73 Impolite, rude, impudent or insolent
 74-75 Charitable or forgiving
 76 Vindictive or vengeful
 77-78 Benevolent, generous or giving
 79-80 Selfish, miserly or greedy
 81 Honest, direct or trustworthy
 82-83 Practical, pragmatic or cynical
 84-85 Sceptical, suspicious or paranoid
 86 Curious or inquisitive
 87-88 Focused or attentive
 89-90 Distracted or absent minded
 91 Lustful, lecherous, flirt or exhibitionist
 92-93 Valorous, brave, bold or audacious
 94-95 Timid, cowardly or craven
 96 Antisocial or cold
 97-98 Idealistic, gullible, trusting or martyr
 99-00 Quiet or mysterious

Step 2: Era and Skills

What era does the character's ancestor or descendant come from? This also determines their available knowledge and skills.

Roll	Era
01-04	200 BC Naval Sailor – Climb, Navigation, Pilot Marine Sailboat, Rope Use, Rowing and Swim.
05-08	100 BC Any Mage Type - Knowledge Artifacts, Knowledge Demons, Knowledge Fey, Knowledge Magic, Knowledge Undead, and Language Stygian. From the Mysticis Disciplinis class choose either Alchemist, Arcanist, Artificer, Biomancer, Chirographer, Chronomancer, Dabbler, Illusionist, Magus, Mirror Master, Necromancer,

Sojourner, Sorcerer, Summoner, Urbainmancer or Warlock.
 09-12 400 AD Thief – Appraise, Forgery, Knowledge Street, Loot, Pick Locks, and Pick Pockets.
 13-16 1096 AD Desert Nomad – Heat Protection, Horse Archery, Language Persian, Orienteering, Ride Land Animal and Water Find.
 17-20 1495 AD Any Priest Type - Knowledge Artifacts, Knowledge Demons, Knowledge Religion, Knowledge Magic, Knowledge Undead, and Knowledge Philosophy. PPE is INT + WIS x4. PPE is recovered at a rate of 20 per hour if asleep. From the Mystics Disciplinis class choose either Bard, Druid, Hounigan, Mystic, Priest, Shaman or Wicca.
 21-24 1544 AD Diplomat – Bluff, Bribe, Bureaucracy, Charm, Diplomacy and Etiquette.
 25-28 1630 AD Merchant/Trader - Appraise, Bargain, Bribe, Bureaucracy, Charm, and Knowledge Street.
 29-32 1700 AD Explorer – Alertness, Direction Sense, Notice, Survival, Tracking and Weather Sense.
 33-36 1890 AD Sheriff – Alertness, Fast Draw, Investigate, Knowledge Law Criminal, Ride Land Animal (horse) and 1 Weapon Specialization.
 37-40 1922 AD Occult Investigator - Investigate, Knowledge Mythology, Knowledge Religion, Research, Science Anthropology and Science Archaeology.
 41-44 1932 AD Archaeologist - Investigate, Knowledge Conspiracies, Knowledge Demons, Knowledge Monsters, Knowledge Mythology and Knowledge Religion.
 45-48 1944 AD Naval Sailor - Navigation, Pilot Marine Submersible, Pilot Marine Warship, Pilot Marine

Freighter, Pilot Marine Sailboat and Weapon Group Specialty Sea Vehicle.
 49-52 1958 AD Doctor – Forensics, Knowledge Alternative Medicine, Knowledge Drugs, Knowledge First Aid, Research, and Science Medicine.
 53-56 1965 AD Spy – Bluff, Disguise, Fast Talk, Gather Info, Intel and Stealth.
 57-60 1970 AD Army Grunt - Alertness, Endurance and 4 weapon skills.
 61-64 1983 AD Air Force Pilot - Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.
 65-68 1999 AD Tank Pilot – Drive Tank, Drive Truck, Navigation, Technical Truck/Tank mechanics, Weapon Group Specialty Land Vehicle and 1 weapon skill.
 69-72 2010 AD Superhero – Determine as per any Modern Class.
 73-76 2115 AD Survivour – Alertness, Firebuild, Navigation, Survival, Tracking, and 1 Weapon skill.
 77-80 2180 AD Parliament Agent - Determine from either Geomancer, Elemental, Shaman or Druid.
 81-84 2236 AD GFP Space Force Pilot - Navigation Space, Pilot System Spacecraft, Technical Spacecraft Mechanics, Unarmed Combat Martial Arts, Weapon Group Specialty Pistol and Weapon Group Specialty Space Vehicle.
 85-88 2248 AD GFP Space Force Pilot - Navigation Space, Pilot Starcraft, Science Astronomy, Unarmed Combat Martial Arts, Weapon Group Specialty Pistol and Weapon Group Specialty Space Vehicle.
 86-92 2296 AD GFP Space Force Fighter Pilot - Navigation, Navigation

Space, Pilot Space Fighter, Unarmed Combat Martial Arts, Weapon Group Specialty Pistol and Weapon Group Specialty Space Vehicle.

93-96 2310 AD GFP Space Force Marine –

Alertness, Endurance, Unarmed Combat Martial Arts, and 3 weapon skills.

97-00 2332 AD GFP Space Force Scientist –

Science Astronomy, Science Astrophysics, Science Biotechnology, Science Mathematics, Science Physics and Science Xenocology.

Step 3: Attributes

Roll up as normal. HPs are PE +6, +6 per level. Then determine what level he is so you can work the total amount of HPs he has.

Displaced Dimensional

This is yet another variant form of Mutant, one who has a connection to his various alternate selves from parallel dimensions, able to spontaneously travel through realities when one or the other is in mortal need.

Step 1: Attributes

Roll up attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

The Displaced gain all the following free;

Alternate Versions - The character is able to visit and summon alternate reality doppelgangers. He can have 1 per WIS, use the table below for creating them. The doppelgangers are distinctively different from the original, either by dress, haircut, colour, etc.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Communicate

Cost: 5

The character can communicate with any alternate self that he has met by thought. From third level on he can create a multi linkup between all people that he is communicating with.

Dimension Jump

Cost: 5

The character can jump through dimensions to one of his alternate selves

for a period of one hour per 5 ME, +1 hour per level or each time rebought.

Dimension Summon

Cost: 5

The character can summon through the dimensions one of his alternate selves for a period of one hour per 5 ME, +1 hour per level or each time rebought.

Immune to Reality Change

Cost: 5

If reality changes the character will remember both versions and cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

San Bonus

Cost: 5

+1 to Sanity rolls.

Send

Cost: 5

The character can send through the dimensions to one of his alternate selves any object or victim he can touch for a period of one hour per 5 ME, +1 hour per level or each time rebought. The object cannot be larger than him unless this is rebought, then it is x2 larger. If bought again x3 larger, etc.

Summon

Cost: 5

The character can summon through the dimensions any object or victim that one of his alternate selves is touching for a period of one hour per 5 ME, +1 hour per level or each time rebought. The object cannot be larger than him unless this is rebought, then it is x2 larger. If bought again x3 larger, etc.

Truesight

Cost: 5

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.

Vision Dimensional

Cost: 5

The hero can see overlapping dimensions beyond our plane of existence. He can look into different realities one at a time sequentially, but he can only see into the area identical to where his alternate self is standing.

Will Bonus

Cost: 5

+1 to Willpower rolls.

Step 4: Career

Any.

Alternate Self Creation Table

Identical to the table for Displaced Chronal.

Dracomancer, Modern

Identical to the Ancient Era class.

Druid, Modern

Identical to the Ancient Era class.

Echo Welder

This is yet another variant form of Mutant, one who is a master of the art of manipulating echoes around himself.

Step 1: Attributes

Roll up attributes as normal. Hit points = PE +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

Echowelders start with the following ability free;

Echo Field - Anyone attacking the character after rolling normally for damage then takes double that damage back on himself. eg. Attacker hits character for 10 damage, attacker then takes 20 damage next.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Echo Ability

Cost: 5

At any time the character may watch someone perform a skill and then perfectly mimic it at the same skill level and bonuses.

Echo Damage

Cost: 10

Once the character has hit someone he can make the damage he did repeat itself one time per 3 ME. He must hit him again to be able to redo this.

Echo Enemy

Cost: 5

During combat after the first round the character can perfectly mimic all of his enemy's moves. Thus he would gain all his foe's Strike and AC bonuses as well as weapon and hand to hand skills.

Echo Evasion

Cost: 5

Once the character has made a successful evasion roll against an enemy he automatically succeeds dodging that enemy's attacks for the rest of that combat.

Echo Heal

Cost: 10

After the character's first hour of healing he can make the amount of HPs he restored repeat itself once time per 3 ME.

Echo Message

Cost: 5

At any time the character can send a voice message to the future either to himself or anyone he personally knows. He can send ahead up to 1 month per ME.

Echo Past Event

Cost: 5

After standing in a specific area for one round the character can see and hear past events that happened in it within the last ME x1 weeks.

Echo Save

Cost: 5

Once the character has made a successful save against anything once he automatically succeeds on all additional rolls for the rest of that day.

Echo Skill

Cost: 5

Once the character has used a particular skill, if he uses it again immediately after he can automatically repeat the roll he made the first time.

Echo Strike

Cost: 5

Once the character has hit someone once he automatically succeeds on all additional Strike rolls against that person for the remainder of that combat.

Step 4: Career

Any.

Elementals

Elementals are sentient beings that possess bodies made of one of the elements that make up our reality. At their most basic this includes air, earth, fire, and water.

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.

Step 1: Age

Determine the character's starting age. Either he has only just become one with his element, or he has been around a long time.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide his background;

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

Roll attributes as normal but then add +3 to IQ and ME. Hit points = PE +12, +12

per level. +1 HPs per year alive. Other bonuses according to your Elemental type (see below).

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Of course an Elemental may no longer feel the need for such mundane things as skills..

Step 4: Abilities

See separate tables below, choose the table according to the Elemental type.

Step 5: Careers

Not in the standard sense. Instead all Elementals serve the Parliament of Nature with Air Elementals reporting to the Throne of Clouds, Earth and Plant Elementals the Throne of Trees, Fire Elementals the Throne of Embers and Water Elementals the Throne of Streams. Elementals will also often work with Geomancers.

Step 6: 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. +20 points.

Air Elemental Abilities

Air Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. Air Elementals have no SDC, and gives no heat signature. They can move through the tiniest crack or space, and

are immune to all gases. Movement is at SPD x3kph, rotate at SPD x5kph and spread out over an area of IQ 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.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Air Blast

Cost: 5

The character can change the wind's direction and even increase its speed or stop it altogether 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. Using this he can ride the wind at ME x2kph (+2kph per level), lifting himself and an extra ME x5kgs, +5kgs per level. One final side effect is he can 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.

Air Pocket

Cost: 5

The Elemental can surround himself or any within his line of sight with a pocket of air of up to ME x10 centimetres radius (+30 centimetres per level) and an SPD equal to ME (+1 per level). Air supply lasts 1 minute per ME, +1 per level. This can also act to purify air, removing 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.

Breath of Air

Cost: 5

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.

Elemental Awareness

Cost: 5

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

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Spellcast

Cost: 10

Air Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of $IQ + WIS \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Whirlwind

Cost: 10

The Elemental 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 $ME \times 10kph$, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions.

Earth Elemental Abilities

Earth Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +60 HPSper IQ. 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, energy, fire, solar and electrical powers do half damage. Radiates no heat.

He can also 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 he can his disperse limbs and body into sand/dirt particles and flow at one quarter SPD. Can also flow through any opening.

Additionally Elementals start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Earth Burrow

Cost: 5

The Elemental can dig a hole in the earth by force of will alone. 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. He can also split the ground open up to (1 metre wide per 3 WIS, +2 per level) x (1 metre deep per 2 WIS, +3 per level) x (1 metre length per WIS, +5 per level). The second method however is not as

precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

Earth Manipulation

Cost: 5

The hero can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand 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. He can refine earth materials and cause them to separate into their component minerals. One kilogram per ME per round may be sorted, +1kg per level.

Earth Shards

Cost: 5

The Elemental can hurl pieces of earth at nearby victims whether rocks or shards. 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. Can also cast off 1 mud ball per 4 IQ once per round which does 1 point of damage. Or can cast off dirt to encase an object in a 2 metre radius per IQ (+3 metres per level), with up to 10 HPSper IQ (+10 HPs per level). May be used to encase objects, limbs or the entire body.

Earth Sight

Cost: 5

By touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this sight.

Elemental Awareness

Cost: 5

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

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Spellcast

Cost; 10

Earth Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Earth Elemental Abilities (Plant variant)

Earth Plant Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. The Elemental breathes through his entire body and is nearly impossible to smother. He heals x2 faster 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.

He automatically alters salt water into fresh water in his body. AR 16, +10 HPs per IQ. 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. Heat and normal fires, explosions, thermonuclear, energy, and solar powers do double damage.

Additionally Elementals start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Elemental Awareness

Cost: 5

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

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Plant Manipulation

Cost: 5

The hero can reach out to the earth and form arms or other shapes out of any plantation. He can then exert his strength

through these arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. He can also 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.

Plant Secretion

Cost: 5

The Elemental can secrete a resin which 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. Alternatively he can release clean water through his hands for others' use.

Plant Sight

Cost: 5

The Elemental can see heat images and traces the same way as thermo optic equipment, can see invisible lifeforms by their heat. Further he can also see Electrical fields (and their intensity), Gravity waves (in a radar like manner), PPE or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. All equal to normal sight range.

Spellcast

Cost: 10

Faerie magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of $IQ + ME \times 3$.

PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Wood Shards

Cost: 5

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).

Fire Elemental Abilities

Fire Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +20 HPs per IQ. Anyone touching him or that he touches takes up to D4 per level. Take half damage from 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).

The Elemental 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.

He can radiate heat from his form over one metre per 2 IQ radius (+2 metres per level), at a rate of 10C per IQ per round, +10 per level. Finally he can perform a supernova discharge of fiery energy much like a dying sun;

Damage is 10,000 points x (character's IQ + level) over a 30 metre radius x (character's IQ + level).

5000 points x IQ + (character's IQ + level) over the next 30 metre radius x (character's IQ + level).

2500 points x IQ + (character's IQ + level) over the next 45 metre radius x (character's IQ + level).

1250 points x IQ + (character's IQ + level) over the next 60 metre radius x (character's IQ + level).

625 points x IQ + (character's IQ + level) over the next 75 metre radius x (character's IQ + level).

310 points x IQ + (character's IQ + level) over the next 100 metre radius x (character's IQ + level).

150 points x IQ + (character's IQ + level) over the next 125 metre radius x (character's IQ + level).

The character requires one day per 1000 points of damage expended to recover any of his fire powers.

Additionally Elementals start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Elemental Awareness

Cost: 5

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

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Fireball

Cost: 10

The Elemental can throw fireballs over his normal distance x2. They do D8 per 5 ME +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight. He can also 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.

Fire Wall

Cost: 5

Can form a shield or wall of fire (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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.

Fly

Cost: 5

The power to fly by riding a planet's thermal currents (if it has any). Speed is ME x10kph, +10kph per level with a

maximum ceiling height of 100 metres per ME. Speed is reduced accordingly in colder climates, as determined by the GM.

Pyrotic Manipulation

Cost: 5

He can manipulate any flames within his line of sight of up to a 27 metre radius +2 metres per level. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 ME +4.5 metres per level doing 3D6, +D6 per level. He can also cause any 1 object per round within his line of sight which is combustible to ignite doing D6 per level. If used on human skin it can scar the entire body and melt the skin, making the affected MA 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.

Smoke

Cost: 5

The Elemental can create a 1 metre per 2 ME +1 metre per level radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.

Spellcast

Cost: 10

Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of IQ + WIS x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Weld

Cost: 5

The Elemental can spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Water Elemental Abilities

Water Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical. He can also draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Additionally Elementals start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Cold Snap

Cost: 5

The Elemental can reduce the temperature dramatically anywhere within his line of sight. This can cause 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. Surfaces on the other hand will become extremely slippery and in some cases brittle.

Elemental Awareness

Cost: 5

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

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Manipulate Water

Cost: 5

He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME, +3 metres per level within line of sight while concentrate. The size of the wave can be up to ME x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, +2 metres per level until his concentration is broken.

Purify

Cost: 5

The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. 2 metre radius per ME, +3 metres per level. As a side effect he can also remove toxins from 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.

Spellcast

Cost: 10

Water Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of Iq + me x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Water Wall

Cost: 5

This is the ability to draw condensation and form a shield or wall of water (10 centimetres per me thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x

(15 centimetres per ME radius, 30 centimetres 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.

Elemental, Para

Para Elementals fuse two of the classic elements into a single dangerous creature. Types of Para Elementals include Ice (Air and Water), Magma (Earth and Fire), Ooze (Earth and Water), and Smoke (Air and Fire).

Step 1: Age

Determine the character's starting age. Either he has only just become one with his element, or he has been around a long time.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide his background;

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

Roll attributes as normal but then add +3 to IQ and ME. Hit points = PE +12, +12 per level. +1 HPs per year alive. Other bonuses according to your Elemental type (see below).

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Of course an Elemental may no longer feel the need for such mundane things as skills..

Step 4: Abilities

See separate tables below, choose the table according to the Elemental type.

Step 5: Careers

Unlike the Earth Elementals the Void does not serve the Parliament of Nature but something far more alien.

Ice Elemental Abilities

Ice Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He gives no heat signature and is totally immune to cold. Explosives, fire and heat do half damage while energy attacks bouncing off. He is immune to any cold or ice attacks including magical. He can also draw on other ice and add it to his own mass increasing in size. Punch does +D8 per square metre and he gains +12 HPS per square metre.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Cold Snap

Cost: 5

The Elemental can reduce the temperature dramatically anywhere within his line of sight. This can cause 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. Surfaces on the other hand will become extremely slippery and in some cases brittle.

Elemental Awareness

Cost: 5

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). Ice can speak to sea life.

Elemental Renewal

Cost: 5

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 Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

You are able to travel between any 2 points where aspects of your elemental sign exist. For example Ice can travel between glaciers, frozen lakes, snow, etc. Functions identically to Telereformation.

Extreme Cold

Cost: 5

Can encase an object in ice by touching it. He can affect a 2 metre radius per IQ (+3 metres per level), with up to 10 HPs per IQ (+10 HPs per level). May be used to encase objects, limbs or the entire body.

Ice Wall

Cost: 5

This is the ability to draw condensation and form a shield or wall of ice (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The wall has 100 HPs per square metre.

Range Attack

Cost: 5

He can 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.

Spellcast

Cost: 10

Water and Air Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Magma Elemental Abilities

Magma Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +60 HPs per IQ. PS +2 for every additional 100 SDC. Anyone touching him or that he touches takes up to D4 per level. Take half damage from 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).

The Elemental 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.

Additionally Elementals start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Elemental Awareness

Cost: 5

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). Magma can speak with fire or magma.

Elemental Renewal

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Magma Wall

Cost: 5

Can form a shield or wall of magma (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. D10 damage per 5 ME for every 30 centimetres the victim walks through.

Melt

Cost: 5

The Elemental can generate 30C per IQ per melee in both hands doing 10D10 damage to anything held onto for 1 round. This will melt most objects, boil water, etc. He can also spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Radiate Heat

Cost: 5

He can radiate heat from his form over one metre per 2 IQ radius (+2 metres per level), at a rate of 10C per IQ per round, +10 per level.

Spellcast

Cost: 10

Fire and Earth Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Volcanno

Cost: 5

The character can summon up anywhere within sight 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 1 metre per 5 IQ +3 metres per level, width is 1 metre per 7 IQ +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.

Ooze Elemental Abilities

Ooze Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +60 HPs per IQ. PS +2 for every additional 100 SDC. Because his body is not entirely solid, but composed of the muck and waste matter of the swamp, fists, bullets, knives, energy blasts, etc. will either pass entirely through him or will harmlessly be lodged within his body. Even if a vast portion of the body were to be ripped away or incinerated, he would be able to reorganize himself by drawing the necessary material from the surrounding area. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Kinetic attacks pass straight through doing no damage. Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat.

He can also draw on any body of muck, ooze or sludge 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 he can his disperse limbs and body into ooze particles and flow at one quarter SPD. Can also flow through any opening.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Elemental Awareness

Cost: 5

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). Ooze can speak to muck, ooze or sludge.

Elemental Renewal

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Encase in sludge

Cost: 5

Can cast off ooze, mud or sludge to encase a victim in a 2 metre radius per IQ (+3 metres per level), with up to 10 HPs per IQ (+10 HPs per level). A victim completely immersed may suffocate.

Sludge Balls

Cost: 5

The Elemental can hurl pieces of ooze, mud or sludge at nearby victims. 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.

Sludge Secretion

Cost: 5

The Elemental can secrete a resin which 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.

Sludge Wall

Cost: 5

This is the ability to draw nearby ooze, mud or sludge and form a shield or wall (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level until concentration broken. Most weapons will only partially penetrate the wall and become stuck or lost. Further the wall will do D6 damage per 5 ME for every 30 centimetres an object or victim passes through.

Spellcast

Cost: 10

Earth or Water Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Smoke or Smog Elemental Abilities

Smoke Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. Smoke Elementals have no SDC, and give no heat signature. They can move through the tiniest crack or space, and are immune to all gases. Movement is at SPD x1kph, rotate at SPD x2kph and spread out over an area of IQ x3 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.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Breath of Smoke

Cost: 5

This is a more surgical use of the character's powers. He can gently force a cloud of smoke into an organism's lungs, interfering with their ability to breathe. Victims must save vs non lethal gas or pass out for 4 +D6 rounds.

Elemental Awareness

Cost: 5

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). Smoke can speak to clouds and fire.

Elemental Renewal

Cost: 5

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 Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Fly

Cost: 5

The power to fly by riding a planet's thermal currents (if it has any). Speed is ME x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. Speed is reduced accordingly in colder climates, as determined by the GM.

Smoke Cloud

Cost: 5

The Elemental can create a cloud of smoke anywhere within his line of sight which will obscure the vision of others. Its size is (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. Victims caught in the cloud can't see clearly for more than 1 metre in front. All visual details are distorted or obscured, all rolls within are -9. Furthermore all sense of direction is lost with eyes watering and burning, breathing laboured and victims coughing frequently.

Solidify Smoke

Cost: 5

The character can make any smoke cloud solid enough for people to stand on without falling through. This can be used to make a stair or even to carry people a short distance.

Spellcast

Cost: 10

Air or Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Elemental, Quasi

Quasi-elementals are a fusion of one of the classic elements and either radiant or entropic energy.

Acid (Water and Entropic)
Atomic (Fire and Entropic)
Electrical (Air and Radiant)
Gravity (Earth and Radiant)
Light (Fire and Radiant)
Steam (Water and Radiant)
Tar (Earth and Entropic)
Void (Air and Entropic)

Step 1: Age

Determine the character's starting age. Either he has only just become one with his element, or he has been around a long time.

01-20 100 xD10 years
21-40 100 x2D10 years
41-60 100 x4D10 years
61-75 100 x6D10 years
76-90 100 x8D10 years
91-00 100 x10D10 years

Next decide his background; 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

Roll attributes as normal but then add +3 to IQ and ME. Hit points = $PE + 12, +12$ per level. +1 HPs per year alive. Other bonuses according to your Elemental type (see below).

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Of course an Elemental may no longer feel the need for such mundane things as skills..

Step 4: Abilities

See separate tables below, choose the table according to the Elemental type.

Step 5: Careers

Unlike the Earth Elementals the Void does not serve the Parliament of Nature but something far more alien.

Acid Elemental Abilities

Acid Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any acid attacks including corrosive, toxic and magical. He can also draw on other acid and add it to his own mass increasing in size. Punch does +D6 per square metre and +D6 burning damage per round touched. He gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Acid Wall

Cost: 5

This is the ability to create an acidic cloud mist of up to (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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 elemental within or passing through a section suffers D6 damage per 5 ME for each metre passed through. The mist lasts only while the elemental concentrates on it.

Elemental Awareness

Cost: 5

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).

Elemental Renewal

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Manipulate Chemicals

Cost: 5

He can exert control over a nearby body of liquid chemicals able to manipulate its shape. He can form arms or other shapes out of the chemicals and then exert his strength through the those arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of chemical available for it to draw on. Does D6 damage per 3 metres height, +D6 burning damage per round touched.

Purify

Cost: 5

The character can convert any chemical into pure water so that it is suitable for drinking. 2 metre radius per ME, +3 metres per level. As a side effect he can also remove toxins from 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.

Spellcast

Cost: 10

Water Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Spray

Cost: 10

The elemental can fire acid from his hands doing D6 per 5 ME (+D6 per level over 1 metre per 2 ME, +1 per level).

Atomic Elemental Abilities

Atomic Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any radiation attacks including magical. He can also draw on other radioactive material and add it to his own mass increasing in size. Punch does +D6 per square metre and +D6 radiation burn damage per round touched. He gains +10 HPs per square metre.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bolt

Cost: 5

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.

Elemental Awareness

Cost: 5

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).

Elemental Renewal

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Manipulate Radioactive Waste

Cost: 5

The elemental can exert control over a nearby body of radioactive waste able to manipulate its shape. He can form arms or other shapes out of the waste and then exert his strength through the those arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of material available for it to draw on. Does

D6 damage per 3 metres height, +D6 rad damage per round touched.

Solar Touch

Cost: 5

Can 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.

Solar Wall

Cost: 5

The character can form a shield or wall of radiation (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. Inflicts D6 rads +D6 per level for every 30 centimetres victim walks through.

Spellcast

Cost: 10

Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Electrical Elemental Abilities

Electrical Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +20 HPs per IQ. Anyone touching him or that he touches takes up to D4 per level. Immunity to any electrical attacks, even magical. Take ½ damage from fire and lasers but x2 damage from water attacks.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Drain

Cost: 5

He can drain any electricity within line of sight with a 2 metre radius per ME. This only lasts while the elemental is concentrating.

Electrical Bolt

Cost: 5

The Elemental can fire a bolt of lightning which can be sustained as long intense bursts. 3D6 +D6 per level over 9 metres range + 4.5 per level, 20% chance +10 per level of disrupting and ruining any electrical equipment.

Electrical Wall

Cost: 5

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 30metres +3 per level.

Does D6 +D6 per level for every 30cms victim walks through.

Elemental Awareness

Cost: 5

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).

Electrical can speak to any equipment or objects which contain electricity.

Elemental Renewal

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Spellcast

Cost: 10

Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Transmission

Cost: 5

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.

Gravity Elemental Abilities

Gravity Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage. He is immune to any gravity based attacks including magical.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bolt

Cost: 5

A directed pulse of gravitic energy can be 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 their next rolls. Further because the waves easily travel through matter, armoured characters take half damage to their own HPS in addition to the full damage done to the armour.

Elemental Awareness

Cost: 5

You are psychically attuned with your element and hear 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).

Elemental Renewal

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Flight

Cost: 5

The elemental 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).

Gravity Wall

Cost: 5

The elemental can create an intense area of gravity around oneself or any within his line of sight. The size is up to (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The affected area increases gravity in it by a factor of -5% or +5% per ME, +10% per level.

Increase or Decrease Gravity

Cost: 5

The character can use his gravitational power to crush his opponent. He can increase or decrease the gravity in an area of 1 metre radius per 2 ME +1 metre per level, anywhere within his line of sight. He can manipulate the gravity by a factor of -5% or +5% per ME, +10% per level. Those affected by extra gravity will be -1 on all rolls per 10% increase.

Spellcast

Cost: 10

Air Elemental magic only but he is bestowed with all the spells within that

sphere. Elementals can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Light Elemental Abilities

Light Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates a lot of heat. He is immune to any energy based attacks including magical.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bolt

Cost: 5

The elemental can fire a laser bolt which does D6 per 5 ME +D6 per level, over 1 metre per ME per level. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks.

Elemental Awareness

Cost: 5

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).

Elemental Renewal

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Flight

Cost: 5

The elemental as an energy form can fly at 2.997925×10^8 metres per second. The different forms include cosmic rays, electromagnetism, gamma rays, infrared, microwaves, photons, protons, solar particles, ultraviolet and xrays.

Light Glow

Cost: 5

Once per melee he 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.

Light Wall

Cost: 5

The elemental can form a shield or wall of lasers (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. Does D6 damage per 5 WIS for every 30 centimetres victim walks through.

Spellcast

Cost: 10

Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Steam Elemental Abilities

Steam Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage. He is immune to any heat based attacks including magical.

Additionally Elementals start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Elemental Awareness

Cost: 5

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).

Elemental Renewal

Cost: 5

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.

Elemental Sight

Cost: 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, and the

nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Punch

Cost: 5

Although steam elementals are not readily tangible they can strike an opponent with a strong, focused blast of hot air doing D6 per 5 ME scalding damage (+D6 per level over 1 metre per 2 ME, +1 per level).

Radiate Heat

Cost: 5

The elemental can radiate heat over 5 metres +3 per level radius at a rate of 10C per round per level of the caster.

Spellcast

Cost: 10

Water Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Steam Cloud

Cost: 5

The Elemental can create a cloud of hot steam anywhere within his line of sight which will obscure the vision of others. Its size is (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. Victims caught in the cloud can't see clearly for more than 1 metre in front. All visual details are distorted or obscured, all rolls within are -9. Furthermore all sense of direction is lost with eyes watering and burning, and any uncovered skin being scaled.

Steam Wall

Cost: 5

The elemental can create a burning cloud of steaming mist of up to (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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 elemental within or passing through a section suffers D6 scalding damage per 5 ME for each metre passed through. The mist lasts only while the elemental concentrates on it.

Tar Elemental Abilities

Tar Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +60 HPs per IQ. 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, energy, fire, solar and electrical powers do half damage. Radiates no heat. He can also 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 he can disperse limbs and body into sand/dirt particles and flow at one quarter SPD. Can also flow through any opening.

Additionally Elementals start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Earth Burrow

Cost: 5

The Elemental can dig a hole in the earth by force of will alone. 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. He can also split the ground open 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).

The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

Earth Manipulation

Cost: 5

The hero can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand 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. He can refine earth materials and cause them to separate into their component minerals. One kilogram per ME per round may be sorted, +1kg per level.

Earth Shards

Cost: 5

The Elemental can hurl pieces of earth at nearby victims whether rocks or shards. 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. Can also cast off 1 mud ball per 4 IQ once per round which does 1 point of damage. Or can cast off dirt to encase an object in a 2 metre radius per IQ (+3 metres per level), with up to 10 HPs per IQ (+10 HPs per level). May be used to encase objects, limbs or the entire body.

Earth Sight

Cost: 5

By touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this sight.

Elemental Awareness

Cost: 5

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

Cost: 5

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.

Elemental Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Elemental State

Cost: 5

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

Cost: 5

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.

Spellcast

Cost: 10

Earth Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Void Elemental Abilities

The void is the element that is in opposition to all others. It is virtually unknown because it is so hard to manipulate and often kills researchers. The Void, as the elemental plane of vacuum is called, is virtually empty. There are creatures in it but they are memories or potentials until they encounter matter or energy at which point they become active and regain their material existence, voraciously consuming that matter.

A Void Elemental is an absence in the fabric of space that seeks to devour any substance that laces its path. Antithetical to all forms of matter and energy, and considered to be an expression of the void between planes, this elemental is a creature devoid of any innate elemental substance.

Void Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. Void Elementals have no SDC, and give no heat signature. They are 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.

Additionally Elementals start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Decompression

Cost: 5

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 IQ area, plus the same amount per level. Any caught in it take 3D6 x10 damage per round from the vacuum until crushed.

Entropic Blast

Cost: 10

This blast of pure entropy does D6 of disintegration damage per ME to anything it hits, including incoming attacks. Range is line of sight.

Entropic Parry

Cost: 5

This makes all attacks aimed at the elemental miss. It creates a mini vortex which sucks in all ranged attacks against the elemental (including energy) and deflects them away.

Entropic Shield

Cost: 10

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, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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 HPs would be ME x12). The total HPs replenishes at a rate of ME x1 HPs (+1 per level) per minute of non use. Can create multiple shields so long as the combined HPs don't exceed the total.

Entropic Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Flight

Cost: 5

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, +10kph per level. There is no maximum ceiling height. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

Gravity Crush

Cost: 10

This causes every one in a 1 square metre radius per ME to feel their personal gravity increase by 1 fold per 2 ME.

Gravity Well

Cost: 5

The Elemental can alter the directional properties of gravity in its close surroundings for one round. When it uses this ability, it instills a selective gravity trait that seeks to pull everything within a certain radius towards the elemental's form. Creatures and objects

affected by the gravity well 'fall' towards the elemental, stopping in squares adjacent to it and effectively touching it, unless they have the ability to fly or otherwise alter their movements in the air to escape the gravity well.

Sphere

Cost: 10

The character can create a 1 metre per 4 IQ 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.

Spellcast

Cost: 10

Void Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Eternal

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.

Immortality is living as though you could live forever. It is a state of non aging, disease free living in which all the seeds of human potential have access to fertile ground.

During their extended lifetimes immortals are likely to amass huge amounts of wealth. However immortals must maintain a masquerade, the illusion that there is nothing strange about them. This can be difficult and can involve having to leave worldly assets behind.

One way around this can be to leave your goods to children, "die" yourself, only to return after a suitable interval to assume the identity of the child and claim their inheritance.

This is probably the best way of ensuring that an immortal doesn't have to give up whatever worldly possessions he has earned when he has to move on, in order to prevent his true nature being discovered.

Were an immortal's secret to become known, the results could be potentially disastrous. Imagine what would happen were a pharmaceutical company to discover that immortals exist.. they would stop at nothing in an attempt to discover the secret of immortality.

Therefore an immortal character must be careful to guard his secret, and maintain the facade of normality.

Step 1: Age

01-20 100 xD10 years
21-40 100 x2D10 years
41-60 100 x4D10 years
61-75 100 x6D10 years
76-90 100 x8D10 years
91-00 100 x10D10 years

Next decide what you have been doing. 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

Roll attributes as normal but then add +6 to PS, PP and PE. AR 12, Reaction -4 and PPE = IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. PPE can however be permanently traded for HPs at a rate of 1 for 1. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Eternals gain the following free;

Regenerative Body - Eternals do not age physically and are extremely hardy, able to absorb an amazing amount of damage before they are hurt. Even then they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Eternals starts with 40 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points. Also Eternals start with

30 Points to spend on any of the Super Advantages table at the end. As they earn more experience they may buy or rebuy more abilities.

Step 5: Careers

The character can take any career desired.

Step 6: 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.

Exiled Deity

This character was once one of the Divine class.

At some point though he either lost a battle with an enemy or was betrayed.

The end result is the same. This former Divine has had most of his powers and possibly even his memory stripped and been exiled to Earth.

Step 1: Point of Origin

Is the character from this dimension or another?

01-40 Extraterrestrial; the character comes from another planet but within the same dimension and time zone.

41-80 Interdimensional; the character comes from another dimension which may be similar to ours or entirely different.

81-00 Time lost; the character has been displaced from another era. On 01-50 he's from the past, 51-00 the future. Roll below to determine what era he's from or select your favourite period.

01-50 100 xD10 years

51-80 200 xD10 years

81-00 500 xD10 years

Step 2: Pantheon

Which race of Deities did he belong to before leaving? Choose a Pantheon or create a new one using the Pantheon Creation Guide.

Step 3: Reason for exile

This section may either be randomly rolled or chosen. The GM may wish a specific reason if it pertains to the direction of his campaign.

01-20 Banished; usually for upsetting someone important or has been betrayed.

The character has been dumped on earth or in our era and is not allowed to return.

21-40 Fugitive; the character is on the run and has fled to earth where he is currently hiding.

41-60 Sentenced; the character is a criminal whether the conviction is valid or not.

61-80 Accidental; the character has wound up on earth either through an anomaly, timestorm or some other form of accidental displacement.

81-00 Mission; the character is on earth to either spy, act as an advance scout or be hunting someone. He cannot return until his mission is complete.

Step 4: Age

Determine your character's starting year. Either you have just begun your exile or you need to determine which years you have been present in.

01-20 10 x10D10 years

21-40 20 x10D10 years

41-60 30 x10D10 years

61-75 40 x10D10 years

76-90 50 x10D10 years

91-00 60 x10D10 years

Next decide what you have been doing.

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 5: Time on earth

Determine your character's starting year. Either you have just begun your exile or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing.

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 6: Attributes

IQ, ME, PP, PB and MA 4D6. PS, PE and SPD 5D6. Hit Points = PE +20, +20 per level. Pick one attribute to be your specialty area, gain an additional +5 for any saves or other rolls with it. Increase AR by 2. PPE = IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. PPE can however be permanently traded for HPs at a rate of 1 for 1.

Step 7: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 8: Sphere of Influence

Next the player needs to choose a sphere of influence. This will represent which powers you gain. The character starts with 50 points to buy powers with but they can only ever be from his sphere. See the table below.

Step 9: Abilities

Deities have the following ability free; **Immortal Body** - Deities 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. Gain Enhanced Regeneration at its maximum level (i.e. immortality). He also gains 50 points which may be spent on any of the powers within his sphere of influence or any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Divine Luck

Cost: 10

Once per day per WIS the character can force a reroll, and can continue to reroll for as many chances as he has left. The reroll can be literally for anything; combat, skills, etc.

Immune to Afflictions

Cost: 5

No supernatural afflictions of any type will work on the Deity. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation.

Immune to Magic

Cost: 10

This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Deity, nor can he ever learn or use any magic or be the recipient of any friendly magic.

Immune to Reality Alteration

Cost: 10

Alterations to time or reality will not affect the Deity. Even if history changes he will remember both versions and he cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work on a Deity. This however is totally

separate to any Trauma saving throws from seeing something repulsive.

Reduced PE cost

Cost: 5

The Deity gets an extra point of PE free each time he buys a point. eg. he buys 1 PE and increases his PE by 2. He buys 3 PE and gains an additional 4 PE.

Reduced PS Cost

Cost: 5

The cost of increasing PS is halved.

Spellcast

Cost: 5

The cost is for each sphere of magic the character wants to learn from. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 3\ spells + 3\ per\ level$. The spells can come from any sphere of magic and in any combination.

True Sight

Cost: 5

The Bonded Spirit allows the character to 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.

Unique Artifact

Cost: 5

Start with 30 points to use on the Artifact Creation table.

Step 10: Careers

Whatever the character desires but he could fake being a real mage. Except to anyone who can see the duality of his aura that is.

Sphere of Influence Table

Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Air

Air Blast - The ability to fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing PS damage D6 per 5 ME over 1 metre per ME. This pushes the victim back 1 metre per PS point greater than the victim's. +D6 and +1 metre each time rebought.

Air Motion - The character can change the wind's direction and even increase its speed or stop it altogether within a ME x10 metre radius. A wind rush can have a speed of up to ME x6kph, and is able to knock people and objects over. Using this he can ride the wind at ME x2kph, lifting himself and an extra ME x5kgs. One final side effect is he can 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. +10 metres, +2kph and +5kgs each time rebought.

Air Pocket - The character can surround himself or any within his line of sight with a pocket of air of up to ME x10 centimetres radius and an SPD equal to ME. Air supply lasts 1 minute per ME. This can also act to purify air, removing 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. He can also use it more

surgically by gently forcing a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect. +30 centimetres, +1 SPD and +1 minute each time rebought.

Air Walk - 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.

Air Wall - The character 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 -2 to his physical elusiveness against hurled missiles like arrows and spears. This increases to -5 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -1 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.

Weather Control - The character can alter the weather in various ways. He can

primarily make the sky overcast although it remains the GM's decision how far away the clouds he needs to summon are. Once in position he can bump the clouds together to create loud thunderclaps which will startle most people and usually cause animals to flee. He can create a 1 metre per 2 ME +1 metre per level radius cloud at ground level in which victims are blind and have trouble breathing with -9 on all rolls.

He can increase and decrease the level of precipitation. He can do all this within a ME x10 metre radius for ME x1 minute. 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). The character can call down a lightning bolt anywhere in his line of sight if it is overcast doing D6 per ME. +2 Strike with the bolt. +10 metres, +2 minutes and +D6 each time rebought.

Finally he 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. He can sense all electromagnetic fields and locate any operating electrical devices (eg. hidden surveillance devices, power cables, electrical traps, etc) within his line of sight or ME x10 metres.

Whirlwind - The character can increase the wind speed as such to create a whirlwind with a 1 metre radius per 2 ME anywhere in his line of sight. It has a rotational speed of ME x10kph. Any caught in it will be swept up and hurled around unable to perform any actions. +2 metres and +5kph each time rebought.

Animals

Animal Metamorph - This is the ability to transform into 1 animal type per 2 IQ while retaining one's own memories, powers and attributes. Requires 1 action to transform. Gain 1 animal form per 2 IQ. +1 additional form each time rebought.

Animal Mimicry - The power to totemically draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within his line of sight or a 1 metre radius per IQ, +2 metres per level. Can copy the abilities of 1 different animal per 5 IQ at the same time. If there are more different animals present than can copy then may choose which abilities he copies. +1 animal each time rebought. Examples are given here.

Claws - The character has one 1 centimetre long claw made of bone which extend from one of his fingers. They do D6 plus PS damage bonus. If the character metamorphs his body then the claws also alter into the other form. eg. Metamorph Copper allows for copper claws, Metamorph Light allows for energy claws, etc. +1 claw each time rebought, but no more than 1 claw per finger.

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). Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME (+10 each time rebought). The character also has empathy with all animals, able to sense their emotional state. He can summon any animals in the

area. Up to 1 animal per 2 ME of choice (+2 each time rebought). He can summon any animal within a 100 metres per ME radius, (+100 metres each time rebought).

Control Insects - The ability to command insects. Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME (+10 each time rebought). The character also has empathy with all insects, able to sense their emotional state. The character can summon 100 insects per 2 ME of choice (+100 each time rebought). He can summon any insect within a 100 metres per ME radius (+100 each time rebought). If desired he can make them cover him creating a form of armour with 10 HPs per ME.

Insect Metamorph - 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). An additional equal amount of forms each time rebought.

Insect Mimicry - The power to totemically draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within his line of sight or a 1 metre radius per IQ. Can copy the abilities of 1 different insect per 5 IQ at the same time. If there are more different insects present than can copy then may choose which abilities he copies. +2 metres and +1 insect each time rebought. Examples are given here.

Change

Density - The character can render his body intangible to normal matter. This enables him to pass harmlessly through

any object. Can render himself + an additional 3kgs per IQ un-solid. The character is only vulnerable to mind attacks. 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. Plus an additional 3kgs per IQ each time rebought.

Digitize - The ability to alter an object into digital form. It can then be stored on a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your world. The storage item must be touched by the character in order to digitize the object into it. Otherwise nothing happens and the object remains unaltered. The character can later release the object from the storage device. For every 1kg of weight around 100 meg of storage is required. This can be spread out over multiple storage devices though all need to be held to release an object. The object or person will be able to fully interact with any virtual world they have been stored in, including the internet. After turning an object into information the object can then be sent through to another location. The character can alter 10kgs per ME. +10kgs affected each time rebought.

Mass - The character can absorb the mass of anything that he touches and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can increase his AR by 1 and increase his PS by 1 and HPs by 2. Living things are not killed by the absorption process and are perfectly fine once released, although likely less than happy about the experience. He can hold

the extra mass for 1 round per ME. +1 round per ME each time rebought.

Mutate - For 1 minute per 3 IQ the character can double or halve either the range or damage of his own powers or anyone that he can touch or see. +1 minute each time rebought.

Recreate - The character can examine objects and later recreate them from memory. He can alter any other object into the one he wants. The only limitation is size. While a gun would be easy to recreate, a truck would require something of equal size. The character can retain a number of different items equal to his ME. eg. a 3rd level character with a ME of 11 can recreate 14 different items. If the character's repertoire of items is full one must be forgotten to remember another one. 10 points to buy this power. +1 object each time rebought.

Shapeshift - At its base level this power allows the character to alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, 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.

If taken again then he can alter any part of his body to resemble anything from imagination. His structure may be no less than half, or more than double his original size. He can alter any limb into any melee weapon doing damage according to the weapon type + PS damage. HPs of weapons = 10 per PS +1

per level with length not exceeding 50% greater than that area of body.

Weight - The ability to increase or reduce the mass of organic and inorganic matter. The character can affect himself or anything within his line of sight lasting until his concentration is broken. He can increase or decrease weight by 45kgs per melee up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but organisms are unable to move once they reach 360kgs. At less than 1kg weight he can glide at 30kph. 10 points to buy this power. +5kgs affected each time rebought.

Death

Deadly 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 x10 centimetre per ME diametre, +50 centimetres per level. As a side effect he is immune to the effects of all forms of toxins and poisons but not any physical damage done by them, +3 to save vs. drugs. All victims must save vs. poisons/toxins/drugs. +1 metre each time rebought. The different gas types are;

Blindness which prevents the victim from seeing for 3D4 minutes.

Burning Acid which causes major skin irritation and burns flesh. It does 2D6 per melee for 3D6 melees. No save.

Death which will kill an opponent on a failed save. If the save is successful then the victim suffers 4D6 damage.

Death Sign - The character can see a death mark over anyone who is about to die within the next hour per ME. Plus an

equal amount of hours per ME each time rebought.

Death Stare - Must have eye contact.

Once this is achieved the victim must save vs. Willpower 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.

Fake 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.

Lethal Blood - The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes. One minute is the minimum it can drop to. As a side effect he is immune to all poisons. -1 minute each time rebought.

Talk to Departed - This character can listen to and relate conversations with the departed. This is done by going into a trance and allow a spirit to enter his body in order to speak through it. Further he can sense the emotional state of the departed and whether they are being truthful.

Weaken - This is the ability to 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 HPs damage per IQ of the character and -1 PE per 5 IQ 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.

Earth

Command Plants - Plants will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per WIS. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out. As an extension of the telepathy the character can confer with any plant within range and question it. It will answer truthfully about anything it knows or sensed passed by it. +10 metres each time rebought.

Earth Armour - The character can draw on an existing earth source and surround himself with it so that it now forms an armour, with HPs equal to 20 per ME.

Earth Shape - The hero can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand with a 1 metre radius per 3 ME x 1 metre depth per 2 ME. Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls. As a side effect of this he can refine earth materials and cause them to separate into their component minerals. One kilogram per ME per

round may be sorted. +1 metre and +1kg each time rebought.

Earth Sight - by touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.

Earth Wall - Can form a wall or shield of earth 10 centimetres per ME thick x 30 centimetres per ME tall x 15 centimetres per ME radius anywhere within 2 metres per ME. The field has 100 HPs per square metre. +30 centimetres and +2 metres each time rebought.

Manipulate Earth - The character can dig a hole in the earth by force of will alone. 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. He can also split the ground open 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). The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

Rock Shards - The character can hurl pieces of earth at nearby victims whether rocks or shards. 2kgs per ME over a range of 2 metres per ME at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed. +3 metres and +5kgs each time rebought.

Fire

Fireball - Throw fireballs over his normal distance x2. They do D8 per 5 ME and have a 20% chance of causing anything combustible to catch alight. +D8 per and +10% each time rebought.

Fire Manipulation - He can manipulate any flames within his line of sight of up to a 27 metre radius. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 ME doing 3D6 damage. If there is an existing flame source within his line of sight he can create a 1 metre per 2 ME radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties. +2 metres and +D6 damage each time rebought.

Fire Wall - Can form a shield or wall of fire 10 centimetres per ME thick x 30 centimetres per ME tall x 15 centimetres per ME radius anywhere within 2 metres per ME. Does D6 damage per 5 ME for every 30 centimetres the victim walks through. As a side effect he is immune to the effects from heat but not the damage from fire attacks. +30 centimetres each time rebought.

Flamethrower - Form a continuous gorge of fire which does D6 per 5 ME over 1 metre per ME. Anything combustible instantly catches alight. As a side effect he is immune to the effects from heat but not the damage from fire attacks. +D6 damage and +4.5 metre range each time rebought.

Spontaneous Combustion - He can cause any 1 object per round within his line of sight which is combustible to ignite doing D6 per level. If used on human skin it can scar the entire body and melt

the skin, making the effective MA 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. This can also be used to spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Thermal Flight - The power to fly by riding a planet's thermal currents (if it has any). Speed is ME x10kph with a maximum ceiling height of 100 metres per ME. 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 reduced accordingly in colder climates, as determined by the GM. +5kph each time rebought.

Thermal Vision - 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.

Justice

Adapt - When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Neutralize - He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of ME x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Nullify - He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of ME x1 metre. This includes magic enhancements. +1 metre each time rebought.

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. The character can see up to ME x1 minute ahead. If rebought he can see up to ME x5 minutes ahead. If rebought again then ME x10 minutes ahead. Then ME x30 minutes ahead. ME x1 hour ahead. ME x1 day ahead. ME x1 week ahead. ME x1 month ahead. And finally ME x1 year ahead.

Revelation - The character can bond with another person via touch and learn everything the victim knows unless they save. The knowledge gained lasts for 1 minute per ME. +1 minute each time rebought.

Soul Weapon - The character 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 paralyze for 1 melee per ME, or induce shock unless psi save. Once per day per 5 ME he 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. Types include; 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 psiropo 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.

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.

Knowledge

Clairaudience - Can tune in to any location that have been to before or person that have met and listen for 1 minute per ME. 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. Distant sounds are sensed at their original volume level. +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. 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. 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. +1 minute each time rebought.

Insight - The character can detect weaknesses in any opponent or structure within the hero's line of sight. He can sense concealed people or objects within his line of sight. Finally he can detect the lies of anyone talking to him.

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. He can read, write, speak and understand any language at his base IQ score after 1 day (-1 hour per IQ of listening, studying and practicing it). The amount of languages known increases by his IQ score each

time rebought. eg. With an IQ of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

Machine Knowledge - The character has the ability to touch any machine and copy its abilities. The character retains the copied powers as long as he wants until he has to trade out something to make room for more. When this happens the rule is first in, first out with all of the properties of the earliest object he mimicked leave at once and then the next object, until there's enough room in the pool for the new one. Can copy the abilities of 1 different machine per 2 IQ at the same time. +1 machine each time rebought.

True Memory - This character has a perfect memory. By studying a map or document for 1 minute, -2 seconds per WIS 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 or twice before. Memories are permanent and can be recalled with crystal clarity at any time.

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.

Life

Adapt to Environment - 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).

Adapt to Temperature - Can adapt to any temperature within 1 hour, -1 minute per PE and become immune to its effects. Thereafter can switch between temperature types at will (but must first adapt to each individual environment).

Converse - 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. +1 object and size +10kgs each time 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.

Heal Others - The ability to heal another life form at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; Restore 1 HPs per IQ per 10 minutes; Reduce the damage and duration of drugs, toxins and poisons by 4% per IQ and gives +1 to save per 4 IQ; Negate all pain for 1 minute per IQ; Immediately bring a comatose patient up to 1 HPs per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes.

Heal Self - The ability to heal oneself at phenomenal rates. Recover 1 HPs per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective. If rebought can regenerate 1 limb once per day taking D4 hours. If rebought again can

regenerate 1 organ per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts. If rebought a third time then no longer age 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.

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 WIS. During this period he will not age, cannot move nor react to pain. It is especially useful in medical situations.

Light

Glow - Once per melee he can generate a brilliant flash of light to blind all people within a 30 metres radius. The effect lasts for 2D6 melees per level and causes -6 on all rolls. +1 metre each time rebought. Alternatively he can shed a lesser amount of light that can be used to see by all in a 15 metre radius equal to 150 watts. 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. +3 metres and +25 watts each time rebought. Finally he can create an intense spotlight from any part of his body with a range of 50 metres per 10,000 watts.

Hologram - 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. +30 centimetres each time rebought.

Laser Absorption - The ability to absorb all forms of energy. The character can absorb any kind of energy attack directed against him be it pure energy, electricity or lightning, fire (not heat), and lasers. The character can absorb up to 2 points of damage per ME. In terms of other power sources such as batteries or power plants the character can absorb a maximum of 1 megawatt per ME. If he also has an energy emission power he can add the damage he absorbs into the damage done by the blast. +2 points per ME and +1 megawatt per ME each time rebought.

Laser Blast - The power to control amplified light. The character can fire a laser bolt which does D6 per 5 ME over 1 metre per ME. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks. 5 points to buy this power. +D6 damage and +15 metres each time rebought.

Laser Wall - Can form a shield or wall of lasers 10 centimetres per ME thick x 30 centimetres per ME tall x 15 centimetres per ME radius anywhere within 2 metres per ME. Does D6 damage per 5 ME for every 30 centimetres victim walks through. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks. +30 centimetres each time rebought.

Light Form - 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. While in this light form he is immune to radiation, gases, toxins, laser beams and ion blasts. Explosions do half damage. Physical attacks (arrows, bullets, people, swords, etc) pass right through him.

Nuclear explosions will dissipate the character killing him. Heat (including plasma), cold and water based attacks (tech, magical, psi, etc) all do half damage. He must touch or pass through a victim to do damage. In his energy forms he can fly at 2.997925×10^8 metres per second. The different forms include cosmic rays, electromagnetism, gamma rays, infrared, microwaves, photons, protons, solar particles, ultraviolet and xrays. While transformed the character has negligible weight, so gravity or weight manipulation powers are useless against him. Photons (particles of light) are pretty much the only massless structure in the universe. When transformed he can see and distinguish all the different energy types, equal to normal sight range.

Stellar 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 IQ. +1 each time rebought.

Love

Empath - The character can detect the emotional state of any one person within

his line of sight or 20 metre radius 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. +5 metres each time rebought.

Entrance - The character via his angelic singing can entrance and effectively paralyze anyone who hears him. The victims must be inside the range of the song and must listen to the song for at least one round in order to be affected. After 2 rounds the song will cause a restful peace to fall over all creatures in earshot. If the character desires at this point he can use the song to put them to sleep.

Immune - The character is immune to the effects of possession and manipulation, even magical.

Manipulate - The character can transmit either his own emotional state to another or manipulate their emotions to what he desires. They must be within his line of sight or 20 metre radius. The power functions for as long as the hero concentrates on using it. +5 metres each time rebought. Confusion will affect the victim's ability to make decisions, his sense of direction, time or what is going on. -3 on everything. Despair will cause a 3% chance of surrender per ME, +2% per melee. Combat rolls halved but fleeing SPD is doubled. Fear will cause a 4% chance of fleeing per ME, +3% per melee. Combat rolls reduced to one third but fleeing SPD is doubled. Hate will cause the victim to act rashly, with a 4% chance per ME to attack the source of his dislike (old hatreds surface), +1 to hit source, -1 all else. Satisfaction will cause a 4% chance per ME to reconsider

actions, not attack, show mercy, halt rampage, etc.

Phermones - The character is especially physically attractive, add +1 to MA and PB. He 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 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. He can issue a command (eg. stop, look, no, etc) which everyone who hears must obey. Victims are -1 to attack. 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.

Remember - The character can create realistic 3D images, sounds and smells drawn from the victim's memories anywhere within line of sight with a radius of 2 metres per ME. +5 metres each time rebought. 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.

Worshippers - The character can attract one follower per 4 ME who will obey only him and do all he commands unquestioningly. +1 per WIS each time rebought.

Luck

Anchored - This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Hide - 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.

Insight - The character can detect the weakness in any opponent or structure within the hero's line of sight, sense concealed people or objects within his line of sight and detect lies of anyone talking to him.

Kickback - By touching a victim the character 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 his line of sight. +1 victim each time rebought.

Luck - The character choose to have something lucky happen to any one person per WIS within his line of sight. This may include performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc. +1 victim each time rebought.

Psychic - 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. Gain +1 willpower save per 5 ME, and +1 minute each time rebought.

Unluck - The character can cause something unlucky to happen to any 1 enemy per WIS within his line of sight. This may include fumbling Strike rolls, failing saves, taking critical damage from a minor blow, etc. +1 victim each time rebought.

Magic

Increase PPE - The character's natural PPE is increased to IQ + ME x5. Plus an additional x1 each time rebought.

Increase Spell Damage - All spells the character knows have their damage increased by +1. +1 each time rebought.

Increase Spell Duration - All spells the character knows have their duration increases by 50%. +50% each time rebought.

Increase Spell Range - All spells the character knows have their range increased by +50%. +50% each time rebought.

Increase Spell Save - +1 save vs spell. +1 each time rebought.

Learn Spell - The character automatically learns any spell he sees cast in front of him regardless of which sphere it is from.

Teach Spell - By touching a person the character can automatically impart on him any spell he wishes to teach him. However the spell must be from a sphere the learner has access to.

Music

Alter Sound - Finally 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 for the before mentioned duration.

Enhanced Hearing - Hearing increases by x1 normal range per 3 ME (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. An additional x1 each time rebought.

Enhanced Voice - The character's voice range is doubled. 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. 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 +2 bonus to any voice skills. Voice range is increased by a factor of x1 and an additional 10 words per level each time rebought.

Perspective 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.

Remove Sound - The character can remove all sound from within a 3 metre per ME range, over a 1 metre per ME radius. This also allows him to absorb any kind of sonic attack directed against him of up to 2 points of damage per ME. If he also has the sonic emission power he can add the damage he absorbs into the damage done by the blast. +3 metre range, +1 metre radius and +1 point of damage per ME each time rebought.

Sonic Yell - The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per ME, +10 per level. These do D6 per 5 ME +D6 per level, over 10 metres per ME per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. As a side effect he is immune to the effects of loud noises but not the physical damage from sonic attacks. A table on decibel effects can be found here. +D6 and +10 metres each time rebought.

Sonicportation - The character can transform himself into pure sound and travel high-instantaneously to any location within sight before reverting to his physical form. He cannot travel to or

through areas where soundwaves cannot propagate such as vacuums. However he can only teleport at the speed of sound.

Night

D'arque Control - He can create an area of darkness of 1 metre radius per IQ 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. +5 metres each time rebought.

D'arque Form - 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. 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% Stealth, 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.

He has nightvision equal to normal vision.

D'arque Gravity - The character if successful in grabbing hold of another person can use his gravitational power to crush his opponent. 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. PS damage bonus applies to damage done with these attacks. +2 PS points each time rebought.

D'arque Influence - The character can cause extreme vertigo to any victim affecting their balance and causing extreme dizziness. This can be employed in one of two ways, switching between the attacks though requires one melee action. It can either affect everyone looking at the character or he can choose to affect a radius of 1 metre per 2 ME. Those affected are -10 on all rolls, have their actions halved and SPD reduced to one third. Further any victim must save vs. trauma or start vomiting. +1 metre each time rebought.

D'arque Walk - 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 allow the character to walk along walls or ceilings but without needing to worry about weight or speed restrictions.

D'arqueness Within - 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.

Dreamwalk - The character 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.

Skill

Angular Vision - You can focus in two separate directions allowing you to have a greater angle of vision, aim two

weapons at once or to take full advantage of extra limbs. Characters with more than two eyes can buy this again for each additional eye.

Alter 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 IQ 10. You are under mental attack and so in order to increase your Psi save you decrease your PS to 10 and increase your IQ to 15. In effect you shifted 5 points from your PS to IQ. Or using the same example you could reduce your IQ to 5 to increase your PS to 20 for one blow. You may do this once per turn per level.

Dextrous - +2 PP, +2 Strike, +1 dodge. +1 Strike and dodge each time rebought.

Fit - This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.

Hide - The character can blend into his surroundings and become 100% undetectable if standing 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.

Hunt - The character 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. He can track a specific person or lifeform anywhere

within the same dimension over a time span of 10 years per ME. +10 years per ME each time rebought.

Learn - 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 each time rebought.

Time

Age - The character can age any object or organism 1 year per ME 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. He can also do the reverse and rejuvenate organisms. +1 year each time rebought.

Anchored - This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any

way. This includes lycanthropy and vampirism.

Blur - The character can 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 Sense - The character instantly knows what year he is in and how to get home. He can perceive Electrical fields (and their intensity), Gravity waves (in a radar like manner), PPE or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared, X-rays, Chronal Wormholes, Gates, Planar Portals, etc and where they go.

Jaunt - The character can jump a short distance ahead in time. 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. If rebought then the character gains the ability to alter his chronal frequency and shift between years in time.

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. If rebought again then its 20 years per WIS, 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.

Motion - The character can slow objects over a 3 metre radius per ME anywhere within the character's line of sight. If he cant see then it just centres around him. He can slow 1 person or object by 50% for ME x1 melee. This will of course also effect actions, dodge ability, etc. He can also speed up objects in exactly the same way. +2 metres and +10% each time rebought.

Repeat - 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 ME each time rebought.

Travel

Dig - 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.

Flight - Choose one of the flight powers from here.

Gate - The character can create a vertical gateway of up to 1 metre x1 metre for every 4 ME, anywhere within 2 metres per ME. This gate can lead to any location that know well, can see or have a detailed picture of. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp. +3 metres each time rebought.

Grab - He can teleport any object he is carrying straight into his hands or back

into his pockets. The character can rob objects and life forms of their kinetic energy, motion, or momentum and use the energy to accelerate himself even faster. He can affect a 3 metre per ME range over a 1 metre per ME radius. He can also lend speed to inanimate objects or allies enabling them to temporarily travel nearly as fast as himself. He can absorb 1 SPD per ME. eg. with a ME of 12 at first level he can steal or lend up to 12 SPD, at third level it would be 36 SPD, etc. This can include bullets in flight, speeding vehicles, falling objects, etc. At super speed levels he automatically gains a specific resistance to friction, wind resistance and wind burn while his lungs are also adapted to breathe high-velocity air. 10 points to buy this power. +3 metre range, +1 metre radius and +1 point of SPD per ME each time rebought.

Isomovement - By touching an object the character can teleport himself to the other side of it. The object can be no larger than 1 metre per ME. The character can move himself or anyone he touches plus 30kgs per ME. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. eg. the character is trapped in a dead end. He touches the wall which is less than a metre thick and teleports to the other side of it. He can also change his own facing instantly. So rather than having to turn around he can immediately face what is behind him. +20kgs each time rebought.

Run - This character is really fast. The character's SPD is increased to 28. SPD may now continue to be bought as normal. This power includes a specific

resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. At this speed the character senses the ambient world moving more slowly. Thus there is no risk of encountering a situation and not being mentally capable to handle it, he can both mentally slow time down and physically adapt so as to catch up to the newly heightened temporal perception.

Teleport - 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. The character can move himself or anyone within sight plus 30kgs per WIS. 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 extremely dense materials like Neutronium or black holes which are impassable. +20kgs each time rebought.

War

360 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 WIS away. 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. +3 metres each time rebought.

Ballistic Enhancement - 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 hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 ME. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Blend - The character can blend into his surroundings and become 100% undetectable if standing 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.

Sense Danger - The character gains a sense of imminent danger with a warning time of 1 minute per 5 ME. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 ME, and +1 minute each time rebought.

Strong - +4 PS, +4 each time rebought.

Tough - The ability to withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. The player's bones are nearly unbreakable and his skin is cut resistant. Gain +5 HPs per PE, and a +1 save bonus per 4 ME vs. magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. Cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation have half their effect and damage with a +1 save against each per 5 ME. Gain +10 HPs

per PE (instead of +5), a +2 to saves (instead of +1), with effects and damages reduced by three quarters (instead of half) each time rebought.

Virtual 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.

Water

Animal Control - He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME. +10 metres each time rebought.

Breathe Water - He can breathe any true water which has oxygen in it. 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 HPs per PE, and +1 PS per 10 HPs (the bonuses still apply above water).

Ice Wall - Can form a wall or shield of ice (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The field has 100 HPs per square metre. As a side effect he is immune to the effects of cold but not the damage from ice attacks. 5 points to buy with a 1 square metre size, 100 SDC, and within a 30 metre range. +1 square metre, +10 HPs and +3 metre range each time rebought.

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. He can affect a 2 metre radius per ME. As a side effect he can also remove toxins from 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. +3 metres each time rebought.

Water Blast - 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 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. 5 points to buy this power. +D6 and +15 metres each time rebought.

Water Shape - He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME, +3 metres per level within line of sight while concentrate. The size of the wave can be up to ME x 1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, +2 metres per level until his concentration is broken. Further 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 his total SDC, and its stretching ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.

Water Wall - This is the ability to draw condensation and form a shield or wall of water (10 centimetres per ME thick,

+30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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. Any kinetic attacks are simply caught in the water and slowed to the point of ineffectiveness. Lasers are diffused and rendered harmless. There are no actual SDC. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.

Evolved 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...

Step 1: Animal Type

Either choose or roll for an animal type. Attributes are rolled as normal.

- 01-10 Amphibious
 - 01-09 Dolphin/Porpoise
 - 10-18 Eel
 - 19-27 Fish
 - 28-36 Manta-ray
 - 37-45 Octopus/Squid
 - 46-54 Sea Lion
 - 55-63 Seal
 - 64-72 Shark
 - 73-81 Turtle/Tortoise
 - 82-90 Walrus
 - 91-00 Whale
- 11-20 Avian
 - 01-03 Buzzard
 - 04-06 Chicken
 - 07-09 Condor
 - 10-12 Crow
 - 13-16 Duck
 - 17-20 Eagle
 - 21-24 Falcon
 - 25-28 Flamingo
 - 29-32 Goose
 - 33-36 Hawk
 - 37-40 Hummingbird
 - 41-44 Magpie
 - 45-48 Ostrich/Emu
 - 49-52 Owl
 - 53-56 Parrot
 - 57-60 Peacock
 - 61-64 Pelican
 - 65-68 Penguin
 - 69-72 Pigeon/Dove
 - 73-76 Raven

77-80 Roadrunner
 81-84 Sparrow/Finch
 85-88 Swan
 89-92 Turkey
 93-96 Vulture
 97-00 Woodpecker
 21-30 Canine
 01-15 Coyote
 16-30 Dingo
 31-55 Domestic Dog
 56-70 Fox
 71-85 Hyena
 86-00 Wolf
 31-40 Feline
 01-16 Domestic Cat
 17-28 Cheetah
 29-40 Cougar/Puma
 41-52 Jaguar
 53-64 Leopard/Panther
 65-76 Lion
 77-88 Lynx
 89-00 Tiger
 41-50 Hoofed
 01-06 Buffalo
 07-12 Camel
 13-18 Cow/Bull
 19-24 Deer
 25-30 Donkey
 31-36 Elephant
 37-42 Giraffe
 43-48 Goat
 49-54 Hippopotami
 55-70 Horse
 71-76 Moose
 77-82 Pig/Boar
 83-88 Rhino
 89-94 Sheep
 95-00 Zebra
 51-60 Marsupial
 01-12 Echidna
 13-24 Gecko Lizard
 25-36 Kangaroo
 37-48 Koala
 49-60 Kookaburra
 61-72 Platypus
 73-84 Tasmanian Devil

85-00 Wombat
 61-70 Mustelid
 01-05 Armadillo
 06-10 Badger
 11-15 Bat
 16-20 Beaver/Otter
 21-25 Hedgehog
 26-30 Meerkat
 31-40 Mole
 41-45 Mongoose
 46-50 Porcupine
 51-55 Possum
 56-60 Rabbit
 61-65 Raccoon
 66-70 Rat/Mouse
 71-75 Skunk
 76-80 Sloth
 81-85 Squirrel
 86-90 Weasel
 91-00 Wolverine
 71-80 Primate
 01-25 Baboon
 26-50 Chimpanzee
 51-75 Gorilla
 76-00 Monkey
 81-90 Reptile
 01-25 Alligator/Crocodile
 26-50 Frog
 51-75 Lizard
 76-00 Snake
 91-00 Ursine
 01-33 Grizzly
 34-66 Polar
 67-00 Panda

Step 2: Skills

Skills are chosen in the normal manner
 but also gain the following free ones;
 Climb
 Concealment
 Stealth
 Survival
 One Weapon Group Specialty (must be
 melee)
 One Weapon Specialization

Step 3: Abilities

All Animals start with the following abilities free;

Evolved - The Animal starts with 50 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Additionally Animals start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific power, it must be rebought for each additional power.

Accurate

Cost: 5

The character gains +1 Strike with a specific power.

Affects Intangible

Cost: 5

For a power which normally only affects the physical world. It can now be used against ethereal enemies or psionic type powers. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid otherwise will remain in current mode.

Area Effect

Cost: 5

For a power which normally only affects a single target. It now does damage within a radius area pf 1 metre per ME.

Bonus Damage

Cost: 10

For a power which does damage, it now does an additional +D6.

Bonus Range

Cost: 5

For a ranged power, +25% range increase.

Cone Effect

Cost: 10

For a ranged power, it spreads out in a fan like cone covering an area of one metre for every 20 metres of range.

Continuous Effects

Cost: 10

Once successfully hit the victim continues to be affected for an additional round. eg. if bought twice the victim takes D6 energy blast on the first hit and again in each of the next 2 rounds.

Continuous Hit

Cost: 10

For a power which has a ranged attack. The character needs only a successful Strike roll to hit with the power. After this he can continue to hit the same victim automatically without the need for a new roll until a successful dodge of the attack roll is made, aim is diverted, the attack is blocked, or the attacker runs out of attacks. The character cannot attack anything else while using this power.

Delayed Effects

Cost: 5

The effects of the power can be delayed up to 1 hour.

Homing Attack

Cost: 10

For a power which has a ranged attack. The shot will dodge around structures and non targets on it's way to the intended target.

Invisible Effects

Cost: 10

Any one power that would normally be visible isn't, making dodging it extremely difficult, -8 to dodge.

Knockback

Cost: 5

For an attack power or if PS has been enhanced. The victim if hit is also thrown back off his feet up to 1 metre per WIS.

Overhead Attack

Cost: 10

For a power which has a ranged attack. Instead of following a direct line to the target at the last second the shot will loop up and hit the victim from directly above.

Piercing

Cost: 10

The specified attack power will penetrate the first 10 HPs of armour, shields and fields doing damage to whatever is left. If no protection is left then the damage is done directly to the victim's SDC.

Precise

Cost: 5

The specified power can now be fine tuned for delicate tasks. eg. energy emission could now do a single point of damage in order to etch a surface.

Rapid Fire

Cost: 10

For a power which has a ranged attack. You can fire one extra shot per action each time this is bought.

Ricochet

Cost: 5

The specified attack power will bounce 1 time per 2 ME between objects without doing any damage to reach its true target. If it runs out of ricochets the attack fails.

Split Attack

Cost: 5

For a ranged attack power. The shot may now hit one extra target with the damage being split between the two. Damage is reduced accordingly for each additional target.

Split Attack II

Cost: +5

Split Attack must be bought before buying this. There is now no reduction in damage between targets, each takes it equally. However this must be bought for each extra target bought in split attack. eg. the character buys 3 targets in split attack. He must then also buy Split Attack II 3 times. If not then it will only apply to how many shots are covered, all the rest will still only do proportional damage.

Trigger

Cost: 5

One power is triggered by a specific event when not in use (eg. forcefield, even if don't see the attack coming).

Works in unsuitable environment

Cost: 5

This power will continue to work with no penalty in environments where it shouldn't. This would mainly apply to most ranged powers being used underwater.

Step 4: Career

This depends entirely on the character's current status with the people behind his

evolution. See the table below. And then there's the fact that he's an animal.

The Organization behind the evolution

Determine who paid for the character's training;

01-20 Choose a non profit corporation. eg. Greenpeace.

21-40 Choose a private corporation. eg. Enron.

41-55 Researcher and his family who work from home.

56-70 Government department. Choose a country and agency.

71-85 Choose a superhero group.

86-00 Choose a supervillain group.

Relationship with Organization

Is the character still with his sponsor and how do they feel about each other?

01-08 Still with sponsor and very well treated. Receives favours and a high wage from them of D10 x100 dollars per week.

09-16 Still with sponsor and well treated. Receives a moderate wage from them of D6 x100 dollars per week.

17-24 Still with sponsor and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x20 dollars per week.

25-32 Still with sponsor and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 Sponsor closed down and dumped the character in the wild.

45-52 Sponsor still exists but has moved onto other experiments or projects. Dumped the character in the wild with all ties broken.

53-60 Left sponsor on very good terms. May receive favours and freelance work from them.

61-68 Left sponsor on good terms. May receive freelance work from them.

69-76 Left sponsor after fight and is no longer welcome.

77-84 Left sponsor after a major fight and some injuries. Hunted by them at Difficult level. Want him recaptured.

85-92 Left sponsor after a major battle and one or more deaths. Hunted by them at Severe level. Want him recaptured.

93-00 Left sponsor after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. Want him dead.

Unusual Characteristics

For a truly random character in this new world roll on the following tables;

Colour Mutations

Roll on this table several times; once for skin colour, again for eye colour and once more for hair colour.

01-15 Completely normal

16-20 Red

21-25 Orange

26-30 Yellow

31-35 Green

36-40 Blue

41-45 Indigo

46-50 Violet

51-55 Gold

56-60 Silver

61-65 Bronze

66-70 Brown

71-75 White

76-80 Black

81-85 Grey

86-90 Transparent

91-95 Combination of several of the above in striped form. Roll D4 more times.

96-00 Combination of several of the above in patch form. Roll D4 more times.

Eye Mutations

What type of eyes does the character have?

- 01-08 Very small; -2 to hit eyes if targeted by enemies.
- 09-16 Small; -1 to hit eyes if targeted by enemies.
- 17-28 Completely normal.
- 29-36 Large; +10% greater sight range.
- 37-44 Very Large; +20% greater sight range.
- 45-52 Oval shape; 180 degree vision.
- 53-60 Glowing; +1 to intimidate others.
- 61-68 Reptilian; underwater nightvision equal to half normal range.
- 69-76 Fish; underwater nightvision identical to normal sight range.
- 77-84 Cat; nightvision equal to half normal range.
- 85-92 Insect; 360 degree vision.
- 93-00 Third Eye; see the invisible.

Size Mutations

How big is the character?

- 01-08 1ft +D10 inches
- 09-16 2ft +D10 inches
- 17-24 3ft +D10 inches
- 25-30 4ft +D10 inches
- 31-44 5ft +D10 inches
- 45-52 6ft +D10 inches
- 53-60 7ft +D10 inches
- 61-68 8ft +D10 inches
- 69-76 9ft +D10 inches
- 77-84 10ft +D10 inches
- 85-92 11ft +D10 inches
- 93-00 12ft +D10 inches

Body Mutations

Does the character have any additional mutations?

- 01-02 None.

03-04 Antennae; depending on the character's powers these could be used as senses, discharge, telepathy, etc.

03-04 Elastic Bones; only takes half damage from any kinetic attacks (falls, punches, explosions, etc).

05-06 Emits Vapours; determine what effect the gases have and what types of lifeforms they affect.

07-08 Extra limbs; D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.

09-10 Fat; appears overweight but is pure muscle, +1 STR.

11-12 Featureless; a totally blank face and body. No eyes, ears, nose, mouth, nipples, etc. The character can somehow still see, hear, smell and breathe normally. For food and drink he relies on solar sustenance.

13-14 Flat Billed; platypus type beak.

15-16 Frilled; lizard type vane around the neck.

17-18 Headless; Sensory organs are located on the main torso.

19-20 Horned; Up to D4 horns on head which do D6 damage each.

21-22 Huge Jaw; neck length.

23-24 Large Eared; hear +20% better.

25-26 Large Nostrils; smell +20% better.

27-28 Long Limbed; arms reach down to the knees or even ankles.

29-31 Lumpy; over most of the skin.

32-34 Mandibles; like an insect with STR equal to double the normal attribute.

35-37 Multiple Mouths; up to D6 extra mouths located on various parts of the body.

38-40 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.

41-43 Rough Skinned; course like a shark.

44-46 Segmented; like a centipede.

47-49 Serpentine Scaled; D100% of body is covered in scales.
 50-52 Sharp Teeth; +D4 damage.
 53-55 Skinny; practically anorexic. -1 STR, +2 SPD due to lighter frame.
 56-58 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 AC.
 59-61 Slit Featured; has slits instead of eyes, ears, nose and mouth.
 62-64 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.
 65-67 Split Body; 2 torsos on top of 1 set of legs.
 68-70 Stalk faced; like a snail.
 71-73 Striped; like a zebra.
 74-76 Sturdy Quadroped; walks around on all fours.
 77-79 Suckers; same as the adhesion Minor Power. They can be located on the fingers, chest or wherever else desired.
 80-82 Tail; either thin but strong like a monkey's allowing the life form to lift his own body weight using it, or a thick and powerful bludgeoning weapon.
 83-85 Tentacles; finger or arm.
 86-88 Tough Skinned; natural AC 2.
 89-91 Transparent Body; can see right through his body. Note he is not totally invisible as his outline can be made out.
 92-94 Twitchy; shakes a lot.
 95-97 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.
 98-00 Webbed; between its fingers or toes or both.

Exemplar

This character has been chosen for whatever reason to act as an agent for a group of aliens wanting to eliminate evil on earth. To that end they have given him a suit which grants him certain superhuman abilities. In order to prevent the character becoming corrupted by his powers he can only use a few at the start, unlocking the others over time as he becomes experienced and proves himself worthy.

Usually the aliens are benevolent wanting the character to make his world a better place through the use of the suit. Some however may have more sinister purposes.

Step 1: Attributes

Roll up attributes as normal. HPs are PE +4, +4 per level.

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: Abilities

Exemplars start with the following abilities free;
 Start Up Package - The powers are all in the character's suit. Without the suit he has no abilities. The suit allows telekinetic flight at ME x5kph, running at SPD x3, PS x2 and is almost indestructible. While wearing it the character takes half damage from cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation while the suit itself takes no damage at all. He also gains premonitions of crimes about to happen (ME x1 minute

warning) which will involve a death, and must act to stop it. Lastly only the character can use the suit, no one else can use any of its powers. Though due to its indestructibility it could still be used as a physical shield.

Additionally Exemplars start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Extra Sensory Upgrade

Cost: 5

The character is now able to see auras, heat images, electrical fields (and their intensity), gravity waves (in a radar like manner), PPE or ley line power (depending on which system you use), magnetic fields, radiation, ultraviolet, infrared and x-rays.

Flight Upgrade

Cost: 5

Flight speed increases by another x5. eg. if its currently ME x5 it becomes x10, if x10 then it increases to x15.

Invulnerability Upgrade

Cost: 5

Like the suit the character is now completely immune to damage from cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation.

Premonition Upgrade

Cost: 5

The character can now sense any danger to himself or anyone close to him with ME x5 minutes warning.

Running Upgrade

Cost: 5

SPD increases by another x3. eg. if its currently SPD x3 it becomes x6, if x6 then it increases x9.

Sensory Upgrade

Cost: 5

The character's hearing increases to a 50 metre radius. 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, +1 dodge. His sight range is doubled. This also gives the ability to see small objects at x10 enhancement.

Sidekick

Cost: 5

The character has some form of robotic companion whether an android, AI or some other intelligent device. Stats should be created for it. It will obey all the Exemplar's commands though the aliens will have an override for it. It may also serve to pass messages between the character and the aliens.

Stealth Upgrade

Cost: 5

The character can blend into his surroundings and become 100% undetectable if standing still, 75% if move up to 60cms per round, 50% if 180cms per round, 25% if ½mtr 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.

Strength Upgrade

Cost: 5

PS increases by another one level. eg. if its currently PS x2 it becomes x3, if x3 then it increases to x4.

Vocal Upgrade

Cost: 5

The character's normal voice range is doubled. Further he can 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 it, +D6 per 10kph over 90. The character can hold his own breath for 1 minute per PE.

Step 4: Career

Any.

Step 5: Disadvantages

The character is watched by the aliens at Extreme level. No privacy whatsoever.

If he betrays them he will also be hunted at Extreme level, +20 points.

The character is dependant on the suit for the continued operation of his powers. +20 points.

The Alien's Section

This is the section for creating the alien back story for your character.

Step 1: Abductor's Origin

Where do the aliens come from? Use the Cosmic Creation Netbook to properly create the aliens and their habitat.

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: Alien's Motivation

Why did they do it?

01-25 The 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.

26-50 The 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.

51-75 The 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.

76-00 The aliens are malevolent and are the invaders. The character is unaware he is helping them to take over. To that end they have included a failsafe in the suit 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 overcome this.

Exiled

This character comes from another world and has been marooned on earth for political, criminal or other reasons.

Step 1: Point of Origin

Is the character from this dimension or another?

01-40 Extraterrestrial; the character comes from another planet but within the same dimension and time zone.

41-80 Interdimensional; the character comes from another dimension which may be similar to ours or entirely different.

81-00 Time lost; the character has been displaced from another era. On 01-50 he's from the past, 51-00 the future. Roll below to determine what era he's from or select your favourite period.

01-50 100 xD10 years

51-80 200 xD10 years

81-00 500 xD10 years

Step 2: Race

The universe is teeming with other life forms the number of which is incalculable. Choose a race or create a new one using the Cosmic Creation Netbook.

Step 3: Reason for exile

This section may either be randomly rolled or chosen. The GM may wish a specific reason if it pertains to the direction of his campaign.

01-20 Banished; usually for political reasons or upsetting someone important. The character has been dumped on earth or in our era and is not allowed to return. Disadvantage; no knowledge of earth or its culture, and no currency. +5 points.

21-40 Fugitive; the character is on the run and has fled to earth where he is currently hiding.

Disadvantage; the character is hunted at extreme level. GM's choice of whether is wanted dead or alive, +20 points.

41-60 Sentenced; the character is a criminal whether the conviction is valid or not. Disadvantage; no knowledge of earth or its culture, and no currency. +5 points.

61-80 Accidental; the character has wound up on earth either through an anomaly, timestorm or some other form of accidental displacement.

Disadvantage; no knowledge of earth or its culture, and no currency. +5 points.

81-00 Mission; the character is on earth to either spy, act as an advance scout or be hunting someone. He cannot return until his mission is complete.

Disadvantage; he is watched at extreme level by his superiors. +20 points.

Step 4: Training

Choose or roll below to determine the character's main training background. Then consult the separate table below for what skills are available.

01-11 Baby

12-22 Everyman

23-33 Criminal

34-44 Rebel

45-55 Hunter

56-66 Police Officer

67-78 Soldier

79-89 Scout/Spy

90-00 Explorer

Step 5: Abilities

Exiles start with the following abilities free;

Inherent Skill - Pick one skill the character is really good at. Gain +1 on all rolls with that skill and an additional +1 every 2 levels.

Additionally Exiles start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Reduced PE cost

Cost: 10

The character gets an extra point of CON free each time he buys a point. eg. he buys 1 CON and increases his CON by 2. He buys 3 CON and gains an additional 4 CON.

Reduced PP cost

Cost: 10

The character gets an extra point of PP free each time he buys a point. eg. he buys 1 PP and increases his PP by 2. He buys 3 PP and gains an additional 4 PP.

Reduced PS cost

Cost: 10

The cost of increasing PS is halved.

San Bonus

Cost: 5

+1 to Sanity rolls.

Strike Bonus

Cost: 5

+1 to Strike.

True Sight

Cost: 10

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 the exact nature of the magic.

Will Bonus

Cost: 5

+1 to Willpower rolls

Step 6: Careers

This is determined by the reason for exile and background training. On earth he can do as he likes.

Training and additional abilities table

Some templates have additional options available to them.

Baby

Sent to earth as last survivor or for other reasons. Trained with earth based skills, choose as normal.

Everyman

This guy is just your average Joe within his alien society. No military or scientific skills, just an alien plumber or mechanic. Choose skills as normal with an alien emphasis.

Criminal

This character's skills centre around thievery, hacking or some other form of criminality. If desired roll below to see if gain abilities from an additional class.

01-14 Altered Science; any except Meta Channeller.

15-28 Altered Supernatural; any but only if come from a magical realm.

29-42 Metahuman; any.

43-56 Mysticis Disciplinis; any but only if come from a magical realm.

57-70 Supernatural; any but only if come from a magical realm.

71-84 Super Science; any.

85-00 Trained; any except Shadow Agent or Spetsnaz Agent.

Rebel

This character is fighting against the authorities from his realm. His skills revolve around the military and infiltration. If desired roll below to see if gain abilities from an additional class.

01-14 Altered Science; any except Meta Channeller.

15-28 Altered Supernatural; any but only if come from a magical realm.

29-42 Metahuman; any.

43-56 Mysticis Disciplinis; any but only if come from a magical realm.

57-70 Supernatural; any but only if come from a magical realm.

71-84 Super Science; any.

85-00 Trained; any.

Hunter

This character is tracking someone or a group on earth. He is either being paid as a bounty hunter or seeking revenge. His skills revolve around hunting and tracking, and possibly some detective abilities. If desired roll below to see if gain abilities from an additional class.

01-14 Altered Science; any except Meta Channeller.

15-28 Altered Supernatural; any but only if come from a magical realm.

29-42 Metahuman; any.

43-56 Mysticis Disciplinis; any but only if come from a magical realm.

57-70 Supernatural; any but only if come from a magical realm.

71-84 Super Science; any.

85-00 Trained; any except Shadow Agent or Spetsnaz Agent.

Police Officer

This character has been sent to earth to recapture a criminal or break a crime ring from his world. His skills revolve around the law, tracking, weapon and detective abilities. If desired roll below to see if gain abilities from an additional class.

01-14 Altered Science; any.

15-28 Altered Supernatural; any but only if come from a magical realm.

29-42 Metahuman; any.

43-56 Mysticis Disciplinis; any but only if come from a magical realm.

57-70 Supernatural; any but only if come from a magical realm.

71-84 Super Science; any.

85-00 Trained; any except Prestidigitator, Shadow Agent, Spetsnaz Agent or Vigilante.

Soldier

This character has been sent to earth to either soften it up for an invasion or to aid it against invasion from another race. His skills revolve around combat, and weapon abilities. If desired roll below to see if gain abilities from an additional class.

01-14 Altered Science; any.

15-28 Altered Supernatural; any but only if come from a magical realm.

29-42 Metahuman; any.

43-56 Mysticis Disciplinis; any but only if come from a magical realm.

57-70 Supernatural; any but only if come from a magical realm.

71-84 Super Science; any.

85-00 Trained; any.

Scout or Spy

The character is a scout for an impending invasion force. His skills revolve around infiltration, espionage, and research abilities. If desired roll below to see if gain abilities from an additional class.

01-14 Altered Science; any.

15-28 Altered Supernatural; any but only if come from a magical realm.

29-42 Metahuman; any.

43-56 Mysticis Disciplinis; any but only if come from a magical realm.

57-70 Supernatural; any but only if come from a magical realm.

71-84 Super Science; any.

85-00 Trained; any.

Explorer

The character is a researcher from some alien university, sent to earth to study our culture or possibly some long buried alien tech. His skills revolve around exploration, research, and deduction. If desired roll below to see if gain abilities from an additional class.

01-30 Metahuman; any.

31-40 Mysticis Disciplinis; any but only if come from a magical realm.

41-50 Supernatural; any but only if come from a magical realm.

51-00 Super Science; any.

Exopilot

The concept of powered armour was actually considered as early as in 1959 by Robert Heinlein in his science-fiction war story *Starship Troopers*, which featured ground warfare unlike anything previously imagined. The Mobile Infantry of earth's forces dropped from space onto planets in powered battle suits that could take on the hordes of huge insect like aliens that were the nemesis of the human race.

As science fiction gained popular appeal the battlesuit concept gained popular recognition. American superhero comics as early as in 1962 featured the powered armour concept, as in Marvel Comics' *Iron Man*. Comics and science fiction movies have since adapted the battlesuit as a device to allow ordinary characters to wield extraordinary powers through advanced technology. On the Eastern side of the world seeking to differentiate itself from the horde of giant robot stories *Go Nagai's Mazinger Z* (1969) introduced the concept of the piloted robot.

In 1979 director Yoshiyuki Tomino would create a series that pushed the mecha concept even further. His epic war story *Mobile Suit Gundam* featured Mobile Suits, essentially mass-produced, tank-like anthropomorphic mecha that carried heavy weapons. Conceived as commonplace military vehicles, Mobile Suits were not as powerful as the great giant robots, but neither were they as modestly-equipped as Heinlein's battlesuits. Other anime TV shows soon followed in Gundam's lead.

Mecha can combine the flexibility of a foot soldier with the toughness and firepower of a tank. The ability to

execute hand-to-hand attacks is also a plus in close combat. Moving around in a suit and working with mechanical hands and legs, which act like extensions to human limbs, could make tasks such as handling delicate materials, more intuitive and less error prone.

Characters who pilot but do not build mecha include Prototype from the Ultraverse or any of the Robotech pilots.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +4, +4 per level. A PP of at least 14 is required.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Drive Power Armour
Navigation
Pilot Fixed Wing Jet
Pilot Rotorwing
One other weapon skill
Weapon Specialization Power Armour
If you want a more Iron Man type character who builds and maintains the mecha then choose the Gadgeteer class.

Step 3: Abilities

Pilots start with the following free;
Exo-Suit - Pilots start with 50 points to create their mecha with. The mecha starts with a base 10 in PS, PP, PE and SPD with 100 SDC. The points may be used to increase attributes or buy powers with, the only thing is that each power instead of being organic is represented by a mechanical equivalent.
The mecha should either be like a vehicle with a physical pilot or a cybernetic device can be implanted in the pilot which allows him to transfer his mind into the fully robotic Power Armour.

Additionally Exopilots start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Acceleration

Cost: 5

This is the ability to withstand the sudden high-G forces of Tolerance extreme acceleration for short periods. It is most useful for atmospheric and space fighter pilots where it can sometimes be possible (for instance) to dodge a missile. This gives a +2 on any roll to avoid the effects of acceleration and G forces.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Favour

Cost: 5

In the course of his duties the character saved the life of someone important. Now the person owes him. The favour can be anything from providing emergency funds, information, equipment, or support and help in times of need.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

HP Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Jury Rig

Cost: 10

The character has actually learnt a little about his armour. To the point he can temporarily repair an item which only has minor damage. Once he has finished using the item though it is useless until it can be repaired properly.

Keen Eye

Cost: 5

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.

Strike Bonus

Cost: 10

+1 Strike with ranged weapons at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.

Will Bonus

Cost: 5

+1 to Willpower rolls

Step 4: Careers

The character is going to need someone to maintain his mecha.

01-40 Create a private organization.

May be a wealthy individual.

41-80 Government department. Choose a country and agency.

81-00 Choose a superhero or supervillain group.

Disadvantages of Piloting a Mech

Exo 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.

The People behind the Armour

Determine who created the Armour;

01-20 Choose a non profit corporation. eg. Greenpeace.

21-40 Choose a private corporation. eg. Enron.

41-55 Researcher and his family who work from home.

56-70 Government department. Choose a country and agency.

71-80 Mad scientist.

81-90 Genius superhero.

91-00 Genius supervillain.

Relationship with the people; is the character still in contact with them?

01-08 Still with them and very well treated. Receives favours and a high wage from them of D10 x100 dollars per week.

09-16 Still with them and well treated. Receives a moderate wage from them of D6 x100 dollars per week.

17-24 Still with them and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x20 dollars per week.

25-32 Still with them and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 Group closed down or dead.

45-52 Group still exists but has moved onto other experiments or projects. The character has been forgotten.

53-60 Left group on very good terms. May receive favours and freelance work from them.

61-68 Left group on good terms. May receive freelance work from them.

69-76 Left group after fight and is no longer welcome.

77-84 Left group after a major fight and some injuries. Hunted by them at Difficult level. Want him recaptured.

85-92 Left group after a major battle and one or more deaths. Hunted by them at Severe level. Want him recaptured.

93-00 Left group after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. Want him dead.

Building the Android, Cyborg or Robot

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.

Cost: 1.

Reinforced Frame Cost: +2

Animal Frame

Can be any animal type and size varies from less than 1 foot to over 30 feet, SDC 250.

Cost: 1.

Reinforced Frame Cost: +2.

Geometric Frame

These are basic shapes such as Spheres, Boxes, Pyramids and any other miscellaneous types. Size varies from 10-30 feet, SDC 250.

Cost: 1.

Reinforced Frame Cost: +2

Mecha Frame

Can be from 14 feet up (but usually no larger than 30 feet), SDC 1000.

Cost: 4.

Reinforced Frame Cost: +6

Vehicle Frame

This includes motorcycles, cars, trucks, boats, helicopters, jets, etc. SDC 500.

Cost: 2.

Reinforced Frame Cost: +3.

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

2 per SDC.

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 AR.

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. Cost: 1 per SDC.

Step 4: Engine

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. Cost is 4, +1 for every 10,000 power points. Mass is 50 kg plus 15 kg per 10,000 points.

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.

Gasoline Engines

The cost of installing a gasoline engine will be approximately 1 per 500 power points, up to 10,000. More powerful

engines will cost 2 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 1 per square meter. Shaped panels (contoured to fit onto a curved surface) will cost 2 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. Cost is 3, plus 2 for every 50,000 power points. Fusion systems have a mass of 250 kg plus 75 kg per 50,000 power points.

Micro-Fusion

All of the complications of the normal fusion system, plus miniaturization expenses to boot. Cost is 4, plus 2 for every 10,000 power points. Mass is 50 kg plus 15 kg per 10,000 points.

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 1. Mass: 5 kg.

Medium

Cost for a 1000 pphr battery is 4. Mass: 35 kg.

Large

Cost for a 10,000 pphr battery 8. 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 6. Mass: 4 kg.

Medium

Cost for a 10,000 pphr battery is 10. Mass: 30 kg.

Large

Cost for a 100,000 pphr battery is 15. Mass: 225 kg.

Primary versus Secondary Power Systems

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.

Additional Running SPD

The basic system for legs usually comes with a speed of 10 for humanoid and animal, speed 20 for walker and insect styled. Except for the insect style running speed can be pushed close to Mach One, or about 1234 kph. Unlike the vehicle propulsion type systems, Mach One is the maximum possible.

Of course, flight capabilities can be built into a humanoid or animal robot and a faster propulsion system included. Note: Flight speeds are often rated in nautical miles per hour (knots). Mach One is 660 knots.

Additional Running Speed for legs systems (including exoskeletons). Cost: 1 per each speed point beyond the system capabilities.

Animal Leg/Foot

2 front and 2 rear. Main style types are canine, feline, horse and bird. Suitable for all robot types. Natural simulated size: speed 10.

Basic System Cost: Small 1; medium 2; large (horse size) 3.

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. Cost: 5.

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. Basic System Cost: 4. 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 Cost: 3.

Hover Jet System

A 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 Base Speed: 160 kph.

Base Altitude: 152 metres. SDC of system: 100 points of damage from called shots will disable enough of the jets to reduce the system to jump jets, another 35 points will render it totally useless. Estimated mileage: On a liquid fuel. it is 80 kms per one litre. Cost: 4

Leg/Foot

Cost: 1 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 1 per point up to 120, then 2 per point up to Mach 10, then 3 per point with no upper limit. PS may be increased at a rate of 1 per point up to 26, then 2 per point up to 150.

For an extra 2 cost 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: 3 +1 per additional x1 distance.

Pontoons, Treads and Wheels

Cost: 1 per pair

Types include: Wheels Automotive size, Wheels Oversized (truck or tractor size), Wheels Micronized (roller skate size), Treads Micronized (car size), Treads Full Size (tank size, 20-30 ft), Pontoons Small (car size), Pontoons: Large (airplane size, 20-30 ft).

Note: All wheels and treads are of superior strength and quality.

Wheels SDC - 60 each.

Treads SDC - 200 each unit.

Pontoons SDC - 75 each.

Step 6: Arm and Hand Equipment

Arm/Hand

Cost: 1 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 1 per point up to 26, then 2 per point up to 150. For an extra 2 cost 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.

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. Cost; 4.

Interchangeable Hand Units

Buzz Saw: Adjustable size with damage varying from D6-5D6. Cost; 1 per D6 damage.

Drill Holder: Adjustable to hold any size drill bit. Cost; 1 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. Cost; 3.

Lock Pick: Single adjustable lock tool which can open any mechanical lock. Cost; 1.

Towline and Grapple Hook: Launcher with 100 metres of cable (holds a weight of up to 7 tons). Hook has 30 SDC. Cost; 4.

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. Cost; 5.

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. Cost; 2.

Retractable Tentacles

Type I: 6 metre length, 4D4, SDC 50. Cost: 3 each.

Type II: 10 metre length, SDC 100. Cost: 4 each.

Type III: 20 metre length, SDC 150. Cost: 5 each.

Type IV: 15 metre length, electrical charge doing D4, D6, D10, D12 or D20, SDC 100. Cost: 6 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. Cost: 2.

Step 7: Audio, Optical and Sensor Equipment

Audio

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. Cost: 1.

Bug Detector

Detects any listening devices within a 20 metre radius. Cost 1.

Language Translator

A miniaturized language translator placed right inside the body to facilitate easy communication with the multitude of nonhuman life forms in the universe. Characters who already have a Headjack or some other type of audio ear implant can have the cyber-translator implant installed at half cost because it is

integrated into that pre-existing system. Starts with 10 different languages to begin with, and eight additional languages can be added. Level of accuracy is 98.7%. Cost 3.

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. Cost 2.

Loudspeaker

Amplifies voice up to 120 decibels. Cost: 1.

Radio Encrypter

This encryption product ensures your e-mail, voice, fax, and data communications are secure. Cost: 1.

Sonic Protection

Cuts out the audio system when sound exceeds 85 decibels. Blocks out sonic stunners, deafening explosions, etc. Cost 2.

Sound Recorder

Advanced sound recording equipment which can be hooked up to the audio system. May use either tape or CD. Cost: 1.

Telephone Jack

Can "jack" into telephone lines to use them for free or to eavesdrop on the conversations of others. To do the latter, the eavesdropper must tap into the specific line. A surprising number of local telephone and local internet (regional) services are available at high-tech cities and at least half of the 'Burbs.

Cost 2; must be added to an existing ear implant.

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. Cost: 3.

Ultrasonic Audio

Permits the detection of very high-frequency sounds such as stealthy footsteps, some machinery, moving clothes and equipment, and ultrasonic transmissions up to 100m distant. Cost 2.

Voice Mimicker

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. Cost: 3.

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. Cost: 1.

Optics

Standard Optics

Colour optical system which functions identical to human eyes. Cost: 1.

Camera System

Tiny optical cable colour camera. 3.6mm wide angle pinhole lens, low light, .5lux, IR sensitive. 12vdc, 8+hours continuous operation. Cost: 1.

Flare Protection

Transmits no blinding light levels. Cost 1.

Holographic Imaging Projector

High definition, excellent colour scale, 3-dimensional images; Appropriate for all sensor systems. Cost: 5.

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. Cost 2.

Laser Rangefinder

Improves aiming, +1 Strike. Range 2000 metres. Cost 1.

Low Light Vision

Monochrome night vision to 600 metres. Cost 2.

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. +1 Strike. Cost: 1.

Military Multi-Optic System

Flare protection, telescopic, low light, laser rangefinder. Cost 5.

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 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. Cost: 3.

Radius Vision

4 additional eyes permit 360-degree radius vision. Adds +2 initiative. Cost 2.

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. Cost 2.

Targeting Sight

This is a feature that can be added to any of the mechanical eyes. Cross-hairs are superimposed over the visual image to help focus on a specific target area. Adds a bonus of +1 to Strike when using any weapon. Cost 1.

Telescopic Vision Enhancement

Magnification up to 100x. Cost 1.

Thermal Imaging

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 celsius, 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. Cost: 2.

Sensors

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. Cost: 1.

Dosimetre

Detect radioactivity including its level within a 30 metre radius. Cost: 1.

Forensics System

This unit is capable of performing a full forensics including blood typing, fingerprinting, ballistics, chemical analysis, etc. Cost: 1.

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. Cost 2.

Internal Bioscan

For robot pilots only. It monitors the pilot's vitals and can transmit the

information to another location if desired. Cost: 1.

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. Cost: 1.

Modem Sat Link

Satellite internet link. Cost: 1.

Motion Detector

Collision warning system with a range of 30 metres. Cost: 1.

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. Cost: 1.

Radar Detector

Identifies when the unit has been detected and locked onto by a radar. Cost: 1.

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. Cost: 2.

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. Cost: 1.

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. Cost: 1.

Step 8: Additional Equipment

3600 Rotating Segments

Head, shoulders, hands at wrist, and upper torso at waist, can rotate in a 360 degree circle. Cost: 1.

Absorption Defence

Absorbs all incoming energy and uses it to recharge weapons and equipment up to a maximum of 100 damage per round before shutting down. Cost: 5 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. Cost: 1.

Atmospheric Shielding

Additional coating to the skin which enables the robot to survive reentry into an atmosphere. Cost: 2.

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. Cost: 2.

Automatic Pilot

The automatic navigation system has the capability to plot and control travel to any preprogrammed destination. Cost: 1.

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. Cost: 5.

Cosmetic Enhancements

A variety of techniques and materials used to create an accurate simulation of a living creature. Usually reserved for androids.

Realistic Skin Overlay: Looks and feels like the real thing. Complete with fake musculature. Cost: 2.

Real Head Hair Implanted: looks completely natural. Cost: 1.

Real Body Hair: Full humanoid hair. Cost: 1.

Real Fur. Cost: 1.

Realistic Eyes: Look and act like real eyes, complete with contraction of pupils and blinking of eyelids. Cost: 1.

Sculpted Facial Features: A unique, individual face and teeth designed by skilled artists, complete with simulated muscle movement to complement facial expressions. Frowns, smiles, looks angry, etc. PB rating of 3 to 20 available. Cost: 2 per 1 point up to 20.

Minor Body Characteristics: Nails, fangs, beard stubble, moles, pimples, scars, etc. Cost: Approximately 1 each.

Drone Artificial Intelligence

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 guards 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: 4 attacks per melee; 10 Strike w/ built in weapons; +3 parry/dodge.

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. Cost: 6.

ECM

Electronic Counter Measures. It causes detonation of all activated missiles in a 1km range which have been locked onto you. Cost: 2.

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. Cost: 2.

Emergency Beacon

GPS emergency SOS repeater lasting 1 month. It can be detached and carried in your pocket. Cost: 1.

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. Cost: 5 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. Cost: 6.

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 reimplanted in a new body. Cost: 2.

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. Cost: 6.

Grappler Mags

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 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. Cost: 2.

Hardened Circuits

The robot's electrical and computer circuits have been hardened to withstand the effects of EMPs. Cost: 1.

Hydraulic Leaping System

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: 2.

Hydraulic Lifting System

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: 2.

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. Cost: 6.

Inhibitor

100 metres with 10 metre radius, temporarily prevents the meta abilities of

any within its path from functioning including psionic based powers. Cost: 6.

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. Cost: 6.

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). Cost: 1.

Interior Lighting

Includes normal lighting, infrared lighting (for during combat) and emergency (dimmer) lighting. Cost: 1.

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. Cost: 2.

Life Support Unit

Independent oxygen supply and back up air circulatory system and air purification. Oxygen supply is for 8 hours. Cost: 1.

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 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: 1 for each.

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. Cost: 3.

Magnetic Shield

Prevents effects of radiation, vacuum, micro debris, etc from entering or affecting the robot. Cost: 3.

Microwave Antennae

Range of 160kms/100 miles. Cost: 1.

Oven

For pilots only, to have a meal while travelling. Cost: 1

Pilot's Compartment

This is a pressurized crew cabin that is airtight and comes with an onboard air circulation supply, and air system. Suitable in space, underwater and against gas attacks. It has an initial SDC of 400. Cost: 2 per person +2 for each additional 100 SDC.

Power Analyzer Modulator

Scans any one lifeform within 9 metres and detects what metapowers that person has. It doesn't work on supernatural abilities or magic. Cost: 6.

Power Mimicator

Androids only;

Duplicates one Physical or Energy based power (not Psi) of any meta within its 30 metre radius. The power is lost once the meta leaves the area. Cost: 6.

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. Cost; 2.

Radiation Shielding

Completely stops harmful radiation of all kinds and levels. Cost: 1.

Reflective Hull

Reduce damage from energy weapons by 10%, it is simply coated over any normal hull. Cost: 2.

Refrigerator

A refrigerator unit with a freezer compartment. Cost: 1.

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). Cost: 1 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. Cost: 1.

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 per minute (so, no super regeneration). Cost: 6 for the control unit, + 6 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. Cost: 1.

Stealth Cloak

Makes the user invisible to radar and all forms of electronic tracking devices (but not metaabilities or magic). Cost: 6.

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. Cost: 2 + 2 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). Cost: 1 each.

Synapse Unit

When placed on a victim it sends electrical pulses thru their brain preventing any metapowers from functioning. 10cm diametre device

which is best placed somewhere on the head. Cost: 6 .

Telemental Helmet

This device is either a head-hugging network of electrodes and impulse receivers or a full, armoured helmet (AR 10, SDC 40) with the network built into it. This system allows the pilots mental commands to be transferred into electronic commands for the robot. It does not allow him to mentally control the robot as an extension of himself, but instead, translates menial pulses into specific commands which greatly increases the response to the robot over manual control.

Bonuses: +2 initiative, +2 parry and +1 to dodge. It also gives a +1 bonus to Strike, but only for ranged/modem weapons. Cost: 9. Bonuses not cumulative with those of voice actuated controls.

Tractor Beam

A beam of force that can attract or repulse any physical objects within 30 metres. Up to half a ton can be attracted or repulsed. Its also possible to use the beam as a climbing tool (+2 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. The character can fire a repulsion blast that requires a victim to dodge or suffer knockdown and take 8D4 damage. Finally it can also be used as a jump booster for a total of normal distance x2. Cost: 6.

Transforming Steel

See the Appendix at the end of the classes section.

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. Cost: 20

Voice Controls

All or some of the robot's systems may be made voice activated. In combat this gives a +3 Initiative. Cost: 1.

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: 1.

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: 1 per ton.

Wings

Standard Wings: 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 kph. Cost: 2 + 1 per extra 20 kph of speed. Detachability Option: +1. Retractability Option: +2.

Seraphim Model: A deluxe version of the above system with six wings. Has greater control (an additional +2 on all rolls), and goes an additional 50 kph.

Weight: 70 lb. Weight Limit: 325 lb (not counting wings). Cost: 4.

Limb Wings: 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. Cost: 1 for a pair of shin wings or forearm wings.

Detachability Option: +1 per limb.

Retractability Option: +2 per limb.

Step 9: Weapons

Most of the weapons below can be fitted to any part of the robot body (which can include eyes, wrists, etc).

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. Cost: 1.

Chemical Spray

This is a toxic spray that covers a person causing a chemical based reaction. Range: 3 metres. Damage: Special. Note: All of the chemical spray apparatus costs the same: 1 plus 1 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.

Blind: This mace-like spray temporarily blinds its victims for 3-12 melees.

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 -1 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 10 put out small fires.

Claws, Fangs, Jaws and Prehensile Tail

Small Claws: D4 damage per set, per hand. Cost: 1 per paw.

Medium Claws: D6 damage per set. Cost 2 per paw.

Large Claws (tiger): 2D6 damage per set. Cost: 3 per paw. Add +1 for Retractable Claws. Note: Remember to add PS damage to the claw damage. May also be used in humanoid robots.

Small Fangs and Canines: 2D6 damage. Cost: 1.

Medium Fangs and Canines: 3D6 damage. Cost: 2.

Large Fangs and Canines (tiger/wolf): 4D6 damage. Cost: 3.

Giant-Sized Large Fangs: 6D6 damage: Cost: 4: suitable only for giant robots, 3.6 metres or larger. May also be used in humanoid robots.

Prehensile Tail: Treat as a modified tentacle.

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. Cost: 3 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.

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. Cost: 2.

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. Cost: 5 with 1 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: 5 metres. Damage: 5D10, plus a 60% chance of setting combustibles ablaze. Capacity: 40. Cost: 6.

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. Cost: 6.

Type II: Same as above but fires Ice shards instead which do 3D10 each, up to 1 shot per melee. Cost: 6.

Gun Pod

This is effectively a giant-sized hand-held gun for use by giant, human-shaped robots, like oversized rifles. They can only be used by robots 3.6 metres or

taller. Unlike the other giant robot weapons, gun pods can not be built into the robot, nor can they be concealed.

Damage: D10 x 10 per burst

Range: 1200 metres

Rate of Fire: Fires only short bursts; 10 rounds per burst. Number of burst fired is equal to the pilot's attacks per melee.

Payload: 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: 5.

Laser Cannon

Energy supply is tied to the robot's.

Range: 914 metres.

Rate of Fire: Semi automatic

Damage: 5D6

Energy Capacity: Effectively unlimited.

Cost: 5

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 armour piercing ammunition.

Range: 100 metres.

Rate of Fire: Standard Machinegun automatic fire, but can not fire single shots.

Damage: 6D10+6.

Ammo Capacity: 100 round clip (30% ammunition), 500 round internal belt (100% ammunition), or 1000 round drum fed (300% ammunition).

Cost: 6. Belt feed adds +1 and drum feed adds +2.

Missile Launcher

The launcher can be manufactured to hold anywhere between 1- 24 missiles.

Cost: 1 per missile pod.

Needler

These are needle projectiles which do D4 each, with a range of 20 metres and an ammo clip of 10. Cost: 2 +1 per needle refill.

Plasma Beam

This beam weapon does D100 over a 200 metre range. Cost: 6.

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 three blades can be used per each hand.

Damage: D6 per blade + PS bonus or 2D4 per blade for giants.

Length: 30 cms.

Cost: 2 per blade.

Sonic Disruptor

The disruptor releases a concentrated sonic blast against opponents which leaves them -6 on all rolls 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

Cost: 5 each.

Weapon Arm

Weapon Arms: 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 - 1 on all skills. Just replace one arm with one of the weapons in this section.

Cost: the cost of the weapon.

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 your character's starting year. Either he has just damned 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

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

Roll attributes as normal but then add +3 to ME, PS, PP, PE and SPD. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Forsaken start with the following ability free;

Hellfire Form - While in this undead form gain +10 SDC per ME. Anyone touching him or that he touches takes up must save vs trauma or go into shock for D4 minutes per level. Are immune to any heat or fire based attacks (including magical) and water will not extinguish his hellflame. The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Forsaken do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Forsaken start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Hellfire

Cost: 5

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 Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

Hell's Stare

Cost: 5

The ability to instil fear in others through eye contact. 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. Standard save vs Sanity applies. Immune to all fear attacks including magical.

Hell's Transport

Cost: 5

A nightmare steed may be summoned at will from another realm and manifested in substantial form. It is then bound to serve the character for ME x1 minute, and may be commanded to perform tasks at his request within its ability. It is primarily used as a means of transport for the Forsaken.

Spellcast

Cost: 10

Diabolical magic only but he is bestowed with all the spells within that sphere. Forsaken can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Unholy Aura

Cost: 5

Enemies within line of sight suffer -1 per 5 MA of the Forsaken on all their rolls.

Unholy Exorcism

Cost: 5

This power comes from within and releases a burst of unholy light within a IQ 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.

It can be used once per day per 5 ME.

Unholy Faith

Cost: 5

Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.

Unholy Leap

Cost: 10

In combat the warrior may leap over intervening monsters one metre per 2 PS 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.

Unholy Preservation

Cost: 10

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.

Unholy Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Step 5: Careers

Whatever the character likes except priest.

Step 6: Disadvantages

Templars, Apostulates and other holy people will recognise you for what you

are. Don't expect to be welcome in a LOT of places. +20 points.

You are Watched at +20 points by your patron devil.

At some point he or she will require you to perform some act on their behalf. +20 points.

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.. +10 points for each one.

Gadgeteer

A hi-tech hero who uses his natural genius and gadgets to combat crime. Need gizmo capable of tracking faint exotic background radiation across an entire city so you can find an alien bomb before it wipes a million people off the map? No problem.

Want a gun able to neutralize a villain's cosmic levels of power so you can take him on without getting fried? Sure thing. Power nullifying PPEcles? Virtual reality cyber-suit? Interdimensional wormhole? All no problem for the Gadgeteer.

He's the super-genius everyone else comes to for technological solutions to their problems, and he's more than willing to provide them, as long as it doesn't cut into his own research time. Given a little time, he can come up with almost anything.

He's most effective in a well-stocked lab, but can work wonders in the field with just some simple equipment. The trick is usually to keep things together long enough for him to pull another technological marvel out of his hat. The ability to invent scientifically complex machinery, electronics, devices, gadgetry or weaponry.

Step 1: Attributes

Roll attributes as normal but IQ is +6 and ME is +4. A PP of at least 14 is desirable. Hit points = PE +4, +4 per level.

Step 2: Skills

This character is a natural scholar and was a genius at University. Any course can be done within half the normal time and always gain +1 in any skill that he

takes. Skills are chosen in the normal manner but also gain the following free ones;

Engineer Computer
Engineer Electrical
Engineer Mechanical
Engineer Weapon
Science Mathematics
Science Physics

Step 3: Abilities

Gadgeteers start with the following abilities free;

Super Genius - The character is a master of a variety of sciences, from biology to physics. His work stands far ahead of the efforts of other researchers, allowing him to possibly produce gadgets, machines, and computers more advanced than any in the real world.

When he embarks on a mission, he always has a number of completed tools on hand that could prove useful. He can produce high tech items exceeding the level of technology of the GM's campaign. He can produce lasers, powered armour, and other advanced items.

Gadgeteer's have five different areas they can specialize in. In each case they can build, repair, custom modify and design the item the ability applies to. Weapons can have their damage and range increased up to +50%, and SDC, AR and speed increased up to +50% prior to attaching any armour.

Choose one of the following special abilities;

Androids - This character specializes in creating androids, robots and cybernetic organisms which don't require physical pilots. He can build, repair and modify them. An example is Braniac 5.

Bonus free skills: Science Nanotech, Technical Bionics/Cyber, Technical Robotics and Technical Artificial Intelligence.

Fabrication - This character specializes in creating super headquarters. He can increase a building's strength, resources and any fortifications. For creation rules use the headquarters section. An example is Reed Richards.

Bonus free skills: Knowledge Architecture, Engineer Civil, Engineer Structural and Fortifications.

Mechanised Armour - This character specializes in creating exoframes, power armour and mechanised vehicles. He can build, repair and modify them. An example is Tony Stark.

Bonus free skills: Metallurgy, Engineer Undersea, Technical Radio Systems and Technical Robotics.

Vehicles - This character specializes in creating fantastic vehicles. He can build, repair and modify any vehicle he has a skill in to increase its speed, range and armour. An example is Q from the Bond movies.

Bonus free skills: Technical Aircraft Mechanics, Technical Auto/Bike/Truck Mechanics, Technical Rail Mechanics and Technical Seacraft Mechanics.

Weapons - This character specializes in creating destructive armaments. He can increase the damage of any weapon or ammunition by an additional +1 and increase the range of any weapon by an additional +50%. He can also increase the AR of any armour by an additional 1, the bonuses can be added at any time. An example is Lex Luthor.

Bonus free skills: Bowyer, Science Radiation Technology Military, Weaponsmith and Demolitions.

Additionally Gadgeteers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Additional Specialty
Cost: 10
This buys the character another Gadgeteer specialty.

Bonus IQ
Cost: 5
Increasing IQ only costs 1 point each.

Fast Reader
Cost: 5
The character can read much faster than most, 1000 words per minute with 97% comprehension rate.

Followers
Cost: 10
The character can have one assistant per 5 MA.

HP Bonus
Cost: 10
PE +6 HP instead of 4, +6 per level.

Intuitive
Cost: 5
The character has a chance of understanding any equipment or blueprints he comes across. The chance is equal to his ME x2%, +5% each time retaken. ME x5% if its in an area of his specialty.

Keen Eye
Cost: 5
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.

Mathematician
Cost: 5
The character can perform basic and extended math in mere seconds in his head, allowing him to do math without pen and paper or a slide ruler. +4 on any maths rolls.

Micronization Expert
Cost: 5
The hero can remake anything that exists to a reduced size while retaining all of its functions. With this talent the character can reduce items to 10% of their original size without losing any of their initial performance. Anything from modified cell phones and strap on gizmos to super powerful microscopes built into a pair of goggles. The power of a jet engine can be condensed to a jet pack with micro stabilizers and navigation display.

Unbelievable
Cost: 5
The Gadgeteer can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

Step 4: Careers

Possible related careers include; Mechanic, Architect, Aerospace Engineer, Vehicle Weapon Maker and Inventor.

Gargoyle

Gargoyles are primarily associated with the great stone buildings of medieval Europe, particularly cathedrals although they were also placed atop castles. In architecture a gargoyle is a carved stone grotesque with a spout designed to convey water from a roof and away from the side of a building. The term originates from the French Gargouille, originally "throat" or "gullet"; Latin gurgulio, gula, and similar words derived from the root gar, "to swallow" which represented the gurgling sound of water. A chimera or a grotesque figure is a sculpture that does not work as a waterspout and serves only an ornamental or artistic function.

These are also usually called gargoyles in laypersons' terminology. The term gargoyle is most often applied to medieval work, but throughout all ages some means of water diversion when not conveyed in gutters was adopted. In Egypt gargoyles ejected the water used in the washing of the sacred vessels which seems to have been done on the flat roofs of the temples. In Greek temples the water from roofs passed through the mouths of lions whose heads were carved or modelled in the marble or terra cotta cymatium of the cornice.

Medieval people often saw gargoyles as a means of frightening demons away from the cathedrals upon which they were mounted, protecting them from the forces of Hell. Many medieval cathedrals included gargoyles and chimeras. The most famous examples are those of Notre Dame de Paris which legend states come to life at night and go flying about the city.

Gargoyles are a winged humanoid race with demonic features: horns, a tail, and talons. They are the guardians of the structure on which they reside. They can use their wings to fly or glide, and have a rocky hide.

The exact origins of Gargoyles lie so far back in the mists of time that we have no certain details as to how they came about. Being magically animated it is assumed they may have been give life by some mage in the distant past. They were plentiful and everywhere in Europe until the start of the Inquisition when many were destroyed while asleep. The numbers of Gargoyles grew steadily fewer until finally the surviving members fled into the wilds to hide. Some have recently re-entered cities to sit atop buildings with each city's inhabitants assuming they are simply statues.

The primary purpose in Gargoyle life remains to protect. There can be few anguishes greater for a gargoyle than failing to protect someone from harm. When gargoyles choose to protect an area, they will do so steadfastly, even when the humans whom they protect respond to them with fear and hatred.

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: 3D6, ME: 3D6, PS: 6D6, PP: 3D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 3D6, SDC: PE +50, +12 per level, AR 15. Gargoyles can be 4-7 feet tall. Horns do 2D6 each, talons do +D6 each, and the tail does 2D6 and possible knockback. Their claws can be used to scale stone walls, digging into the stone to provide footholds for themselves.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died. His form also makes any fine PP skills difficult, such as picking locks.

Step 4: Abilities

All Gargoyles start with the following abilities free;

Gargoyle Form - While Gargoyles can be dealt with through conventional means this isn't easy. They are composed of stone and are able to continue functioning until utterly destroyed. Gargoyles recovers HPs at the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. They are also immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease,

possession, mind control, temperature and pain.

Gargoyles can fly at ME x5kph, +5kph per level with a maximum ceiling height of one kilometre. 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 HPs of each wing is equal to half the character's total SDC.

Gargoyles additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

AR Bonus

Cost: 5
+1 AR.

Density Control

Cost: 10
Gargoyles can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.

Earth Sight

Cost: 5
By touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.

Flight Bonus

Cost: 5

Flight is increased to ME x10, +10kph per level.

SDC Bonus

Cost: 10

It only costs 1 point to buy each point of SDC.

Indomitable

Cost: 5

Gargoyles can 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).

Spellcast

Cost: 10

Faerie magic only but he is bestowed with all the spells within that sphere. Gargoyles can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Stone Talk

Cost: 5

The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

PS Bonus

Cost: 5

It only costs 1 point to buy each point of PS.

True Sight

Cost: 10

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.

Step 5: Careers

Some kind of guardian, perhaps a bodyguard.

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 Urbanmancers. 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 attributes as normal but a ME of at least 15 is necessary. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Demons
Knowledge Fey
Knowledge Geomancy
Knowledge Herbalism
Knowledge Magic
Knowledge Undead

Step 3: Abilities

Geomancers gain all the following free;

Bonuses - Geomancers are able to directly telepathically contact the Parliament of Nature at any time. Occasionally they can also make contact with Gaea though this more often takes the form of messages in visions or dreams. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Additionally Geomancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Earth Sight

Cost: 5

By touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.

Environmental Immunity

Cost: 5

This is the ability to avoid all damage resulting from the environment, including heat or cold, or from inclement weather.

Gaea Speech

Cost: 5

Geomancers are psychically attuned with the earth and hear its whispers in their head. Any object that they touch which is a part of the earth will gain the power of speech and truthfully answer simple questions regarding what they have seen and heard. Information includes 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.

Go Anywhere

Cost: 5

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 Gem PPE

Cost: 5

This is the exclusive ability of being able to draw the mystical power hidden in every gem. See separate table below for details.

Natural Chameleon

Cost: 10

Using this ability the Geomancer 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 stealth skill raising it to a supernatural level and preventing any non magical detection. Lasts for ME x1 round.

Nature Heal

Cost: 5

A Geomancer may select a particular type of terrain as his specialty area for healing. Whenever in this terrain he can heal another life form at phenomenal rates. He must touch the organism for 1 minute uninterrupted to perform the following healing; Restore 1 HP per IQ, +1 per level per 10 minutes; Reduce the damage and duration of drugs, toxins and poisons by 5% per IQ, +1% per level and gives +1 to save per 3 IQ;

Negate all pain for 1 minute per IQ, +1 minute per level; or immediately bring a comatose patient up to 1 HP per IQ and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Shaman may choose a new terrain.

Nature Sense

Cost: 5

Geomancers can within a 5 metre radius per ME 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.

Spellcast

Cost: 10

The spells can only come from Elemental Earth and he must have at least IQ 15 to use this ability. He starts with one spell per IQ point over 9, and can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Geomancers can tap into the world's natural PPE at a rate of IQ + ME x2. PPE is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Botanist, Naturopath Doctor, Anthropologist, Vet, Zookeeper, Gameskeeper, Animal Breeder, Bee Keeper, Plant Breeder and Academic Researcher (specialising for instance in plants, etc).

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 enhanced 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.

Ghast

The Ghast is similar to the Ghoul, but is distinguished by its monstrously foul and supernaturally nauseating stench. A Ghast is supposedly made while someone dies during the act of cannibalism. Ghasts are aggressive carnivores and often hunt in packs, though they are quick to turn on each other when no game is readily available.

On occasion it is possible for a Ghast 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

Roll attributes as normal but MA -6, PS +3, PE +3. Hit points = PE +6, +6 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1

additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Ghasts start with the following abilities free;

Ghast Form - The character stops aging at the time of his death, and recovers 1 HPS per minute. Not truly alive Ghasts are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. Ghasts exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2.

Ghasts additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bite

Cost: 5

Can bite through most objects, even brick. Teeth do 4D6.

Hearing

Cost: 10

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% can't hear below 39 decibels. +6 Initiative, +2 dodge.

Hypnotic Suggestion

Cost: 5

Ghasts can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) by making eye

contact which they must save vs spell or be compelled to obey.

Leech

Cost: 10

By biting and holding onto a victim with his teeth a Ghast can drain 1 HP per ME +1 per level and add it to his own for 1 hour per PE.

Master Insects

Cost: 5

Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 5 metres per ME, +5 per level. The Ghast can summon 100 insects per 4 ME of choice, +100 per level. He can summon any insect within a 50 metres per ME radius, +50 metres per level.

Paralysis

Cost: 5

If struck by a ghoul's claw the victim must save versus paralyzation. This paralysis lasts for 2 +D6 rounds.

Raise Follower

Cost: 10

The character can raise and control the remains of deceased creatures within a range of 1 metre per ME. He can raise and manipulate one skeleton per 5 ME for 1 hour per ME.

Smell

Cost: 5

Can smell any blood within normal olfactory range and identify the blood type. Note this allows him to smell unexposed blood still within a person or animal.

True Sight

Cost: 5

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.

Vomit

Cost: 5

Ghasts can bring forth a greenly flow of rotting bile once per day which does D4 per round and leaves an unpleasant stench which all Ghasts can then track by smell.

Step 5: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 6: Disadvantages

Ghasts have all the following disadvantages;

Aversion to light

The Ghast is a nocturnal creature, and is repelled by sunlight and artificial light - although neither cause them any real harm. +5 points.

Fire

A Ghast can also be destroyed by a blast (caused by an explosive or heavy artillery) of sufficient intensity to render the Ghast 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 Ghast. Ghasts are highly susceptible to fire. A Ghast can be burned and subsequently destroyed by concentrated acid or electrocution as well. +10 points.

Iron

Weapons forged of iron do x2 damage. +10 points.

Smell

Ghasts are dead and they smell like it. That rotting, putrid smell. +10 points.

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

Roll attributes as normal but MA -6, PB -6, PS +2, PE +4. Hit points = PE +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Ghouls start with the following abilities free;

Ghoul Form - The character stops aging at the time of his death, and recovers 1 HPs per minute. Not truly alive Ghouls are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. Ghouls can see in the dark.

Ghouls additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

PE Bonus

Cost: 10

It only costs 1 point to buy each point of PE.

Detachable Limbs

Cost: 5

Any limb of the characters' can be detached and reattached later. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his head in his hand and peer around an area he normally couldn't reach, etc. Further if he loses his own limb he can simply attach someone else's.

HP Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

Leech

Cost: 5

By biting and holding onto a victim with his teeth a Ghoul can drain 1 HP per ME +1 per level and add it to his own for 1 hour per PE.

Paralysis

Cost: 5

If struck by a ghoul's claw the victim must save versus paralyzation. This paralysis lasts for 2 +D6 rounds.

Psychometry

Cost: 5

The Ghoul can touch an object and read the images and history of any who have previously touched it.

PS Bonus

Cost: 10

It only costs 1 point to buy each point of PS.

Talk to Corpse

Cost: 5

The Ghoul can briefly reanimate a corpse allowing it to speak aloud about what happened to it.

Strike Bonus

Cost: 10

+1 each time bought.

True Sight

Cost: 5

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.

Step 5: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 6: Disadvantages

Ghasts have all the following disadvantages;

Aversion to light

The Ghast is a nocturnal creature, and is repelled by sunlight and artificial light - although neither cause them any real harm. +5 points.

Fire

A Ghast can also be destroyed by a blast (caused by an explosive or heavy artillery) of sufficient intensity to render the Ghast 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 Ghast. Ghasts are highly susceptible to fire. A Ghast can be burned and subsequently destroyed by concentrated acid or electrocution as well. +10 points.

Iron

Weapons forged of iron do x2 damage. +10 points.

Smell

Ghoul's are dead and they smell like it. That rotting, putrid smell. +10 points.

Golem, Animated

In Jewish folklore Golems were statues endowed with life. It assumed its present connotation in the Middle ages when many legends arose of wise men who were able to bring effigies to life by means of a charm or Shem (a combination of letters forming a sacred word or one of the names of God). The Shem written on paper was placed in the Golem's mouth or affixed to its head. Its removal deanimated the Golem. In early Golem tales the Golem was usually a perfect servant, his only fault being a too literal or mechanical fulfilment of his master's orders.

The most famous Golem was created by a European Jew in order to protect his ghetto from a rampaging mob. Using Cabalistic magic he imbued a clay statue with life and a rudimentary intelligence. The creature served both as his people's champion and as a servant. Although the creature was mighty in strength, supernatural in prescience, and ever alert in following the orders of his Cabalistic creator so that he saved the Jews of Prague from many a calamity, nonetheless his creator decided to unmake him because he had grown afraid of the creature he had created.

For the Golem waxing drunk with the immense power he was wielding menaced the entire Jewish community even trying to bend the Maharal to his will, which had now turned evil and destructive. Thereupon using the secret gematria of Cabalistic formulas for the second time the Maharal returned the clay hulk of his creature to its original inanimate condition by withdrawing from its mouth the Shem, the life-creating, ineffable Name of God that he had placed there when first he made him.

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

It is assumed that the Golem is made from stone. If you wish him to be made of some other material, adjust the scores accordingly. The character's own attributes are rolled as normal with Hit Points = PE +4, +4 per level. When he transfers into the Golem he uses his own IQ, ME, PP and MA; but the Golem's PS: 6D6, PE: 50 (never tires), SPD: 2D6, SDC: PE +50, +12 per level, and AR 17. The Golem will be 7 feet tall +D12 inches.

Step 2: Skills

Determine skills as normal. Whatever skills you have will be transferred with you into the Golem. However his form makes any fine PP skills difficult, such as picking locks.

Step 3: Abilities

All Golems start with the following abilities free;

Golem Form - 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. The Golem recovers HPSat x3 the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. Golems are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature

and pain. While animated it is also immune to possession or any other forms of control whether mental or otherwise.

Golems additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. All abilities only apply while inside the Golem.

AR Bonus

Cost: 5

+1 AR.

Density Control

Cost: 5

The Golem can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.

Earth Sight

Cost: 5

By touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.

Immune to Magic

Cost: 10

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. In other words no form of healing.

Immune to Possession

Cost: 5

This prevents anyone else from taking over your golem's body and forcing you out.

Indomitable

Cost: 5

The Golem can 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).

Stone Talk

Cost: 5

The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

PS Bonus

Cost: 5

It only costs 1 point to buy each point of PS.

Strike Bonus

Cost: 10

+1 Strike

True Sight

Cost: 10

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.

Step 4: Careers

The character can take any career desired.

Step 5: 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. +5 points.
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. +5 points.
Your body may also be vulnerable to take over while your spirit is in the Golem. +5 points.

Golem, Avenging

The Avenging Golem is someone who was murdered and has somehow been resurrected in the form of a Golem usually composed of stone or earth, 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

It is assumed that the Golem is made from stone. If you wish him to be made of some other material, adjust the scores accordingly.

IQ: 3D6, ME: 3D6, PS: 6D6, PP: 3D6, PE: 50 (never tires), MA: 3D6, PB: 3d6, SPD: 2D6, SDC: PE +50, +12 per level, AR 17. The Golem will be 7 feet tall +D12 inches.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died. His form also makes any fine PP skills difficult, such as picking locks.

Step 4: Abilities

All Golems start with the following abilities free;

Golem Form - 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. The Golem recovers HPs at x3 the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. Golems are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While animated it is also immune to possession or any other forms of control whether mental or otherwise.

Golems additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

AR Bonus

Cost: 5

+1 AR. This may only be bought once.

Density Control

Cost: 5

The Golem can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level.

Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.

Earth Sight

Cost: 5

By touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.

SDC Bonus

Cost: 10

It only costs 1 point to buy each point of SDC.

Immune to Magic

Cost: 10

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. In other words no form of healing.

Indomitable

Cost: 5

The Golem can 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).

Stone Talk

Cost: 5

The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

PS Bonus

Cost: 5

It only costs 1 point to buy each point of PS.

Strike Bonus

Cost: 10

+1 Strike.

True Sight

Cost: 10

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.

Step 5: Careers

Maybe as a bodyguard. At over 7 feet tall you cant not be noticed.

Step 6: 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. +5 points.

Golem, Chinese

In the past China was torn by a series of wars. Eventually China was united by Qin Shi Huang, the first Emperor of China who using his mystical powers transformed the best of his army into beings of terracotta stone. Successive emperors continued this practice using these statues as their bodyguards. Eventually the secret of transforming soldiers to statues was lost and the existing ones fell into a form of dormancy. They were forgotten only to be rediscovered in 1974 by some local farmers in Lintong District, Xi'an, Shaanxi province, near the Mausoleum of the First Qin Emperor. They have since been relocated to the Imperial Palace and on rare occasions sent to cities in other countries as exhibitions where they are known as the Terracotta Army.

The figures vary and include 8,000 soldiers, 130 chariots with 520 horses and 150 cavalry horses, along with an undisclosed number of non-military figures such as officials, acrobats, strongmen and musicians. Weapons such as swords, spears, battle-axe, scimitars, shields, crossbows and arrowheads were found at the pits of the terracotta warriors. Some of these weapons such as the swords are still very sharp and found to be coated with chromium oxide. This layer of chromium oxide is 10–15 micrometre thick and has kept the swords rust-free and in pristine condition after 2,000 years. Chromium only came to the attention of westerners in the 18th century. Many swords contain an alloy of copper, tin and other elements including nickel, magnesium, and cobalt. A Qin crossbow arrow is estimated to have a range of 800 metres.

There are rumours that some of the statues have begun to walk again.

Step 1: Age

The character's starting age is 2000 years. Next decide where has he been in the intervening years? Was he involved in any famous historical incidents? In the present day where does the character live or is he a wanderer, moving around continuously? Or has he only just awoken?

Step 2: Attributes

The statues are made from terracotta stone.

IQ: 3D6, ME: 3D6, PS: 6D6, PP: 3D6, PE: 50 (never tires), MA: 3D6, PB: 3d6, SPD: 2D6, SDC: PE +50, +12 per level, AR 17. The Golem will be 5 feet tall +D12 inches.

Step 3: Skills

Choose skills from the ancient skills list. Then for every 100 years the character has been active select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died. If he has only just reawakened then he gains no new skills. His form also makes any fine PP skills difficult, such as picking locks.

Step 4: Abilities

All Golems start with the following abilities free;

Golem Form - 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. The Golem recovers HPs at x3 the normal rate. Armour piercing projectiles do one third damage.

Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. Golems are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While animated it is also immune to possession or any other forms of control whether mental or otherwise.

Golems additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Control Statues

Cost: 5

The character can animate and control any statue within a range of 1 metre per ME. He can raise and manipulate one per 5 ME for 1 hour per ME.

Density Control

Cost: 5

The Golem can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.

Earth Shards

Cost: 5

The character can hurl pieces of earth at nearby victims whether rocks or shards. 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.

Earth Sight

Cost: 5

By touching any stone or earth material he can see through it up to 1 inch per ME. Lack of light does not affect this

sight. This can also be used on plants, trees and anything wooden.

Indomitable

Cost: 5

The Golem can 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).

Shield of Stones

Cost: 5

This ability enchants 1 large stone per ME to take up orbit around the caster and swoop and swirl to attempt to intercept incoming physical attacks. For every pair of stones that whirl and dance around the caster the caster receives a +1 AR bonus against all physical attacks. The stones attempt to swoop and dive in front of any physical attack including those from behind and continue to offer their protection of the caster is asleep or unconscious or blinded or surprised.

Stone Wall

Cost: 10

This creates up to (1 metre per ME length x 1 metre per 2 ME of height x 1 metre per 4 ME of depth) of solid stone which blocks movement and line of sight. They need not be adjacent, but they all must be within the line of sight of the golem. Each stone lasts until the golem cancels it, can no longer see the square, or until a cumulative total of his

ME x10 SDC damage is inflicted on the wall.

Spellcast

Cost: 10

The cost is for each sphere of magic the Golem wants to learn from, however he can only cast from the Elemental spheres. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 3\ spells + 3\ per\ level$. Golems can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Stone Talk

Cost: 5

The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

True Sight

Cost: 10

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.

Step 5: Careers

Maybe as a bodyguard. At over 7 feet tall you cant not be noticed.

H.A.L.O.

Hard. Amplified. Light. Organism.

When ordinary light, whether it comes from science-fiction projectors or a magic spell, seems to have (or really does have) actual substance, it's Hard Light.

Hard light objects behave like any other object - chairs support weight, bullets kill, razors shave, and so forth. An illusory person made of Hard Light can pick up real things and interact physically with real people, even though they don't technically exist.

Step 1: Attributes

Attributes are rolled as normal but its physical attributes only apply when it is solid. Hit points = PE +12, but do not increase per level. HPs can only increase by being bought. H.A.L.O. characters earn experience points as do normal characters.

They may improve attributes, improve or buy new skills, and buy or buy off qualities as would any other character. When an AI's Mental attributes are increased it is a reflection of its increased memory and processing capacity, call it RAM, DDR or whatever you like.

Step 2: Skills

Choose skills in the normal manner but H.A.L.O.s only require one day to fully assimilate them. At the start they can choose any six skills free. With access to the internet and other computers literally any skill can be learnt, no limits.

Step 3: Abilities

H.A.L.O.s gain the following abilities free;

Hard Light Body - As a being made purely of light H.A.L.O.s are immune to aging, diseases and toxins and don't need to sleep. They are composed of digitised data allowing them to interact with objects such as machines, robots, computers and other devices such as cars, phones, refrigerators or any other object that runs on electricity.

By entering a computer or some other form of database the H.A.L.O. will instantly know everything that is stored in there. However they require some form of holographic storage device to live in. This stores all the different components that make up a human hologram, as well as the computers for running the holographic program. The device itself can be rendered into soft light so as to travel with the H.A.L.O.

In typical soft-light mode, the H.A.L.O. is merely composed of light, can pass through solid objects, and as such cannot interact with people or surroundings. However, in hard-light mode it may interact with its surroundings as if it was alive, which includes being able to eat and engage in physical contact with other people. The drawback being that it uses a lot more power than soft-light, as well as rendering the hologram capable of sensing and even feeling pain.

Although they can be crafted to be extremely resilient, hard light constructs are not indestructible. Aside from disabling them by deactivating or destroying the power source, hard light constructs can break up upon suffering heavy damage. In normal use the device will last one hour per CON of the character before requiring recharging, which can be done by touching any electrical outlet or generator.

H.A.L.O.s start with 35 points to increase attributes or buy powers with, the only thing is that each power instead of being organic is represented by a virtual reality equivalent.

Digitize

Cost: 10

The character can alter any non living object into digital form. It can then be stored on a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your world. The storage item must be touched by the character in order to digitize the object into it. Otherwise nothing happens and the object remains unaltered. The character can later release the object from the storage device. For every 1kg of weight around 100 meg of storage is required.

This can be spread out over multiple storage devices though all need to be held to release an object. The object or person will be able to fully interact with any virtual world they have been stored in, including the internet. After turning an object into information the object can then be sent through to another location. The character can alter 10kgs per ME +10kgs per level.

Disguise

Cost: 5

The character can surround a person or object the same size as him and visually alter its appearance.

Enhanced Senses

Cost: 5

The character's sight and hearing range is increased by +2 metres per PE, +1 per level.

Hard Light Shield

Cost: 10

The H.A.L.O. can form a shield or wall of hard light (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) around any object he is currently within. The field has 100 HPs per square metre.

Invisible

Cost: 5

The character can alter his aura to render him invisible to all cameras, electronic sensors, artificial optics, robots, etc. This does not affect normal sight unless the viewer is relying on an electronic means of perception.

Laser Bolt

Cost: 10

The H.A.L.O. can fire a concentrated laser beam which does D6 per 5 PE +D6 per level, over 1 metre per PE per level.

Manipulate Data

Cost: 5

By entering a computer system the H.A.L.O. can control and manipulate the binary visible computer information known as data allowing him to alter, create or even destroy information stored in computers and other electrical machines. This also includes being able to do likewise to computer programs.

See Spectrum

Cost: 5

With a range of line of sight 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.

Transmit

Cost: 5

The character can transmit anything seen through his eyes via wifi or satellite to any other receptive device such as a TV, computer, phone, etc.

Travel

Cost: 5

In soft light form the H.A.L.O. can enter any computer, laptop or phone and transmit himself into any other device linked to his current one either by satellite, cable or internet. He can do likewise with storage devices.

Step 4: Career

With the H.A.L.O.'s ability to alter his appearance and almost unlimited learning potential he could be anything he wants.

The People behind the Machine

Determine who created the H.A.L.O.;

01-20 Choose a non profit corporation. eg. Greenpeace.

21-40 Choose a private corporation. eg. Enron.

41-55 Researcher and his family who work from home.

56-70 Government department. Choose a country and agency.

71-80 Mad scientist.

81-90 Genius superhero.

91-00 Genius supervillain.

Relationship with the people; is the character still in contact with them?

01-08 Still with them and very well treated.

17-24 Still with them and dissatisfied. Treated with disdain by them but still valued.

25-32 Still with them and treated like a slave. Is constantly watched, escape will take some planning.

33-44 Group closed down or dead.

45-52 Group still exists but has moved onto other experiments or projects. The character has been forgotten.

77-84 Escaped group after a major fight and some damage to equipment. Hunted by them at Difficult level. Want him recaptured.

85-92 Escaped group after a major battle and one or more deaths. Hunted by them at Severe level. Want him recaptured.

93-00 Escaped group after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. Want him destroyed.

Hardwired

Part human, part machine. The hero began as a normal human but has had parts of his body replaced by artificial devices. This may have been done to save the hero's life after a near-fatal accident or the hero may have voluntarily undergone the operation in order to regain mobility. Deathlok, Cyborg and Robotman are examples of this.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

First determine why the character needs cybernetic reconstruction. Did he lose a limb or all his limbs to an injury or disease? Is he a permanent paraplegic or quadriplegic? Or did he need his entire body replaced, with his brain now being housed in an entirely robotic body?

All Hardwired start with the following abilities free;

Cybernetic Body - Hardwired start with 50 points to increase attributes or buy powers with, the only thing is that each power instead of being organic is represented by a mechanical equivalent. The powers should determine what parts are artificial. For Super Strength the limbs and skeleton are artificial. Super speed would come from a leg replacement. Vision powers require at least one man made eye. Since only the part of the character is alive Hardwired are immune to fatigue and disease. He is completely vulnerable to possession and

other mind attacks. Most of his parts can be detached and reattached.

Additionally Hardwired start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific device, it must be rebought for each additional equipment.

Accurate

Cost: 5

The character gains +1 Strike with a specific weapon.

Affects Intangible

Cost: 5

For a device which normally only affects the physical world. It can now be used against ethereal enemies or psionic type powers. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid otherwise will remain in current mode.

Area Effect

Cost: 5

For a weapon which normally only affects a single target. It now does damage within a radius area pf 1 metre per ME.

Bonus Damage

Cost: 10

For a device which does damage, it now does an additional +D6.

Bonus Range

Cost: 5

For a ranged weapon, +25% range increase.

Cone Effect

Cost: 10

For a ranged device, it spreads out in a fan like cone covering an area of one metre for every 20 metres of range.

Continuous Effects

Cost: 10

Once successfully hit the victim continues to be affected for an additional round. eg. if bought twice the victim takes D6 energy blast on the first hit and again in each of the next 2 rounds.

Continuous Hit

Cost: 10

For a weapon which has a ranged attack. The character needs only a successful Strike roll to hit with the device. After this he can continue to hit the same victim automatically without the need for a new roll until a successful dodge of the attack roll is made, aim is diverted, the attack is blocked, or the attacker runs out of attacks.

Delayed Effects

Cost: 5

The effects of the device can be delayed up to 1 hour.

Homing Attack

Cost: 10

For a weapon which has a ranged attack. The shot will dodge around structures and non targets on it's way to the intended target.

Invisible Effects

Cost: 10

Any one device's effects that would normally be visible aren't, making dodging it extremely difficult, -8 to dodge.

Knockback

Cost: 5

For an a weapon or if PS has been enhanced. The victim if hit is also thrown back off his feet up to 1 metre per ME.

Overhead Attack

Cost: 10

For a weapon which has a ranged attack. Instead of following a direct line to the target at the last second the shot will loop up and hit the victim from directly above.

Piercing

Cost: 10

The specified device will penetrate the first 10 SDC of armour, shields and fields doing damage to whatever is left. If no protection is left then the damage is done directly to the victim's SDC.

Precise

Cost: 5

The specified device can now be fine tuned for delicate tasks. eg. energy emission could now do a single point of damage in order to etch a surface.

Rapid Fire

Cost: 10

For a weapon which has a ranged attack. You can fire one extra shot per action each time this is bought.

Ricochet

Cost: 5

The specified weapon will bounce 1 time per 2 ME between objects without doing any damage to reach its true target. If it runs out of ricochets the attack fails.

Split Attack

Cost: 5

For a ranged weapon. The shot may now hit one extra target with the damage being split between the two. Damage is reduced accordingly for each additional target.

Split Attack II

Cost: +5

Split Attack must be bought before buying this. There is now no reduction in damage between targets, each takes it equally. However this must be bought for each extra target bought in split attack. eg. the character buys 3 targets in split attack. He must then also buy Split Attack II 3 times. If not then it will only apply to how many shots are covered, all the rest will still only do proportional damage.

Trigger

Cost: 5

One device is triggered by a specific event when not in use (eg. forcefield, even if don't see the attack coming).

Works in unsuitable environment

Cost: 5

This device will continue to work with no penalty in environments where it shouldn't. This would mainly apply to most ranged powers being used underwater.

Step 4: Careers

The character can take any career desired.

Unusual Characteristics

In this characters instance unusual characteristics would refer to highly visible cybernetic replacements which cant be easily hidden.

Colour

Roll on this table several times; once for the skin of each limb replaced, and again for any artificial eyes.

01-10	Chrome Red
11-20	Chrome Blue
21-30	Chrome Yellow
31-40	Chrome Green
41-50	Gold
51-60	Silver
61-70	Bronze
71-80	White
81-90	Black
91-00	Transparent

Artificial Eyes

What type of eyes does the character have?

01-09	Very small; -2 to hit eyes if targeted by enemies.
10-18	Small; -1 to hit eyes if targeted by enemies.
19-27	Completely normal.
28-36	Large; +10% greater sight range.
37-45	Very Large; +20% greater sight range.
46-54	Oval shape; 180 degree vision.
55-63	Glowing; +1 to intimidate others.
64-72	Reptilian; underwater nightvision equal to half normal range.
73-81	Fish; underwater nightvision identical to normal sight range.
82-90	Cat; nightvision equal to half normal range.
91-00	Insect; 360 degree vision.

Size

How big is the character?

01-08	1ft +D10 inches
09-16	2ft +D10 inches
17-24	3ft +D10 inches

25-30 4ft +D10 inches
31-44 5ft +D10 inches
45-52 6ft +D10 inches
53-60 7ft +D10 inches
61-68 8ft +D10 inches
69-76 9ft +D10 inches
77-84 10ft +D10 inches
85-92 11ft +D10 inches
93-00 12ft +D10 inches

The Organization behind the evolution

Determine who paid for the character's training;

01-20 Choose a non profit corporation. eg. Greenpeace.
21-40 Choose a private corporation. eg. Enron.
41-55 Researcher and his family who work from home.
56-70 Government department. Choose a country and agency.
71-85 Choose a superhero group.
86-00 Choose a supervillain group.

Relationship with Organization

Is the character still with his sponsor and how do they feel about each other?

01-08 Still with sponsor and very well treated. Receives favours and a high wage from them of D10 x100 dollars per week.
09-16 Still with sponsor and well treated. Receives a moderate wage from them of D6 x100 dollars per week.
17-24 Still with sponsor and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x20 dollars per week.
25-32 Still with sponsor and treated like a slave. No wage and is constantly watched. Escape will take some planning.
33-44 Sponsor closed down and dumped the character in the wild.

45-52 Sponsor still exists but has moved onto other experiments or projects. Dumped the character in the wild with all ties broken.
53-60 Left sponsor on very good terms. May receive favours and freelance work from them.
61-68 Left sponsor on good terms. May receive freelance work from them.
69-76 Left sponsor after fight and is no longer welcome.
77-84 Left sponsor after a major fight and some injuries. Hunted by them at Difficult level. Want him recaptured.
85-92 Left sponsor after a major battle and one or more deaths. Hunted by them at Severe level. Want him recaptured.
93-00 Left sponsor after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. Want him dead.

Houngan

A Houngan is a male Voodun priest, while a female priest is known 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 société. 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 société'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: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

- Knowledge Alternative Medicine
- Knowledge Artifacts
- Knowledge Demons
- Knowledge Geomancy
- Knowledge Magic
- Knowledge Undead

Step 3: Abilities

Houngans gain all the following free;

Spellcast - The first sphere the Houngan learns from is free and must be Tantric, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Tantric, Necromancy, D'arque, Common, Faerie and Dreamspeak. However all magic must be taught by a summoned Loa.

Houngan can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 5, 8, 10, 13, 16 and 20.

+1 Toxin save at levels 4, 7, 11, 14, 17 and 19. When fighting Undead (including spirits) gain +2 to Strike and AC. This increases by +1 to all bonuses listed every 3 levels. +1 Spell Bonus at levels 4, 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Houngans start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Astralwalk

Cost: 5

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.

Contact

Cost: 5

The player may have 1 contact per 5 MA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be followers of the D'arque and Loa.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Dreamwalk

Cost: 5

This Houngan 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. Additionally he can induce a nightmare so severe that victim must save vs. psi or go into a coma.

Evil Eye

Cost: 5

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 per 2 ME on all their rolls for ME x1 round.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic.

Must be rebought for each additional sphere.

Loa Endowment

Cost: 5

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 Voodoo 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..

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Save Bonus

Cost: 10

This is the cost for each additional +1 added to the character's spell save.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Psychic, Tarot Reader, Relationship Advisor, Natural Medicine Doctor, Historian, Witchdoctor and Academic Researcher (specialising for instance in Geomancy, etc).

Illusionist, Modern

This is identical to the Ancient Era class.

Immortal Pariah

The Pariah is an immortal in the sense that when he does die, he won't stay dead. He can die from any causes, from physical trauma, disease or simple aging, but will always come back. Up to a point. Due to supernatural alteration of his body he gains his immortality through the deaths of others, in effect stealing their lives. But there is only a finite amount.

Step 1: Age

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide what you have been doing. 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

Roll attributes as normal but then add +1 to PE for each life. Hit points = PE +12, +12 per level. PPE = IQ + ME, +10 for each life. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. PPE can however be permanently traded for HPs at a rate of 1 for 1. As the lives drop so does his PE and PPE.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Pariahs gain the following free;
Regenerative Body - Pariahs start with 10 +D10 lives. Every time that they are

killed, they are brought back using one of those remaining lives and have one less left. However, if the death is more vicious and destructive, it takes longer for their body to revive itself. He can gain additional lives every time he takes the life of another being. Whenever a Pariah kills a victim, he will be able to resurrect physically healed upon death and continue to do so according to the number of beings he has murdered in life. With each death caused by the user, the number of times they can resurrect increases.

Additionally Pariahs starts with 40 points to buy powers with.

Additional Beauty

Cost: 5

Gain +1 to MA for each life that have. Of course this will drop by 1 with each life lost.

Additional Cognition

Cost: 5

Gain +1 to either IQ or ME for each life that have. Of course this will drop by 1 with each life lost.

Additional PE

Cost: 5

Gain +1 to PE for each life that have. Of course this will drop by 1 with each life lost.

Additional Hearing

Cost: 5

With this the character's hearing range improves by x1 for each life he has. This will drop with each life lost.

Additional Sight

Cost: 5

With this the character's sight range improves by x1 for each life he has. This will drop with each life lost.

Additional Skills

Cost: 5

The character gains one additional skill for each life he has. This is lost when that life is lost.

Additional Speed

Cost: 5

Gain +2 to SPD for each life that have. Of course this will drop by 1 with each life lost.

Additional Strength

Cost: 5

Gain +1 to PS for each life that have. Of course this will drop by 1 with each life lost.

Metapowers

Cost: 10

This means that at least one of the victims had the metagene even if a latent one. Thus the character can spend as many of his points as he wants on powers. Once he starts losing lives at some point hes going to lose the one which had the powers and lose them too.

Spellcast

Cost: 10

This means that at least one of the victims was a mage. Choose one sphere and startss with one spell from that sphere per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. He can never learn from any other sphere unless he buys this again, meaning there was another mage victim.

Step 5: Careers

The character can take any career desired.

Step 6: Disadvantages

The character has 1 Psychological Limitation Insanity or Special Disadvantage per 100 years alive. Also alignment cannot be any Good.

Legion

This character is a special kind of mutant. He can take on the form of any hero he has personally played out on stage, television or at the cinema. Each form is only temporary but allows for a multitude of different personas and abilities.

Step 1: Attributes

Roll attributes as normal. Hit points = PE +4, +4 per level. Attributes will alter according to which template he assumes at the time.

Step 2: Skills

Choose skills in the normal manner. Additional skills will be gained according to which template he assumes at the time.

Step 3: Abilities

Just one, but he can buy it as many times as he likes. The character starts with 30 points. At a cost of 5 points each, he can buy any class from among Ancient and Modern and keep it as a template for him to use. Remember he can only assume the template of someone he has played in either a TV show, stage or cinema movie.

Background details should be created for each template's show or movie. Each template's abilities should be worked out as normal ahead of time. Each template can be activated for a maximum of one minute per PE of the character. Once activated he fully becomes that template taking on its appearance, voice, skills and abilities.

Only his mind and memories remain unchanged. Once his time runs out he must wait for one hour -1 minute per PE

(-1 per level) before he assume another template (or even the same one again).

Step 4: Careers

The character must either currently be or have been an actor. He can perform on either stage, television or movies with the latter two offering the most versatility.

Lich

A Lich sometimes spelled Liche, cognate to Dutch Lijk and German Leiche, both meaning "corpse") is a type of undead creature. Liches are cadaverous, their bodies desiccated or even completely skeletal. A Lich retains its independent thought and is as intelligent as a living human and often, far more so.

Liches convert themselves into undead creatures by means of Infernal magic, storing their souls in magical receptacles called phylacteries, leaving their bodies to die and wither. With their souls bound to material foci, they can never truly die. If its body is destroyed, a Lich can simply regenerate or find a new one. Unlike most other forms of undead creatures, the Lich retains all of the memories, personality, and abilities that it possessed in life — but it has a virtual eternity to hone its skills and inevitably becomes very powerful.

The reasons for good beings to become Liches are limited but most of them come down to unfulfilled quests in life, guardianship over ancient evil and the oversight of future generations.

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

Roll attributes as normal but then add +3 to IQ and ME, and +3D6 SDC. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Liches start with the following abilities free;

Lich Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Liches are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While not invulnerable to physical injury, Liches can suffer great damage to their bodies (including dismemberment) without being adversely affected. Edged and piercing weapons, such as swords and arrows, are mostly ineffective against Liches doing only half damage; only blunt weapons are effective at knocking the bones apart and doing full damage. Liches cannot smell, taste, or feel and thus are impervious to pain.

The aura of magical power which surrounds a Lich is so potent that any

creature of fewer than 40 SDC which sees it must save vs. spell or flee in terror for 5D4 rounds. Should the Lich elect to touch a living creature, its aura of absolute cold will inflict D10 points of damage.

Liches do not age physically and as time goes by most Liches grow more powerful. In part they simply grow wiser, learning new tactics and tricks. There are no stupid old Liches.

Additionally Liches start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bone Snap

Cost: 5

The character can touch the skin of any living organism and cause any bones just beneath to snap. This counts as a full attack.

Control Undead

Cost: 5

The character can dominate the wills and actions of any undead whether corporeal or spirit. The victim must save on their willpower to resist. The Lich can control up to 1 undead per 2 ME, +2 per level.

Create Fear

Cost: 5

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 vs Willpower 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 victim save is -1 per ME of the user, +1 every 2 levels.

Fester Wound

Cost: 5

This allows a touch by a Lich to infect a wound. The victim will be -1 on all rolls until cured.

Leech

Cost: 5

By touching a victim a Lich can drain 1 HPs per ME +1 per level and add it to his own for 1 hour per PE.

Paralysis

Cost: 10

If struck by a ghoul's claw the victim must save versus paralyzation. This paralysis lasts for 2 +D6 rounds.

Raise Follower

Cost: 5

The character can raise and control the skeletal remains of deceased creatures within a range of 1 metre per ME. He can raise and manipulate one skeleton per 3 ME for 1 hour per ME.

Spellcast

Cost: 5 each

The cost is for each sphere of magic the Lich wants to learn from, however the first sphere must be Necromancy. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 3\ spells + 3\ per\ level$. The spells can come from any school. Liches can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Talk to Corpse

Cost: 5

The character can briefly reanimate a corpse allowing it to speak aloud about what happened to it.

True Sight

Cost: 5

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.

Step 5: Careers

Possible related careers include; Private Detective, Arcane Researcher, Bodyguard, and Pathologist.

Step 6: Disadvantages

Templars, Apostulates and other holy people will recognise you for what you are. Don't expect to be welcome in a LOT of places. +20 points.

Magus, Modern

Identical to the Ancient Era class.

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. HPs are PE +8, +8 per level.

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. All the skills listed in each category are gained free; Infiltration - Bluff, Bribe, Concealment, Disguise, Gather Info and Stealth

Medic - Paramedic, Concentration, Knowledge Alternative Medicine, Knowledge Drugs, Notice and Observation

Recon - Set/Remove Traps, Alertness, Camouflage, Concealment, Gather Info and Stealth

Tech - Armourer, Technical Auto/Bike/Truck Mechanics, Engineer Electrical, Engineer Mechanical, Engineer Computer, and Engineer Weapons

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 top speed of 60kph, +5 per level.

Arc

This bestows several abilities:

- 1) Electrical Discharge; 2D6 +D6 per level, over 15 metres +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 3 metre radius. The blindness lasts for D4 rounds and causes a -6 to Strike and dodge for another D4 rounds once sight has been recovered. Those within line of sight outside of the 3 metre radius suffer -3 to Strike and AC 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 (½ damage but forces 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 HPs and an additional 5 HPs per 10 minutes. Broken bones heal x10 faster.

Mercury

The character can run at 100kph +10 per level. +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 ePPetes 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 HPs (+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 ½mtr 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 15 metres +15 per level. The victim must save vs. psi or be knocked out for 1 round per ME of the character.

Sunburst

This confers 2 abilities:

- 1) Turn hands into flamethrowers; 2D6 +D6 per level, over 9 metres +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.

Voyeur

This confers several abilities:

- 1) Heightened Hearing; of 50 metre 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, +1 dodge.

- 2) Telescopic Vision; x2 normal range, this doubles every level. +3 to Strike.
- 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: Career

Determine what organization is behind the Channel project. This is who he works for;

01-40 Create a private organization.

41-90 Government department. Choose a country and agency.

91-00 Choose a superhero group.

Step 5: Disadvantages

- 1) The character is dependant on the organization for the continued operation of his powers. If they shut down he shuts down. +20 points.
- 2) The character is watched by his organization at +20 points. No privacy whatsoever.

Mirror Master, Modern

Identical to the Ancient Era class.

Monk, Modern

A monk (from Greek: monachos, "single, solitary") is a person who practices religious asceticism, living either alone or with any number of monks, while always maintaining some degree of physical separation from those not sharing the same purpose. The concept is ancient and can be seen in many religions and in philosophy.

An unconventional warrior, hands, feet, elbows, and head serve a monk just as well as a sword or an axe, while speed and agility help monks evade their enemies' attacks. By practicing combat techniques and spending long periods in meditation, a monk learns to channel this energy, whether to empower an unarmed strike or to leap through the air as if he or she were flying. Monks always receive their training from a monastery whether it stands on a mist-shrouded mountaintop reachable only by a thousand-step climb up a staircase fraught with danger, a tiny island rendered nearly imperceptible by an ever-present fog, or within civilization, sometimes even inside a city.

The heroic monk due to his training and sense of social responsibility wanders his country fighting for justice and protecting the underdog. After each such encounter he usually moves on, both to avoid capture and prevent harm from coming to those he has helped. He is dedicated to achieving perfection in mind and spirit and body and helping those who cannot help themselves.

Step 1: Attributes

Roll attributes as normal. Then +3 ME, +4 PS, +3 PP, +4 PE, and +15 SPD. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Acrobatics
Choose one Artistry
Knowledge Herbalism
Knowledge Undead
Unarmed Combat Martial Arts
One Weapon Group Specialty (must be melee)

Step 3: Abilities

Monks gain the following free;
Chi Mastery - Monks can tap into the world's natural Chi at a rate of IQ + ME x2. Chi is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Chi per level. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Monks start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Cleansing Touch

Cost: 5

The ability to heal oneself and others by drawing on the surrounding Chi via meditative trance. He is 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 per Chi focused on it.

Disabling Touch

Cost: 5

The ability to touch and paralyze different parts of the body for D6 minutes per level. Requires 2 successful paralyzing touches on the same opponent to paralyze the entire body.

The character can also dislocate the joints of any opponent, and even break bones.

Focused Attack

Cost: 5

Every Chi spent while concentrating on the target gives either an additional +1 to Strike or +1 to damage (must decide before using it).

Immunity

Cost: 5

To any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.

Indomitable

Cost: 5

The Monk can focus his Chi into his AR at a rate of 2 Chi for every 1 AR. However this cannot rise any higher than 18 and he must be able to see the attack coming. This lasts for 1 round per ME.

Inner Strength

Cost: 5

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

Cost: 5

The Monk's hands 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

Cost: 5

He can instantly sense anybody who enters his circle of 2 metres +30 cms per level, including the invisible (even though he cant see them). +3 initiative, +2 dodge.

Parry Missile

Cost: 5

He 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

Cost: 5

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.

Serenity

Cost: 5

The Monk can calm anyone within 1 IQ per metre radius of him who is stressed, or agitated by a mental disorder or outside influence. Every Chi spent gives a +1 vs Trauma to those in the zone. In the case of outside influence it also gives +1 vs Possession per Chi.

Shadow Stealth

Cost: 5

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

Cost: 5

For every 1 Chi used can hit one additional foe in range if using a ranged weapon.

True Sight

Cost: 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, and the exact nature of the magic.

Whirlwind

Cost: 5

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: Careers

Possible related careers include; Acupuncturist, Bodyguard, Sensei at a Dojo and Guest Academic Speaker.

Mummy, Aztec

In Peru the people not only preserved their dead as mummies but spoke to them in times of need, and in some few communities they expected their dead to come back to them, to lead them again through crisis. Not unlike the Jewish golem. Some however did turn rogue and were eventually defeated by various heroes including the Lone Ranger.

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

Roll attributes as normal but MA -6, PS +2, PE +4. Hit points = PE +10, +10 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Mummies start with the following abilities free;

Mummy Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Mummies are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

Mummies additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bandage Manipulation

Cost: 5

The Mummy can manipulate his bandages as if they were an extension of his own body. He can throw strands of his wrappings out at any victim in sight up to PE x50 centimetres. Whether straight forward in wavy lines, in massive bursts, or in one continuous following strand, these things can make the life of an enemy a real pain. The PS and AR of the bandages is identical to the Mummy's (as its carrying capacity and damage it can cause). He can throw out one bandage per 5 PE, +1 per level.

Earth Shards

Cost: 10

The character can hurl pieces of earth at nearby victims whether rocks or shards. 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.

Fear

Cost: 5

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 victim save is -1 per ME of the user, +1 every 2 levels.

Leech

Cost: 10

By grabbing and holding onto a victim a Mummy can drain 1 HP per ME +1 per level and add it to his own for 1 hour per PE.

Night Sight

Cost: 5

The Mummy can see in absolute darkness.

Spellcast

Cost: 10

The cost is for each sphere of magic the Mummy wants to learn from, however he can only cast from the Elemental spheres. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Mummies can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Talk to Corpse

Cost: 5

The Ghoul can briefly reanimate a corpse allowing it to speak aloud about what happened to it.

Tomb Rot

Cost: 5

This is a powerful curse, not a natural disease. The victim upon having his bare skin touched must save vs Lethal Disease or catch the rot. The rot removes

-1 from PE and PB every minute until dead or cured. Those killed by the rot do not become Mummies, they just decay into dust. To eliminate Tomb Rot the curse must first be removed and then healing spells applied.

True Sight

Cost: 5

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.

Whirlwind

Cost: 10

The character 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.

Step 5: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 6: Disadvantages

Mummies have all the following disadvantages;

Fire

Mummies are highly susceptible to fire and take double damage from it. A Mummy can be burned and subsequently destroyed by concentrated acid or electrocution as well. +10 points.

Iron

Weapons forged of iron do x2 damage. +10 points.

Smell

Mummies are dead and they smell like it. That rotting, putrid smell. +10 points.

Mummy, Egyptian

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. They usually inhabit great tombs or temple complexes, maintaining a timeless vigil and destroying would be grave robbers. The creatures look like withered and desiccated corpses with features hidden beneath centuries old funereal wrappings. They moves with a slow, shambling gait and groan with the weight of the ages. These horrid creatures are often marked with symbols of the dire gods they serve. While other undead often stink of carrion, the herbs and powders used to create a mummy give off a sharp, pungent odour like that of a spice cabinet. Most mummies are 5 to 6 feet tall and weigh about 120 pounds.

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

Roll attributes as normal but MA -6, PS +2, PE +4. Hit points = PE +10, +10 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Mummies start with the following abilities free;

Mummy Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Mummies are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

Mummies additionally start with 40 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Aerial Manipulation

Cost: 10

This unique undead ability allows the Mummy to control the winds. 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; he can change the wind's direction and even increase its speed or stop it altogether within a ME x5 metre radius (+5 metres per level). A wind rush can have a speed of up to ME x6kph, and is able to knock people and objects over. One final side effect is he can 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.

Bandage Manipulation

Cost: 5

The Mummy can manipulate his bandages as if they were an extension of his own body. He can throw strands of his wrappings out at any victim in sight up to PE x50 centimetres. Whether straight forward in wavy lines, in massive bursts, or in one continuous following strand, these things can make the life of an enemy a real pain. The PS and AR of the bandages is identical to the Mummy's (as its carrying capacity and damage it can cause). He can throw out one bandage per 5 PE, +1 per level.

PE Bonus

Cost: 10

It only costs 1 point to buy each point of PE.

Earth Manipulation

Cost: 10

The Mummy can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total SDC, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height.

SDC Bonus

Cost: 10

It only costs 1 point to buy each point of SDC.

Master Insects

Cost: 5

Insects will obey simple telepathic commands. The telepathy works within

line of sight or a radius of 5 metres per ME, +5 per level. The Mummy can summon 100 insects per 4 ME of choice, +100 per level. He can summon any insect within a 50 metres per ME radius, +50 metres per level.

PS Bonus

Cost: 10

It only costs 1 point to buy each point of PS.

Strike Bonus

Cost: 10

+1 Strike

Tomb Rot

Cost: 5

This is a powerful curse, not a natural disease. The victim upon having his bare skin touched must save vs Lethal Disease or catch the rot. The rot removes -1 from PE and PB every minute until dead or cured. Those killed by the rot do not become Mummies, they just decay into dust. To eliminate Tomb Rot the curse must first be removed and then healing spells applied.

True Sight

Cost: 5

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.

Step 5: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 6: Disadvantages

Mummies have all the following disadvantages;

Fire

Mummies are highly susceptible to fire and take double damage from it. A Mummy can be burned and subsequently destroyed by concentrated acid or electrocution as well. +10 points.

Iron

Weapons forged of iron do x2 damage. +10 points.

Smell

Mummies are dead and they smell like it. That rotting, putrid smell. +10 points.

Mutamancer, Modern

Identical to the Ancient Era class.

Mutant

Mutants are men and women whose normal, human, physiology has been changed/alterd through some sort of mutation. The source of the mutation can be genetic or induced via chemicals, radiation or a combination of the three.

All mutants are the product of some sort of physical change that has provided them with super human power(s). Whatever the cause, their physical and genetic structure is permanently altered. This means mutants are no longer "human" in the conventional sense.

This holds true even if the character was once an ordinary, normal human being before the mutation occurred. In many cases the powers, physiology and cause of mutation defy known science.

Step 1: Attributes

Roll attributes as normal and gain +1 in one attribute of choice. Hit points = PE +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Mutants start with the following abilities free;

Mutation - The Mutant starts with 50 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points. Additionally Mutants start with 35 Points to spend on any of the Super Advantages table at the end. As they earn more experience they may buy or rebuy more abilities.

Step 4: Careers

The character can take any career desired.

Mutant Deuce

This Mutant starts with only 25 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points but they may not be used with powers. Additionally he starts with 17 Points to spend on any of the Super Advantages table at the end. As they earn more experience they may buy or rebuy more abilities. His mutation is much weaker.

Mutant, Legacy

This character is a latent Mutant who has gained powers by having them passed on to him by another. This means his powers may not be chosen and will be identical to whatever powers the other person had.

Everything else is identical to Mutant. The player must also decide if the legacy was acquired voluntarily (passed on by the previous owner) or accidentally (the power sought the character).

The former means the character can give up on the abilities, transferring them to someone else. In the latter case, the character may have this option, but usually such legacies only leave a host after a certain condition is met, such as defeat, death, etc.

Mystic, Modern

Identical to the Ancient Era class.

Mystic Gunslinger

Mystic Gunslingers are a bold and mysterious lot. While many treat the secrets of black powder with the same care and reverence that a wizard typically reserves for his spellbook, most gunslingers know that enchanted firearms are a secret that cannot remain concealed forever. Mystic Gunslingers have been bred for their role over the course of many generations. Your average Gunslinger is faster, more agile, and more durable than most other humans in addition to having heightened powers of perception - especially spatial awareness. Their training methods emphasize accentuating these qualities further in addition to developing skills with a wide variety of weapons both archaic and modern.

Mystic Gunslingers are part of a secret knightly order known as Order of the Blessed Light. Politically organized along the lines of a feudal society, it shares technological and social characteristics with the American Old West but is also magical. Sometimes teaming up with Templars or other supernatural hunters but usually operating on their own, ridding the world of inhuman scum.

Step 1: Attributes

Roll attributes as normal. Then +2 PP.
Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Ride Land Animal (maybe changed to Air or Sea instead depending on the campaign)
Rope Use
Weapon Group Pistol
Weapon Group Rifle
2 Weapon Specializations

Step 3: Abilities

Gunslingers start with the following;
Gun Artifact - Start with 30 points to use on the Artifact Creation table below.

Gunslingers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Charge Bullets

Cost: 5

The character can touch any ammunition 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 centimetres +10 per round, +10 per level) and the greater the range (initially x2, +1 metre per round +1 per level).

Continued Hit

Cost: 5

With this ability once the character has successfully hit his intended target once with his weapon, he can hit it one more time without having to make a Strike roll. Its an automatic hit. And if the first hit was a critical then the next one will be too. Each time this ability is taken he can automatically hit the same target one more time.

D Store Weapons

Cost: 5

The character has the ability to place any object belonging to him 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.

Dead Eye

Cost: 5

This confers several abilities. First there is no penalty for shooting at or from moving mounts or vehicles. Second the normal penalty for a small target doesn't apply, tiny targets are only -2, large are +5 and giant are +8. Finally he can roll on the ground or somersault and come up shooting with no penalty.

Psi Lasso

Cost: 5

The Gunslinger can create a psionic lasso which he can use to entangle an object. In the case of living targets it can be either the entire body or just one limb, possibly pinning both arms to the body. His lasso can reach up to 1 metre per 3 ME +1 metre per level.

Spellcast

Cost: 10

Combat magic only. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. Gunslingers can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Steed

Cost: 10

The Gunslinger may summon and permanently psionically link with a steed of the character's choice, traditionally it is a horse but other riding animals are possible depending on the setting. The two are always in constant telepathic contact and the steed will obey all his commands. The GM will need to work out stats for the steed.

Teleport weapon to hand

Cost: 5

He can teleport any weapon which belongs to him straight into his hands or back into his holsters. He must have had the weapon for at least 1 week -1 day per 3 WIS for it to be counted as his.

Trick Shot

Cost: 5

This confers several abilities. First the Gunslinger can fire any two-handed weapon one handed. Second he can shoot over his shoulder by looking at any reflective surface. Third he can shoot accurately while standing on his head or hanging upside down with no penalties. Finally he can fire ricochet shots using any projectile ammunition off of one surface and angle the shot in such a way that it ricochets off and hits a second target (inflicts only one quarter 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.

Unique Artifact

Cost: 10

For each additional Artifact. Use the table below.

Step 4: Career

Possible related careers include; bodyguard, bounty hunter, police officer, and soldier.

Unique Artifact Creation Table

Roll or choose in each of the sections.

Step 1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 pistols, a hat and a knife.

01-05	Amulet
06-10	Belt
11-15	Boots
16-20	Earring
21-25	Hat
26-30	Holsters
31-40	Knife
41-45	Necklace
46-50	Poncho or other garment
51-55	Ring
56-60	Saddle
61-70	Automatic Pistol
71-84	Revolver
85-94	Rifle
95-96	Other Weapon
97-98	Other Jewellery
99-00	Other Object (eg. clock, skull, etc)

Step 2: 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.

01-15	Artifact created by accident
16-30	Artifact belonged to a now departed or dead entity
31-44	Artifact created to perform specific task or defeat specific foe

- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

Step 3: Abilities

All Artifacts - Are indestructible by conventional means. Give its owner +1 Strike and AC when using it. Affects all Infinite and supernatural beings. 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. Each Artifact will have a certain amount of powers which can be bought using those 30 points the character has. 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. The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

Mystical Composite, Titan

In Greek mythology the Titans were a primeval race of powerful deities, descendants of Gaia and Ouranos that ruled during the legendary Golden Age. They were immortal beings of incredible strength and stamina and were also the first pantheon of Greek gods and goddesses. The Titans consisted of Oceanus, Hyperion, Coeus, Cronus, Crius, Iapetus, Mnemosyne, Tethys, Theia, Phoebe, Rhea, Themis, Eos, Helios, Selene, Leto, Asteria, Atlas, Prometheus, Epimetheus, Menoetius, Metis, Pallas, Astraeus, and Perses. The Titans were overthrown by their children the Olympians, in the Titanomachy War of the Titans.

More recently a patron entity has been gathering the remains of the Titans to graft onto people. Although dead the Titans' limbs still retain a part of their former power.

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

Roll attributes as normal but HPs are PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

Composites gain the following free; **Altered Body** - The character starts with 30 Points which are spent on any of the abilities made available by the limb grafted onto him by his patron, as detailed in the separate table below. As he earns more experience he may buy or rebuy more abilities. Regardless of which patron is picked all powers 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.

Additionally Composites starts with 40 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Step 5: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Step 6: Disadvantages

You are Watched at +20 points by your patron deity. At some point he or she might require you to perform some act on their behalf, and you'd better not disobey. +20 points.

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. +10 points.

Available Titans

Listed below are the Titans' limbs which are available and the powers they confer. Feel free to add your own.

Asteria

Left Arm: The character can use gravitational power to crush his opponent. He can increase or decrease the gravity in an area of 1 metre radius per 2 ME +1 metre per level, anywhere within his line of sight. He can manipulate the gravity by a factor of -5% or +5% per ME, +10% per level. Those affected by extra gravity will be -1 on all rolls per 10% increase.

Right Arm: The character can surround himself with a field of gravity. While not adding any HPs it will draw straight to the ground any kinetic attacks, preventing him from being hit. It has no effect on other attacks such as lasers or mental.

Left Ear: The character can affect normal shadows, shifting their location and size. He can form them into two-dimensional images that can do D6 damage per 2 ME to real targets, +D6 per level. The character can also see through these shadow constructs eyes, but they must remain within a range of ME x1 metre. He can create one shadow construct per 2 ME, +1 per level

Right Ear: The character can absorb all shadows within a 1 ME per metre radius into himself for 1 minute per ME.

Left Eye: The character has nightvision equal to his normal vision.

Right Eye: The character has the ability to send out a wave of psionic force that fires all the brain's synapses at once and short circuits the consciousness of the target. The target may make a Willpower roll to resist the effect. If the target fails this roll, they are stunned for D10 rounds. However even if they succeed at this roll they are still at a -1 on all actions for the next D4 rounds. The character can affect one person per 3 WIS within sight or everyone (including allies) within a 1 metre per 2 ME radius.

Left Leg: The character can transport himself between shadows by stepping into the Shadowscape realm and then exiting again. While in the Shadowscape he can look through each shadow portal to see where it leads to. However he can only teleport between actual shadows and not total darkness.

Right Leg: The character can transform all or part of his 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. 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% Stealth, but his speed is limited to half. The character

can take himself and up to 100lbs of matter into the 2-D realm.

Atlas

Left or Right Arm: This character raises the PS of either his left or right arm to 26. He may now continue to buy PS past this point.

Left Ear: This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.

Right Ear: The character can 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).

Left Eye: The character can shield himself from 1 person per 5 ME, +1 person per level against any psionic attack or intrusion.

Right Eye: The character can see through any stone or earth material he touches up to 1 inch per ME. Lack of light does not affect this sight.

Left Leg: The character can leap at triple his normal range.

Right Leg: The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal,

or any form of time displacement. Further even if history changes he will remember both versions and cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all his experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Cronus

Left Arm: The character can touch the ethereal and intangible. Further he can pull any he grabs back into our world making them solid.

Right Arm: The character can reach through dimensions and pull items back into ours. But he can only reach into an area identical to where he is standing.

Left Ear: The character can hear through dimensions, but he can only tune into an area identical to where he is standing.

Right Ear: The character can listen to any conversations that happened where he is standing. His time range is 1 year per WIS.

Left Eye: The hero can see overlapping dimensions beyond our plane of existence. He can look into different realities one at a time sequentially, but he can only see into the area identical to where he is standing.

Right Eye: The hero can see into different time zones both the future and the past. He can look into different years one at a time sequentially, but he can only see into the area identical to where he is standing.

Left Leg: At any point the character can step back through time and repeat an event. He remembers what happened the 'first time', but noone else does. However each event can only be repeated once. He can rewind up to one minute per ME, +1 minute per level.

Right Leg: The character can step between dimensions. 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. He can affect himself or anyone within sight plus 20kgs per ME, +10kgs per level.

Eurynome

Left Arm: The character can totemically draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within his line of sight or a 1 metre radius per IQ, +2 metres per level. Can copy the abilities of 1 different animal per 5 IQ 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.

Right Arm: The character can fire shards of wood from his arm which do D4 damage each with an effective range of 3 metres +1 metre per level. Once per hour (plus once more per level) he can shoot D4 splinters per PE (plus half this per level).

Left Ear: The character can command animals to obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.

Right Ear: The character can command insects to obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level.

Left Eye: The character can command plants to obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out.

Right Eye: The character can totemically draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within his line of sight or a 1 metre radius per IQ, +2 metres per level. Can copy the abilities of 1 different insect per 5 IQ at the same time, +1 insect per level. If there are more different insects present than can copy then may choose which abilities he copies.

Left Leg: The character can take on the genetic structure and general abilities of a plant. He breathes through his entire body and is nearly impossible to smother. He heals x2 faster 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 12. +10 HPs per IQ. 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.

Right Leg: The character raise a wall of plants out of the ground with very tough, pliable, tangled brush bearing needle-sharp thorn tips as long as a human's finger. The size can be up to (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. Does D4 damage per 4 ME for every 30 centimetres the victim walks through.

Hyperion

Left Arm: 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.

Right Arm: The character can change the nature of normal weapons into flaming ones. This may be either melee weapons or batches of missile weapons (arrows, bullets, bolts) which are within his line of sight. The flaming characteristic of a weapon does not appear until he concentrates on it, and then lasts until the first time it hits something or can no longer see it. 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.

Left Ear: The character can use an existing flame source to spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Right Ear: The character can cause any 1 object per round within his line of sight which is combustible to ignite 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.

Left Eye: The character 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.

Right Eye: The character can manipulate any flames within his line of sight of up to a 27 metre radius +2 metres per level. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 ME +4.5 metres per level doing 3D6, +D6 per level. If there is an existing flame source within his line of sight he can create a 1 metre per 2 ME +1 metre per level radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.

Left Leg: The character can emit extreme amounts of light from his leg. Once per melee he 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. He can shed a lesser amount of light that can be used to see by all in a 15 metre 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.

Right Leg: The character can fly by riding a planet's thermal currents (if it has any). Speed is ME x10kph, +10kph per level with a maximum ceiling height of 100 metres per ME. 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 reduced accordingly in colder climates, as determined by the GM.

Lalentos

Left Arm: The character can surround himself or any within his line of sight with a pocket of air of up to ME x10 centimetres radius (+30 centimetres per level) and an SPD equal to ME (+1 per level). Air supply lasts 1 minute per ME, +1 per level. This can also act to purify air, removing 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.

Right Arm: The character can fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks 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 ME.

Left Ear: The character can change the wind's direction and even increase its speed or stop it altogether 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. Using this he can ride the wind at ME x2kph (+2kph per level), lifting himself and an extra ME x5kgs, +5kgs per level. One final side effect is he can 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.

Right Ear: The character can mentally control birds making them obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level.

Left Eye: The character'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. +3 to Strike with modern weapons, add +5 to Strike with thrown objects.

Right Eye: The character can 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. In this form he has no SDC, and gives no heat signature. He can move through the

tinest crack or space, and is immune to all gases. He can move at SPD x3kph, rotate at SPD x5kph and spread out over an area of IQ x2 metre radius.

Left Leg: The character 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.

Right Leg: 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.

Mnemosyne

Left Arm: The character can project an invisible expanded force of Ectoplasm or Spirit Energy. He can then manipulate and shape this spirit matter called Ectoplasm to perform a variety of stunts. Ectoplasm has two forms: an invisible vapour and a luminous, solid state. The vapour is a sort of floating, probing

finger that can snuff out candles, open doors, knock over or pick up objects tap somebody on the shoulder, rustle leaves and knock on a door. The ectoplasmic vapour can be seen only by its creator, psychics and supernatural beings who can see the invisible, or with infrared optic systems.

Right Arm: The character can alter his face shape, voice, hairline, eye colour, hair length and skin colour pigmentation, 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.

Left Ear: The character can control existing radiowaves, whether AM, FM, or microwaves. The character can increase or decrease the radiowaves' intensity in order to alter the frequency and direction of such waves and garble transmissions. It can also disrupt microwave attacks rendering them useless. The character can create complex signals that simulate an actual broadcast. These can include; voice-only, musical or multi-voice, still pictures, single figures with a blank background or a simple cartoon, single figures with a complex background (think of an evening news broadcast), etc. Range is ME x2 metres.

Right Ear: The character can listen in to any radiowaves within a range of 10 metres radius per ME.

Left Eye: The character can see someone's aura, sometimes thought of as the soul. This allows him to tell their power level, state of health, current emotional state, etc.

Right Eye: 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Left Leg: By touching an object the character can teleport himself to the other side of it. The object can be no larger than 1 metre per ME. The character can move himself or anyone he touches plus 30kgs per ME, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies.

Right Leg: The character can neutralize any spells and magical abilities. He can affect one person per 3 ME, +1 per level.

Oceanus

Left Arm: The character can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per ME, +3 metres per level within line of sight while concentrate. The size of the wave can be up to ME x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 ME, +2 metres per level until his concentration is broken.

Right Arm: The character can form a shield or wall of electricity (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres 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.

Left Ear: The character can sense objects in total darkness including shape, distance, direction and speed while in a liquid environment. It has a radius of 10 metres per ME, +30 metres per level radius. +4 Initiative, +2 dodge, +3 Strike and +1 Attack.

Right Ear: talk to sea animals The character can control sea animals through simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level.

Left Eye: The character can transform all or part of his body 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. He radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical.

Right Eye: 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. He can also 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.

Left Leg: The character has gills which allow him to breathe underwater as naturally as above water. 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 HPs per PE, and +1 PS per 10 HPs (the bonuses still apply above water). His swim rate is SPD x4.

Right Leg: The character can walk on water.

Pallas

Left Arm: 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 hit 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 missed they all disappear.

Right Arm: The character can parry anything he can see coming towards him with no damage to his arm. He can parry 1 attack per melee per ME.

Left Ear: 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.

Right Ear: The character gains an sense of imminent danger with a warning time of 1 minute per 5 ME, +1 minute per level. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 ME, and +1 every 2 levels.

Left Eye: The character can fire a laser bolt which does D6 per 5 ME +D6 per level, over 1 metre per ME per level.

Right Eye: The character can 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 character 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.

Left Leg: The character can dodge anything he can see coming towards him with no damage to his arm. He can dodge 1 attack per melee per ME.

Right Leg: The character vibrates so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Strike to hit the character. He can affect himself + an additional 3kgs per ME +3kgs per level.

Phoebe

Left Arm: The character can reach into dreams and temporarily pull objects out. They will remain solid in our realm for 1 minute per ME before vanishing.

Right Arm: The character can manipulate a swirling mass of air currents (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The field adds -10 to the casters 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 PPE, and people must make a strength roll to force their way through the vortex to grab the caster.

Left Ear: The character 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. In this case he can hear distant sounds and voices despite any intervening distance or barriers.

Right Ear: The character can hear and understand all forms of spiritual undead.

Left Eye: 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. The character can see distant sights without directly seeing it with his eyes. The character receives a visual simulation of what he would see if he were actually present at the scene.

Right Eye: The character has 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.

Left Leg: The character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. 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.

Right Leg: The character can shift his entire body into the astral plane.

Prometheus

Left Arm: The character can throw fireballs over his normal distance x2. They do D8 per 5 ME +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight.

Right Arm: The character can create a desired object from virtually nothing. The artifact can be of any substance, and is limited to being composed of a single piece. Although the power can create facsimiles of more complex construction, close examination reveals that all the smaller pieces are fused together. However, the character can create complex items by forming them one piece at a time. The Objects disintegrate after being separated from the host for ME x1 round.

Each Object damage is weapon specific. The character can create in one turn a number of kilograms equal to his ME. The character must have detailed knowledge of the design of whatever he wants to create. He can only store a finite number of designs in his mind at any one time. This is equal to IQ x1. The player must keep a record of which items the character knows how to create. The list can be changed at any time. If no memory slots are available, the new design replaces an old one.

Left Ear: The character has the ability to rapidly learn any language if sufficient material is available for him to work with. Once the language is mastered the character is fluent in that language, provided he is physically capable of communicating in it. The number of languages a character is currently fluent in is limited to his level + IQ. When a character exceeds that limit he begins to forget a previously mastered language.

This will usually be some obscure tongue the character has had little use for. The speed with which a character can learn a new language is determined by its strangeness and what source materials are available. He can read, write, speak and understand any language at his base IQ score after 1 day (-1 hour per IQ of listening, studying and practicing it.

Right Ear: The character gains a +5 bonus to his Will.

Left Eye: This character is of gifted intelligence. His hyper-analytical mind can evaluate the most likely course of actions for people, phenomena and events around him. He can analyse a combat or crisis situation instantly and devise the best possible course of action thus allowing the character to maximize his efficiency and act as quickly and decisively as possible. +1 on all combat rolls including initiative. Mathematical equations are a breeze, and he can solve virtually any problem in his head in a matter of seconds. Memories are permanent and can be recalled with crystal clarity at any time.

Right Eye: The character can fire 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.

Left Leg: The character can transport himself between fires by manipulating the one in front of him to link with another one. Once he has a location in sight he can then walk through the fire unharmed to the destination on the other side. Can also bring other people and objects through by holding them. For example using a campfire to teleport to a bonfire in France. No fire renders power unusable. The fire he links to must be within line of sight, a place well known to the person or a location which he has an image of.

Right Leg: The character's body contains a copy of one of his vital organs. This makes him hardier and tougher in general but most importantly it makes him significantly harder to kill. Being shot through the heart is much less traumatic for a hero when he's got a second heart on the other side of his chest to take over and keep the blood pumping.

Tephys

Left Arm: The character can 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 shot to an open mouth can drown a victim.

Right Arm: With the right arm the character can draw condensation and form a shield or wall of water (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30

centimetres 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.

Left Ear: The character can alter the weather in various ways. He can primarily make the sky overcast although it remains the GM's decision how far away the clouds he needs to summon are. Once in position he can bump the clouds together to create loud thunderclaps which will startle most people and usually cause animals to flee. He 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).

Right Ear: The character 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 his total SDC, and its stretching ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.

Left Eye: The character can fire a chilling bolt of cold 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 HPs 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.

Right Eye: The character can 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.

Left Leg: The character can transport himself between water surfaces by manipulating the one in front of him to link with another one. Once he has a location in sight he can then walk through the water to the destination on the other side. Can also bring other people and objects through by holding them. For example using an ocean to teleport to a lake in England. No water sources renders power unusable. The body of water he links to must be within line of sight, a place well known to the person or a location which he has an image of.

Right Leg: The character can form a wall or shield of ice (10 centimetres per ME thick, +30 centimetres per level) x (30 centimetres per ME tall, 30 centimetres per level) x (15 centimetres per ME radius, 30 centimetres per level) anywhere within 2 metres per ME, +3 metres per level. The field has 100 SDC per square metre.

The Patron's Section

This is the section for creating the patron's back story for your character.

Step 1: Patron's Origin

Where does your patron come from? Use the Pantheon Netbook to properly choose one or create your own.

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: Patron's Motivation

Why did they do it?

01-20 Completely unknown, maybe they were bored. They are never seen again.

21-40 The patron is 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 The patron is 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 The patron is 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 The patron is 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 The patron is malevolent and part of the invading force. The character was altered to help them take over. To that end they have included a mystical implant to control him. He must obey all commands given by his patron. 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.

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: Attributes

As a side effect of the implants the body becomes tougher. Gain +2 to PS, PP and PE. +4 to SPD and 50 SDC.

Step 2: Skills

Select skills as normal.

Step 3: Abilities

The character gains the following free;
Nanite Factory - This small facility includes the nanocomputer which coordinates all the nanites and constantly produces new nanites to replace any lost. The nanites are composed of a propulsion engine, a communication receiver, a cell membrane sensor and manipulator, a forward motion sensor,

logic circuits arranged and an emergency dissolve system.

The character gains 50 points to spend on any of the abilities below.

Adrenalin Booster

Cost: 5

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 1 round per PE. The booster cannot be activated again for an amount of minutes equal to how many rounds it was used.

Anti-Ageing Implant

Cost: 10

The Nanites 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 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. 10 points for +25% years, 20 points for +50% years, and 30 points for +75% years

Autonomous System Control

Cost: 5

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

Cost: 10

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 increased 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 of D4+2.

Computer Virus

Cost: 5

The user can release nanites through the skin that can damage computer systems. The nanites can either affect the CPU, degrading its quality or they can affect data stores and thus damage either active or passive programs.

Emergency System

Cost: 10

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. The recipient heals twice as fast as normal.

Enhanced Antibodies

Cost: 10

These are simply tailored antibodies designed to fight off the most powerful viruses. They grant a bonus to all checks against illnesses and poisons of +5.

Fingerprint Duplicator

Cost: 5

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 of the fingerprint acquired.

Grafted Muscle

Cost: 10

This process grafts vat grown muscle onto your existing muscle. The result is an increase in strength (+4 PS) and toughness (+20 SDC).

Lung Augmentation

Cost: 5

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, including fully functioning gills. 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.

Navigation Enhancement

Cost: 5

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 +5). 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

Cost: 20

This involves messing with the human nervous system. 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. +20 SPD

- 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. +4 PP, +4 Initiative

- 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). +4 PE.

Photographic Memory

Cost: 5

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 makes an IQ check.

Sense Enhancer Hearing

Cost: 5

The user has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.

Sense Enhancer Visual

Cost: 5

The user can trigger a magnification effect of double normal and overlap it with night and infravision. This also gives bonuses to all skills of +1 where visual acuity plays an important role, also negating penalties for darkness and distance. The nanites also provide a bonus of +1 on the usage of ranged weapons as they can also regulate the movement of the arms making them hold still.

Sense Enhancer Olfactory

Cost: 5

Nanites allow for a much more accurate analysis of the air around the user magnifying his smell by x10 each time

bought, and granting a bonus of +1 to all skill checks that involve smelling.

Skinweave

Cost: 5

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 the skin's AR is increased by 1. +1 each time rebought.

Synaptic Accelerator

Cost: 5

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. +5 to initiative and an extra attack.

Translator

Cost: 5

Visual and auditory data is fed directly to the nanocomputer by the nanites and the modern translation software then translates spoken or written language and via the nanites the user can speak and write in alien language without really knowing it, the computer takes that part over. It includes active analysis software that can try to understand new languages. The GM can always rule the certain languages cannot be learned that way.

Uplink

Cost: 5

This allows the character to link with any machine whether electrical or mechanical and instantly be able to control it. He can also directly interface with computers by touch or within a 1 metre radius (they will respond to any

command). 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 be able to see the internet as if it were on a computer screen.

Step 4: Career

If no longer with the original company then the character may be a mercenary, in the military or some form of law enforcement.

The Funding organization

Determine who paid for the character's augmentation;

01-40 Choose a private corporation. eg. Enron.

41-90 Government department. Choose a country and agency.

91-00 Choose a supervillain group. Allies or enemies?

Is the character still with his sponsor and how do they feel about each other?

01-08 Still with the organization and very well treated. Receives favours and a high wage from them of D10 x100 dollars per week.

09-16 Still with the organization and well treated. Receives a moderate wage from them of D6 x100 dollars per week.

17-24 Still with the organization and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x20 dollars per week.

25-32 Still with the organization and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 organization closed down.

45-52 organization still exists but has moved onto other experiments or projects. Not interested in the character.

53-60 Left the organization on very good terms. May receive favours and freelance work from them.

61-68 Left the organization on good terms. May receive freelance work from them.

69-76 Left the organization after a fight and is no longer welcome.

77-84 Left the organization after a major fight and some injuries. Hunted by them at Difficult level. They want him recaptured.

85-92 Left the organization after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.

93-00 Left organization after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organization has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

Necromancer, Modern

Identical to the Ancient Era class.

Ninja, Modern

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. The word itself derives from the Japanese Shinobi-no-mono, which is written with two kanji characters that can also be pronounced as nin-sha, if the Chinese pronunciation is used instead.

The first character, nin, suggests concealment, while the second, sha, means person. Ninja: a person who hides his presence. In Japanese, the word is applied to a person who does covert, military operations. When speaking of the Ninja, then, we also imply that they are a secret organization, fraternity, or clan, whose skills and knowledge have been passed down in secrecy from generation to generation.

Ninjas were employed as infiltrators, scouts and assassins. While they were extremely successful at the first 2, when it came to assassination they weren't. In fact, nowhere has there been a single documented successful assassination carried out by a ninja. They were feared throughout Japan for the possibility, but it seems that possibility never became reality.

One tactic was to lie down on a battlefield, and when your mark rode through, looking at all the dead bodies, the ninja would suddenly spring up and attack. Most ninja assassins were hired by rival daimyos to kill their opponents, without much success.

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

Roll attributes as normal. Then +3 ME, +2 PS, +3 PP, +4 PE, and +20 SPD. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics

Climb

Knowledge First Aid

Reflex Mastery

Stealth

Unarmed Combat Martial Arts

Step 3: Abilities

Ninjas gain the following free;

Chi Mastery - Characters can tap into the world's natural Chi at a rate of IQ + ME x2. Chi is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Chi per level.

The character starts with 40 Points to spend on any of the following abilities. As he earns more experience he may buy or rebuy more abilities.

Cleansing Spirit

Cost: 5

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 per Chi focused on it.

Disabling Touch

Cost: 5

The ability to touch and paralyze different parts of the body for D6 minutes per level. Requires 2 successful paralyzing touches on the same opponent to paralyze the entire body. The character can also dislocate the joints of any opponent, and even break bones.

Feather Fall

Cost: 5

Can fall great distances and land properly into a cross legged stance. Can fall 1 metre per Chi expended and take no damage.

Feign Death

Cost: 5

The character can enter a death like state for one minute per ME.

Focused Attack

Cost: 5

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

Cost: 5

Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate PP rolls.

Grab Missile

Cost: 5

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.

Inner Strength

Cost: 5

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.

Leap

Cost: 5

+1 metre per Chi expended.

One With The Universe

Cost: 5

Instantly sense anybody who enters his circle of 2 metres +30cms per level, including the invisible (even though he cant see them). +3 initiative, +2 dodge.

Parry Missile

Cost: 5

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

Cost: 5

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.

Run on wall

Cost: 5

The character can climb and run along any wall at 1 SPD per Chi.

Shadow Stealth

Cost: 5

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

Cost: 5

For every 1 Chi used can hit one additional foe in range if using a ranged weapon.

Whirlwind

Cost: 5

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: Career

Possible careers include; Dojo Master, Bodyguard, Stunt man, Police Officer, FBI, CIA, Thief and Mercenary.

Occult Detective

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 Occult Detective 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. Yes, I know this character isn't supernatural himself but he does deal with it so this was the best place to include him.

Step 1: Attributes

Roll attributes as normal. Then +1 IQ and ME. Hit points = PE +4, +4 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Investigate
Knowledge Demons
Knowledge Geomancy
Knowledge Monsters
Knowledge Mythology
Knowledge Undead

Step 3: Abilities

Detectives start with the following free;
Sense Supernatural - The character gets a tingling feeling whenever a supernatural being or entity enters his line of sight. This includes races like the Fey and any mystical character classes, even spellcasters. However he wont

know exactly what type of supernatural they are.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various agencies dedicated to the supernatural and possibly even some Fey. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Immune to Afflictions

Cost: 10

The character has antibodies which prevent supernatural afflictions of any type from working on him. This includes lycanthropy, vampirism, diseases, zombiesm or any other form of mystical transformation.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work on a Dead Zones. This however is totally separate to any Trauma saving throws from seeing something repulsive.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation, even by the supernatural.

San Bonus

Cost: 5

+1 to Sanity rolls.

Sense PPE

Cost: 5

The character can sense any PPE and spells being cast if within 1 metre per ME radius of him.

Sense Spirit

Cost: 5

The character can see and hear spirits even if they are invisible.

Spellcast

Cost: 10

The cost is for learning from each sphere of magic. However he must actually begin employing magic before his PPE can increase. 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 he can learn any spell from any school. Detectives can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Wealthy

Cost: 5

The character always has at least $D10 \times \$10,000$ available in his account. This increases by +D10 each time rebought.

Will Bonus

Cost: 5

+1 to Willpower rolls

Step 4: Career

Possible related careers include;

Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher.

Paradox Lord

This is yet another variant form of Mutant, one who is a master of the art of manipulation of time around himself. They can borrow abilities from past ancestors and future descendants to enhance their own.

Step 1: Attributes

Roll up attributes as normal. Hit points = PE +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

Lords start with the following ability free;

Ancestor Skill - At any time the character can borrow from one of his past ancestors any skill that may have existed in his time. The skill roll will be equal to his ancestor's ability.

The character gains 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Ancestor Agility

Cost: 5

At any time the character can borrow from one of his past ancestors +1 Initiative, and +1 additional Action. This increases by +1 each time rebought.

Ancestor CON

Cost: 5

At any time the character can borrow from one of his past ancestors +1 PE. This increases by +1 each time rebought.

Ancestor PP

Cost: 5

At any time the character can borrow from one of his past ancestors +1 PP. This increases by +1 each time rebought.

Ancestor SDC

Cost: 5

At any time the character can borrow from one of his past ancestors +5 SDC. This increases by +5 each time rebought.

Ancestor SPD

Cost: 5

At any time the character can borrow from one of his past ancestors +2 SPD. This increases by +2 each time rebought.

Ancestor Senses

Cost: 5

At any time the character can borrow one of his past ancestors senses. He can use this to either double his sight, hearing or smell.

Ancestor Strength

Cost: 5

At any time the character can borrow from one of his past ancestors +1 PS. This increases by +1 each time rebought.

Descendant MA

Cost: 5

At any time the character can borrow from one of his future descendants +1 MA. This increases by +1 each time rebought.

Descendant IQ

Cost: 5

At any time the character can borrow from one of his future descendants +1 IQ. This increases by +1 each time rebought.

Descendant ME

Cost: 5

At any time the character can borrow from one of his future descendants +1 ME. This increases by +1 each time rebought.

Step 4: Career

Any.

Paragon

Not all heroes are instilled with meta powers or posses super science equipment. There are some who rely entirely on their own natural abilities. They are the heroes who have honed natural bodies into finely tuned fighting machines, relying on their strength, agility, skills, cunning and courage.

Step 1: Attributes

Roll attributes as normal. Then +1 on all attributes with +5 to SPD. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics

Climb

Endurance

One physical Sport

One Unarmed Combat

One Weapon Group Specialty

Step 3: Abilities

Paragons gain the following free;

Physical Mastery - Paragons are overall physically tougher, faster and mentally stronger than most professional athletes. As a result their AR rises by 1 and they gain a +1 to Willpower and Sanity rolls.

Paragons start with 45 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Gifted Agility

Cost: 10

The character's PP is raised to the olympic athlete level score of 20. It cannot exceed this point.

Gifted Brawn

Cost: 10

The character's PS is raised to the olympic athlete level score of 26. It cannot exceed this point.

Gifted Cognition

Cost: 10

The character's IQ is raised to the gifted level score of 18. It cannot exceed this point.

Gifted Intuition

Cost: 10

The character's ME is raised to the gifted level score of 20. It cannot exceed this point.

Gifted Leader

Cost: 10

The character's MA is raised to the gifted level score of 20. It cannot exceed this point.

Gifted Runner

Cost: 10

The character's SPD is raised to the olympic athlete level score of 27. It cannot exceed this point.

Gifted Stamina

Cost: 10

The character's PE is raised to the olympic athlete level score of 20. It cannot exceed this point.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 vs stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time

rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Skill Specialty

Cost: 10

Each time this is taken the character becomes a specialist in one skill. Choose one skill and gain +2 on all rolls with it.

Step 4: Careers

Possible related careers include; Athlete, Bodyguard, Sports Commentator and Trainer.

Possibility Lord

Possibility Lords have the ability to take control of and permanently reshape a nearby pocket dimension into almost anything they can imagine. This is done to create their own Realm.

Step 1: Attributes

All are raised to a minimum of 30, or if already 30 then +D6 (but cant exceed maximum for each attribute). HPs are equal to ME x10. The character's PPE is equal to his (IQ + ME) x10.

Step 2: Skills

Choose as normal.

Step 3: Abilities

Possibility Lords start with the following abilities free;

Tap into Pocket Dimension - The greatest power of the possibility lord is the ability to access his own separate, self-contained pocket universe. This gives the character access to section 1 of the Building a Realm table.

Depending on how much the lord spends the Realm can have a variety of appearances, qualities, defences and inherent powers. He can teleport himself + 10kgs per ME at will into his Realm and back. As the character becomes more powerful he can improve his Realm.

The character gains 35 Points to spend on any of the following abilities. As he earns more experience he may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Create Defences

Cost: 5

This gives the character access to section 4 of the Building a Realm table, allowing him to build Defences to protect his Realm.

Create Life

Cost: 5

This gives the character access to section 6 of the Building a Realm table, allowing him to create lifeforms to inhabit his Realm.

Create Technology

Cost: 5

This gives the character access to section 5 of the Building a Realm table, allowing him to define what technology exists within his Realm.

Define Environment

Cost: 5

This gives the character access to section 3 of the Building a Realm table, allowing him to shape the environment of his Realm.

Define Physics in Realm

Cost: 5

This gives the Lord access to section 2 of the Building a Realm table, allowing him to define the laws of Physics within his Realm.

Gateway to Realm

Cost: 5

Gateways are dimensional conduits that allow people to enter and exit the Realm without any assistance. He can create one dimensional portal per 2 WIS and anchor them in fixed locations on his home planet. So eg. a character could have a portal in his home and another portal in a hidden crevice in the subway system of another part of the world, both leading to his world.

Realm Boost

Cost: 10

The Lord is more powerful in his Realm. This only affects the character's physical characteristics. PS, PP, and PE are increased by +1 per ME. MA increased by +1 per 3 ME.

SPD by +2 per ME. Hit Points by +3 per ME. Armour Rating by +1 per 2 ME. These characteristics are granted automatically whenever the creator or creators enter the Realm and last until he leaves.

Realm Sight

Cost: 10

This allows the Lord to tune in to anywhere within his Realm at will. Although if the Realm is particularly large it may take him sometime to search for someone in it. He may also listen in to anything being said once he is focussed on a particular location.

Shift Area to Realm

Cost: 10

This allows the Lord to shift part of wherever he currently is standing into his Realm. He can shift an area of up to 1 metre per WIS diameter. This doubles each time rebought.

Tap into another Pocket Realm

Cost: 10

For access to one additional realm. The Lord would then have to rebuy each of the abilities here for each extra Realm.

Step 4: Career

Any.

Building a Realm

A Realm should be a base of operations, a place the character can turn to when he needs somewhere that is relatively safe (although never completely safe). A hideout where he can regroup and plan his next move.

If a Realm becomes a stumbling block for a campaign, the GM can always compensate and modify the situation with an opportunity disaster, invasions by predators or hostile natives, an assault by another Lord or their minions, trouble with an unreasonable neighbour and other dangers that could seize the Realm or humble a character.

Keep in mind that most effects, powers and abilities of the Realm have no effect anywhere else, and cannot exist on, or influence things on Earth. The process of creation varies. Some meticulously plan how their Realm will look and what laws it will obey.

Other Lords let their subconscious run wild, creating a realm based on their inner desires and imagination. Still others will copy other realms or places from everyday life while creating their Realms.

When a Realm is first created it will be featureless, in black and white with gravity, atmosphere and physics identical to the character's home planet. There will be no life of any kind within it. The Lord starts with 300 points to shape his realm. As the Lord earns more experience he may buy or rebuy more abilities or even enlarge the Realm.

1. Size

The creator can decide exactly what the three dimensions of the realm will be like.

Small

Cost: 5

This is the smallest possible Realm of 1 x 1 x 1 kilometres.

Average

Cost: 10

A common Realm of 10 x 10 x 10 kilometres.

Large

Cost: 20

A larger Realm of 100 x 100 x 100 kilometres.

Very Large

Cost: 30

A powerful place of 1000 x 1000 x 1000 kilometres.

Huge

Cost: 40

A planet sized creation of 10,000 x 10,000 x 10,000 kilometres.

Mega

Cost: 50

A giant sized planet of 100,000 x 100,000 x 100,000 kilometres.

2. Physics

Lords have the power to remake the physical laws of their Realm. This is seldom done, both because such modifications are extremely expensive in terms of power investiture, and because most Lords would find such changes unsettling, dangerous and stressful (causes insanity) if the laws of physics are too different than what they are used to.

Beyond the changes listed below, some imaginative players may want to make their own changes in the reality of their Realm. GMs should use the examples given below as guidelines.

Any Surface is Down

Cost: 20

This characteristic allows people to walk on walls or ceilings. The landscape can be made to look like an Escher painting, with staircases going in all directions. This twisting of gravity will be very confusing to those who are not used to it; most enemies, except flying creatures, will be -4 on all combat moves when fighting and any skill rolls.

Gravity

Cost: 5

The realm's gravity can be altered up to plus or minus 1% per ME.

Immune

Cost: 50

The creator of the Realm is unaffected by any of the restrictions purchased. Thus, he can, for example, use guns even if nobody else can, or use his magic and psionic powers despite the Realm's restriction on others. This gives the Lord the upper hand in almost every conflict in his Realm.

No Explosives

Cost: 20

No explosive reactions including those used for chemical weapons and projectile guns can occur in the Realm.

No Magic

Cost: 30

This restriction affects the Lord as well as everybody else. No magic or spells will function in the realm.

No Powers

Cost: 30

This restriction does not affect the Lord. No meta powers will function in the realm.

No Supernatural

Cost: 30

This restriction affects the Lord as well as everybody else. No supernatural abilities or enhancements will function in the realm.

Physics

Cost: 20

This allows the character to change the physics laws of the Realm.

Temperature

Cost: 5

The character can alter the temperature of sections of his realm by up to plus or minus 1% per ME.

Time Control

Cost: 20

This power allows the creator to control the rate at which time flows in his Realm in a very limited way. He may set one rate of time flow per 3 ME, and switch between them at will. This control affects the Realm as a whole, and cannot be used only on individuals or portions of his Realm.

3. Environment

Can the realm support any life without the need to import items?

Continents

Cost: 5

The realm if it is large enough can be split up into continents and islands of varying sizes as determined by the creator.

Energy

Cost: 30

Ambient PPE is tapped and converted into electricity in the realm, enough to power up electrical appliances such as refrigerators, lamps, stereos, and power vehicles.

Fauna

Cost: 5

The realm has its own form of animals including land, aerial and aquatic. Up to 1000 species per ME.

Flora

Cost: 5

The realm has its own form of vegetation including plants, trees, fungi, mosses, lichen and algae. Up to 10,000 species per ME.

Insect

Cost: 5

The realm has its own form of insects. Up to 10,000 species per ME.

Minerals

Cost: 5

The realm has an abundance of minerals of up to 1 type per ME.

Sky

Cost: 5

The realm has a sky with a colour of the creator's choice.

Soil Nutrients

Cost: 5

The realm has self renewing soil that can support most Earth plant life. An entire ecosystem is possible (i.e., with some animals eating the plants and other animals preying on the plant eaters, etc.).

Water

Cost: 5

Water is readily available and can be obtained in the form of rain or mist.

4. Defences

Defences are meant to deal with any enemies or intruders who may somehow PPEge to enter the realm, in spite of other impediments or cloaking measures provided from the accessibility characteristics.

Defence features confront interlopers who have managed to get inside. Each can be selected as often as desired, provided the creator has sufficient points to burn.

Alarm

Cost: 5

If anybody except the creator enters the Realm he is alerted by a mental alarm. This alarm will alert the creator anywhere within the same universe.

Ethereal Trap

Cost: 50

Intruders find that they are not able to physically affect anything in the realm. Intruders may use some meta and magic powers, but cannot physically touch anything.

Physical Trap

Cost: 10

Any trap the creator can envision can be created in the realm. Intruders with skills which allow them to detect traps may notice them. Traps may include pits, arrow traps, falling blocks, water filled areas, whirling blades, explosives and anything else that depends on a mechanism to operate. The maximum damage a trap can do is D4 per ME.

Restraints

Cost: 10

Up to 1 restraint per ME forms like tentacles from the ground, walls or vegetation to grapple and entangle intruders and keep them immobilized until they can break free or the Lord wishes to release them.

The restraints can look like anything the creator desires from tentacles rising from the ground to chains, rope or fibres flying from walls or tree limbs, roots or vines coming alive and grabbing the intruders. Each of the restraints has 5 HPs per ME and a PS of 1 per ME.

Spatial Trap

Cost: 30

Intruders find that space is badly distorted to them, as compared to the realm's normal inhabitants. Victims are at -6 to skills, Strike and dodge.

Teleport Trap

Cost: 20

These are specialized dimensional portals that simply shove the invaders out of the Realm. The actual destination of the portals is determined randomly, roll percentiles:

01-25 The intruder is teleported as far as possible in the opposite direction.

26-50 Teleported to the intruder's world of origin.

51-70 Teleported to the creator's world of origin.

71-90 Teleported to some random planet.

91-00 Teleported to some random dimension. As many as 1 intruder per WIS can be teleported away at once.

Time Trap

Cost: 40

Intruders find that time passes differently for them than for other inhabitants of the realm. Intruders lose

half of their normal attacks, are at -10 to initiative, and -5 to all Strike rolls. They move at half their normal speed.

5. Technology

What kind of structures and transport are available?

Aircraft

Cost: 5

Self propelled civilian and military air vehicles are available.

Buildings

Cost: 5

Modern civilian and military buildings are available. Choice of modern or ancient or combination.

Landcraft

Cost: 5

Self propelled civilian and military land vehicles are available.

Mecha

Cost: 20

Self propelled civilian and military mecha are available.

Seacraft

Cost: 5

Self propelled civilian and military aquatic vehicles are available.

6. Life

This category does not cover normal visitors or immigrants who came from somewhere else, but beings intimately linked to the Realm itself. Some Lords will create constructs with no true minds of their own, but which will follow simple instructions. Some go further and create a psychic construct whose mind and personality are reflections of their creator.

Character Avatars

Cost: 40

This is a construct endowed with its creator's personality, memories and skills (but not powers) and look identical to him. The physical and mental attributes are identical to its creator's. The avatar's abilities are permanently frozen at their initial level and never increase.

Employed

Cost: 5

The creator has hired various beings to serve his Realm. Payment must be determined with the GM. Most will be moderately loyal, although they will rarely fight to the death for their master.

Mindless Servants

Cost: 20

The character can create constructs with the following: all physical attributes up to 10, all mental attributes up to 5, knows 2 physical or weapon skills. Has 1 HPs per ME and Strike of 20. Skills are all at the first level of proficiency. He can create 1 construct per ME.

Servants

Cost: 30

This is a construct endowed with intelligence and a personality, each one unique but still loyal to the creator. The physical attributes and mental attributes are average.

Summoned

Cost: 10

In this case, the creature is summoned and then magically or psychically bound to the Realm. The enslaved entity cannot leave the area, and must obey the instructions of its new master to the letter. Needless to say the entity will not be happy.

Prestidigitator

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

Roll attributes as normal. Then +1 IQ, ME and PP. Hit points = PE +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics

Carpentry

Escapology

Juggle

Technical Electronics Basic

Technical Mechanics Basic

Step 3: Abilities

Prestidigitators gain the following free; Magician Illusions - Know all the secrets of the stage magician, as shown in the table below.

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Contortionist

Cost: 5

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.

Famous

Cost: 5

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.

Keen Eye

Cost: 5

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

Cost: 5

The ability to flee or dodge 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. He can also accurately drive in reverse.

Stuntman Driving, Stunts

Cost: 5

Includes sharp turns at high speeds, locking up the brakes, sudden U-turns at high speeds, sideswiping, propelled leaps and similar manoeuvres. A failed roll means the stunt is incomplete and serious difficulties encountered.

Stuntman Fall

Cost: 5

This ability allows a variety of gymnastic type rolls, leaps, tumbles, falls, cartwheels, somersaults, and hand stand type exercises. The character can backflip 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 leap an additional +50%. 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

Cost: 5

The character is a professional in the use of a needle and thread to mend, cut and sew complex patterns, do extensive alterations and create his own costumes and body armour.

Tinkerer

Cost: 5

The character can modify and create sophisticated equipment for making complex special effects. He also has a chance of understanding any unknown equipment.

Wealthy

Cost: 5

The character always has at least D10 x \$10,000 available in his account. This increases by +D10 each time rebought.

Will Bonus

Cost: 10

+1 to Willpower rolls.

Step 4: Career

Possible careers include; Stage Magician, Stunt man, Party Clown, and Special Effects Consultant.

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.

Private Investigator

A private investigator (often abbreviated to PI and informally called a private eye), a private detective or inquiry agent, is a person who can be hired by individuals or groups to undertake investigatory law services. Private detectives/investigators often work for attorneys in civil cases.

Step 1: Attributes

Roll up attributes as normal but +1 PE. HPs are PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Bureaucracy

Gather Info

Knowledge Law Criminal

Observation

Pick Locks

Weapon Group Specialty Pistol

Step 3: Abilities

Private Investigators start with the following free;

Intuitive - The character is really good at finding relevant clues. Even if others have thoroughly searched the area he is still able to find something they missed. He can also attempt to find any concealed person or object (such as a secret door).

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ally

Cost: 10

Allies can be comrades, sidekicks, or lifelong friends from various walks of life. Allies are more than just an acquaintance or a contact. Allies are

wholly reliable and someone a character can trust, they are a friend. They can be of great use providing emergency funds, information, equipment, or support and help in times of need. An ally will travel with the character, fight back to back, and may even give his or her life for the character. The player should explain how the character gained such a dedicated friend.

Allies do have lives of their own. Allies do not follow the character around waiting on them hand and foot. The more powerful the ally the busier they are. An ally can be created just like a player character. They can have advantages totalling no more than points, or one disadvantage of any value. In selecting skills, it is important to remember than often the ally comes from the same background or profession as the character.

The ally is a NPC and should be played as such. While allies are usually agreeable on the opinions or suggestions of the player they are not puppets. They may disagree or may try to persuade the character from a plan that seems foolish to them. He may even refuse to cooperate. An ally may even cause problems for the player picking fights, landing in jail, insulting high status people.

But of course an ally will try to bail him out if the player makes similar mistakes. A player will receive a negative reaction for betraying an ally. If continued the player will lose the ally and will have to spend the initial amount of points and a resolving adventure to get the ally back or a new one to take its place. If the ally dies on its own, then the character may slowly develop another ally without the

cost of any points. The Ally may earn experience but it will be up to the GM to give the ally his experience not the player.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cybernetics

Cost: 10

The character starts with 10 points to buy bionic powers with, the only thing is that each power instead of being organic is represented by a mechanical equivalent. The powers should determine what parts are artificial. For Super Strength the limbs and skeleton are artificial. Super speed would come from a leg replacement. Vision powers require at least one man made eye.

Favour

Cost: 5

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Observant

Cost: 5

This ability can be used to detect if someone speaking is being truthful or not, and what the specific lie is. He can also detect weaknesses in any opponent or structure.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Psychic

Cost: 10

The agent starts with 10 points to buy Mental Manipulation powers with.

Wealthy

Cost: 5

The character always has at least D10 x \$10,000 available in his account. This increases by +D10 each time rebought.

Step 4: Career

Choose an agency or create one.

PIs also engage in a large variety of work that is not usually associated with the industry in the mind of the public. For example, many PIs are involved in process serving, the personal delivery of summons, subpoenas and other legal documents to parties in a legal case. The tracing of absconding debtors can also form a large part of a PI's work load. Many agencies specialize in a particular field of expertise.

There are a handful of firms that specialize in technical surveillance counter-measures (TSCM), sometimes called electronic counter measures (ECM), which is the locating and dealing with unwanted forms of electronic surveillance (for example, a bugged boardroom for industrial espionage purposes); This type of niche service is typically conducted by those with backgrounds in intelligence, counterintelligence, executive protection, and a small number from law enforcement entities whose duties included the covert installation of eavesdropping devices as a tool in organized crime, terrorism and narco-trafficking investigations.

Other PIs, also known as Corporate Investigators, specialize in corporate matters, including anti-fraud work, loss prevention, internal investigations of employee misconduct (such as EEO violations and sexual harassment), the protection of intellectual property and trade secrets, anti-piracy, copyright infringement investigations, due diligence investigations and computer forensics work.

Some PIs act as professional witnesses where they observe situations with a view to reporting the actions or lack of them to a court or to gather evidence in anti-social behaviour. An undercover investigator, undercover detective, or undercover agent is a person who conducts investigations of suspected or confirmed criminal activity while impersonating a disinterested third party. Undercover investigators often infiltrate a suspected insurgent group, posing as a person interested in purchasing illegal goods or services with the ultimate aim

of obtaining information about their assigned target.

Many undercover investigators carry hidden cameras and recorders strapped to their bodies to help them document their investigations. The period of the investigation could last for several months or, in some extreme cases, years. Due to the dangerous nature of the job, their real identities are kept secret throughout their active careers. Economic investigations, business intelligence and information on competitors, security advice, special security services information, criminal investigation, investigations background and profile polygraph tests, tests to detect secret bug installation of surveillance system.

Step 5: Disadvantages

The character is hunted at Extreme level by someone from a former case. eg. a husband he caught cheating, a member of the mob, etc. +20 points.

Probability Champion

Probability Champions are a recent occurrence following the attempted Shattered Reality dimensional invasion. As the Earth was invaded by other realities, it created its own defenders. A small percentage of men and women were able to maintain their hold on Earth's reality, despite the influx of these other realities. With this special attribute, these men and women were able to stand in defence of Earth. They became heroes of whom stories were told. These Probability Champions were not only able to pass across reality borders, but were also able to make tools work in lands where they would otherwise cease to function.

They also had an innate ability to "bend" reality to their ends - almost like exceedingly good luck. Through this, they were able to overcome great odds and accomplish great feats. These abilities are accomplished through the manipulation of probability energy. The Earth is very rich in this energy which is desired by the invaders, and this energy which is used by Champions in their defence of their land. Champions are found from all walks of life, male and female, and from all over the world. Some have come from other realities and have joined Earth's cause.

Whenever villainy manifests, a hero will appear to confront it. If the hero perseveres, they can overcome and succeed against incredible odds. No matter how bleak the situation may seem, there is always hope. The cosmic balance ensures that wherever a villain arises, a hero will be present to oppose him or her. If there isn't a champion already the Earth will spontaneously create one. Since the failed invasion this

actually has expanded itself into the invading Realms, which is causing immense complications for its rulers. Initially Champions were involved in fighting off the interdimensional invaders and destroying their Realm bridges. The war was won but those altered still remain, as do champions from other worlds.

Step 1: Realm

Choose which dimension the character is from. This will determine what races and abilities are available to him.

Step 2: Attributes

Roll up attributes as normal according to the character's race. Hit points = PE +8, +8 per level.

Step 3: Skills

Choose skills in the normal manner but according to the character's realm.

Step 4: Abilities

Champions start with the following ability free;

Reality Bubble - The primary way in which Champions are able to shape reality is the ability to impose the rules of their own reality on a limited area of another reality. Each reality, or cosm, has a set of laws which delineates what can be achieved under its rules.

Champions, however, carry their own reality with them. They can perform under their own reality wherever they go, in effect they are immune to the physics laws of other realities.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Anchor

Cost: 5

This prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Cultural Adaptability

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to understand what's going on and respond correctly.

Disrupt Reality Tunnel Anchor

Cost: 10

The ability to destroy a current tunnel anchor in the reality which the character is standing in.

Disrupt Teleport

Cost: 10

The character can prevent anyone within 1 metre per ME of him from teleporting, shifting or using a gateway.

Epic Fail

Cost: 5

The opposite of Heroic Feat. The character can use 'probability energy' to cause others within his line of sight to screw up their actions. He can use this to temporarily either; deduct 1 per 5 ME to any rolls (saves, skills, Strike), -1 per 5 ME to any physical attribute, or minus one dice to any damage rolls.

Healing

Cost: 5

This can be used on the character or anyone he touches to heal at phenomenal rates. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Gain +1 per 4 ME to save vs drugs, poisons and toxins.

Heroic Feat

Cost: 5

The character can use 'probability energy' to perform a superheroic action. He can use this to temporarily either; add +1 per 5 ME to any rolls (saves, skills, Strike), +1 per 5 ME to any physical attribute, or plus one dice to any damage rolls. He can also do the reverse to any opponent in his line of sight.

Reopen Gate

Cost: 5

The character can reopen any form of local or interdimensional gate which has been previously opened in the area. The gate must be within 10 metres per ME radius of the character. It can either be the standard vertical gate in the air or any doorway that was used. Once he has reopened a gate once he can open it again at any time anywhere.

Truesight

Cost: 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, and the exact nature of the magic.

Truespeak

Cost: 5

The character instantly learns the language of any being he comes into contact with and he can then converse with it. This only lasts until they are separated, at which point he forgets the language.

Step 5: Side Effects

The reality powers gained also result in some unusual side effects. Roll or choose from the Unusual Characteristics table below with each one giving the character an additional 5 starting points. The player can take as many as he wants but no less than one.

Step 6: Career

Any. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Unusual Characteristics

Choose or roll on the following tables;

Colour Mutations

Roll on this table several times; once for skin colour, again for eye colour and once more for hair colour.

- 01-15 Completely normal
- 16-20 Red
- 21-25 Orange
- 26-30 Yellow
- 31-35 Green
- 36-40 Blue
- 41-45 Indigo
- 46-50 Violet
- 51-55 Gold
- 56-60 Silver
- 61-65 Bronze
- 66-70 Brown
- 71-75 White

- 76-80 Black
- 81-85 Grey
- 86-90 Transparent
- 91-95 Combination of several of the above in striped form. Roll D4 more times.
- 96-00 Combination of several of the above in patch form. Roll D4 more times.

Eye Mutations

What type of eyes does the character have?

- 01-08 Very small; -2 to hit eyes if targeted by enemies.
- 09-16 Small; -1 to hit eyes if targeted by enemies.
- 17-28 Completely normal.
- 29-36 Large; +10% greater sight range.
- 37-44 Very Large; +20% greater sight range.
- 45-52 Oval shape; 180 degree vision.
- 53-60 Glowing; +1 to intimidate others.
- 61-68 Reptilian; underwater nightvision equal to half normal range.
- 69-76 Fish; underwater nightvision identical to normal sight range.
- 77-84 Cat; nightvision equal to half normal range.
- 85-92 Insect; 360 degree vision.
- 93-00 Third Eye; see the invisible.

Size Mutations

How big is the character?

- 01-08 1ft +D10 inches
- 09-16 2ft +D10 inches
- 17-24 3ft +D10 inches
- 25-30 4ft +D10 inches
- 31-44 5ft +D10 inches
- 45-52 6ft +D10 inches
- 53-60 7ft +D10 inches
- 61-68 8ft +D10 inches
- 69-76 9ft +D10 inches
- 77-84 10ft +D10 inches
- 85-92 11ft +D10 inches
- 93-00 12ft +D10 inches

Body Mutations

Does the character have any additional mutations?

01-02 None.

03-04 Antennae; depending on the character's powers these could be used as senses, discharge, telepathy, etc.

03-04 Elastic Bones; only takes half damage from any kinetic attacks (falls, punches, explosions, etc).

05-06 Emits Vapours; determine what effect the gases have and what types of lifeforms they affect.

07-08 Extra limbs; D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.

09-10 Fat; appears overweight but is pure muscle, +1 STR.

11-12 Featureless; a totally blank face and body. No eyes, ears, nose, mouth, nipples, etc. The character can somehow still see, hear, smell and breathe normally. For food and drink he relies on solar sustenance.

13-14 Flat Billed; platypus type beak.

15-16 Frilled; lizard type vane around the neck.

17-18 Headless; Sensory organs are located on the main torso.

19-20 Horned; Up to D4 horns on head which do D6 damage each.

21-22 Huge Jaw; neck length.

23-24 Large Eared; hear +20% better.

25-26 Large Nostrils; smell +20% better.

27-28 Long Limbed; arms reach down to the knees or even ankles.

29-31 Lumpy; over most of the skin.

32-34 Mandibles; like an insect with STR equal to double the normal attribute.

35-37 Multiple Mouths; up to D6 extra mouths located on various parts of the body.

38-40 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.

41-43 Rough Skinned; course like a shark.

44-46 Segmented; like a centipede.

47-49 Serpentine Scaled; D100% of body is covered in scales.

50-52 Sharp Teeth; +D4 damage.

53-55 Skinny; practically anorexic. -1 STR, +2 SPD due to lighter frame.

56-58 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 AC.

59-61 Slit Featured; has slits instead of eyes, ears, nose and mouth.

62-64 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.

65-67 Split Body; 2 torsos on top of 1 set of legs.

68-70 Stalk faced; like a snail.

71-73 Striped; like a zebra.

74-76 Sturdy Quadroped; walks around on all fours.

77-79 Suckers; same as the adhesion Minor Power. They can be located on the fingers, chest or wherever else desired.

80-82 Tail; either thin but strong like a monkey's allowing the life form to lift his own body weight using it, or a thick and powerful bludgeoning weapon.

83-85 Tentacles; finger or arm.

86-88 Tough Skinned; natural AC 2.

89-91 Transparent Body; can see right through his body. Note he is not totally invisible as his outline can be made out.

92-94 Twitchy; shakes a lot.

95-97 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.

98-00 Webbed; between its fingers or toes or both.

Project I.M.P.R.I.N.T. Agent

Project: Inserted. Memories. and Proficiencies. for Rescue. Infiltration. Neutralization. and Termination. Agents Project Chameleon was originally devised by the Prometheus Institute as a means of using normal soldiers in a wide variety of different roles. After an operation to infiltrate the Canadian Government was foiled, an investigation was launched which eventually traced the infiltrators back to the Institute's Canadian base. At this point Eagle Force was dispatched to shut down the facility. They were able to disable the self destruct device and capture the compound intact. Government technicians were then sent in and removed all the equipment.

A new department was created by the Canadian government named Project Imprint (Project Inserted. Memories. and Proficiencies. for Rescue. Infiltration. Neutralization. and Termination) with further experimentation being performed. It now employs specialized agents who are given temporary memories and skills on a mission by mission basis.

Agents have surgery to implant the Thoth device that enables them to access an assortment of skill and memory packages. The device is a cybernetically augmented interface system which links directly to the brain and has an external html port at the back of the neck. Death causes the implant to explode.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and

PE. +6 to SPD. HPs are PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Computer Use
Fast Talk
Orienteering
Survival
Unarmed Combat Martial Arts
Weapon Group Specialty Pistol

Step 3: Abilities

Agents start with the following free;
Uploads - Agents have full access to Project Imprint's upload packages (listed in the separate table below). The package will remain in the character's brain until a new one is added, at which point the old one will be deleted and replaced by the new package.
The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Additional Uploads

Cost: 10

This character can upload one additional package into his brain each time this is bought. But only up to a maximum of one package per 5 ME.

Ally

Cost: 10

Allies can be comrades, sidekicks, or lifelong friends from various walks of life. Many times a character will make allies in a games session, but most of them are acquaintances, with their own agendas, goals, and motivations, which may not be the same as the players. Allies are more than just an acquaintance or a contact. Allies are wholly reliable and someone a character can trust, they

are a friend. They can be of great use providing emergency funds, information, equipment, or support and help in times of need. An ally will travel with the character, fight back to back, and may even give his or her life for the character.

The player should explain how the character gained such a dedicated friend. Allies do have lives of their own. Allies do not follow the character around waiting on them hand and foot. The more powerful the ally the busier they are. An ally can be created just like a player character. They can have advantages totalling no more than points, or one disadvantage of any value. In selecting skills, it is important to remember than often the ally comes from the same background or profession as the character.

The ally is an NPC and should be played as such. While allies are usually agreeable on the opinions or suggestions of the player they are not puppets. They may disagree or may try to persuade the character from a plan that seems foolish to them. He may even refuse to cooperate. An ally may even cause problems for the player picking fights, landing in jail, insulting high status people. But of course an ally will try to bail him out if the player makes similar mistakes.

Ally, Unwilling

Cost: 5

It is possible to obtain an Unwilling Ally through blackmail or other forms of coercion. Such allies work differently than normal allies, if the character endangers the Ally or attempts to get him to do something sufficiently unpleasant the Ally will rebel and the

hold on him is lost (in game terms the player loses this Ally advantage permanently). Unwilling Allies are less reliable and probably hate your guts.

Alternate ID

Cost: 5

This character has 2 extra identities which to all appearances is legally established (this is totally separate to mission IDs supplied by the agency). Fingerprints (and retina prints if this is a common method of ID) are registered under two different names, with the player having two sets of licenses, passports, birth certificates, etc. This can be extremely useful for anyone involved in illegal activities or for anyone trying to conceal a super identity. This advantage may be purchased as many times as desired giving another set of papers each time. While the new identity may include credit cards and bank accounts, all money in these accounts must be supplied from the real character's bank account.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cultural Adaptability

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll to

understand what's going on and respond correctly. Costs 5 points to buy this.

Equipment

Cost: 5

The character has full access to their agency's inventory (subject to the GM's discretion).

Favour

Cost: 5

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact.

Money

Cost: 5

The character has D10 x1000 dollars money either in a bank or hidden somewhere.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction and +1 to Willpower rolls. He is immune to intimidation.

Step 4: Career

An agent of the Canadian government.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays them he will be hunted at Extreme level. +20 points.

Packages and Skills gained

Ambulance Paramedic

Drive Car, Drive Truck, Endurance, Knowledge Drugs, Paramedic, and Toxicology.

Assassin

Ambush, Clayshot, Crackshot, 1 Weapon Specialization, Weapon Group Specialty Small Thrown, Weapon Group Specialty Short Blades.

Diplomat

Bribe, Bureaucracy, Diplomacy, Etiquette, Gather Info, and Intel.

Doctor

Paramedic, Forensics, Knowledge Alternative Medicine, Knowledge Drugs, Science Medicine, and one medical specialty.

Extractor

Bluff, Fast Talk, Intimidate, Pick Locks, Set/Remove Traps and Stealth.

Firefighter

Climb, Drive Truck, Endurance, Investigate, Knowledge Firefighting, and Knowledge First Aid.

General Infiltration

Artistry Acting, Bluff, Disguise, Gather Info, Impersonate and Stealth.

Intelligence Analyst

Cryptography, Engineer Computer, Forensics, Intel, Investigate, and Research.

Law Enforcement

Drive Car, Knowledge First Aid, Interrogate, Investigate, Knowledge Law Criminal, and Unarmed Combat Basic Self Defense.

Mechanic

Engineer Mechanical, Technical Rail Mechanics, Technical Radio Systems, Technical Auto Mechanics, Technical Aircraft Mechanics, and Technical Seacraft Mechanics.

Memories

These are the memories of one specific person given either willingly or otherwise. It would allow the character to imitate the victim perfectly.

Mystical Specialist Knowledge Artifacts, Knowledge Demons, Knowledge Geomancy, Knowledge Magic, Knowledge Undead, Use Magic Device.

Pilot

Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.

Saboteur

Ambush, Camouflage, Demolitions, Intel, Investigate, and Engineer Mechanical.

Sailor

Navigation, Pilot Marine Submersible, Pilot Marine Warship, Pilot Marine Freighter, Pilot Marine Hovercraft and Weapon Group Specialty Sea Vehicle.

Tank Crew

Navigation, Drive Tank, Drive Truck, Drive Auto, Drive Power Armour and Weapon Group Specialty Land Vehicle.

Wheelman

Drive Auto, Drive Motorbike, Drive Truck, Orienteering, Technical Auto/Bike/Truck Mechanics and Technical Electronic Basics.

Puppet

This character is someone who has had his soul transferred into the body of a Puppet, usually after his own body has been murdered.

Step 1: Age

Determine the character's starting age;

01-20 10 xD4 years

21-40 20 xD4 years

41-60 50 xD4 years

61-75 100 xD4 years

76-90 200 xD4 years

91-00 400 xD4 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

It is assumed that the Puppet is made from wood and cloth. If you wish him to be made of some other material, adjust the scores accordingly.

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 50 (never tires), MA: 3D6, PB: 3D6, SPD: 2D6, SDC: PE +20, +12 per level, AR 16. The Puppet will be 1 foot tall +D12 inches.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the

character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Puppets start with the following abilities free;

Puppet Form - Not truly alive Puppets are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While not invulnerable to physical injury, Puppets can suffer great damage to their bodies (including dismemberment) without being adversely affected. Puppets cannot smell, taste, or feel and thus are impervious to pain. Puppets however are highly susceptible to fire and take double damage from it.

Puppets additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animate Puppets

Cost: 5

The character can animate and control any nearby puppet within a range of 1 metre per ME. He can manipulate one puppet per ME for 1 hour per ME

Bite

Cost: 10

Can bite through most objects, even brick. Teeth do 4D6.

Contract Body

Cost: 5

In order to fit through a small space the Puppet can reassemble his body into a single long line and slide through a hole or under a space. He can then fully reintegrate after.

Detachable Limbs

Cost: 5

Any limbs of the characters' can be detached and reattached later. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his head in his hand and peer around an area he normally couldn't reach, etc.

Extra Wood

Cost: 5

The character can absorb the mass of any wood that he touches and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can increase his AR by 1 and increase his PS by 1 and SDC by 2. He can hold the extra mass for 1 round per ME, +1 round per level.

Puppet Talk

Cost: 5

The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

String Manipulation

Cost: 5

The Puppet can manipulate his strings as if they were an extension of his own body. He can throw them out at any victim in sight up to PE x50 centimetres. Whether straight forward in wavy lines, in massive bursts, or in one continuous following strand, these things can make the life of a enemy a real pain. The PS and AR of the strings is identical to the Puppet's (as its carrying capacity and

damage it can cause). He can throw out one string per 5 PE, +1 per level.

Spellcast

Cost: 10

Faerie magic only but he is bestowed with all the spells within that sphere. Puppets can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 10

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.

Wood Shards

Cost: 5

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).

Step 4: Careers

Teaming up with a ventriloquist would be the perfect disguise.

Puppetmaster

Puppet Masters first appeared after the Atlantean Mage Chnothos stole a spell for animating lifeless objects from the Egyptian god Set. Set sent several followers after Chnothos, but none were successful in killing him and returning the spell. After Chnothos finally died his tomes of magic were lost for a time. Over the centuries his tomes would resurface, allowing for someone new to become a Puppet Master. Each time the worshippers of Set would track the new Puppet Master and slay him. However around the 19th century the latest Puppet Master Androyas Moxix appeared and dealt Set's forces some serious losses with the clever use of his puppets. Fearing that he would eventually be overwhelmed by numbers, Androyas began recruiting others to form a Puppet Society and bolster the number of Puppet Masters. Set is less than pleased.

A Puppet Master is a person who manipulates an inanimate object, such as a puppet, in real time to create the illusion of life. A Puppet Master can operate a puppet indirectly by the use of strings, rods, wires, electronics or directly by his or her own hands placed inside the puppet or holding it externally. Some puppet styles require puppeteers to work together as a team to create a single puppet character. There are a wide range of styles of puppetry but whatever the style, the puppeteer's role is to manipulate the physical object in such a manner that the audience believes the object is imbued with life. In some instances the persona of the puppeteer is also an important feature.

Step 1: Attributes

Roll attributes as normal but due to his increased mental abilities he receives +3

IQ, and +2 ME. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Also gain the following free ones;

Artistry Paint

Artistry Sculpt

Knowledge Artifacts

Knowledge Magic

Tailor

Technical Toy Design

Step 3: Abilities

Puppet Masters gain the following abilities free;

Immortal Body - Amazons age very slowly, and can live up to PE x100 years. They 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. Heal x2 faster including any wounds and broken bones.

Additionally Masters start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animate Automaton

Cost: 5

The character can animate and control any automaton (eg. robot or golem) within a range of 1 metre per ME. He can raise and manipulate one per 5 ME for 1 hour per ME.

Animate Doll

Cost: 5

The character can animate and control any doll within a range of 1 metre per ME. He can raise and manipulate one per 5 ME for 1 hour per ME.

Animate Puppet

Cost: 5

The character can animate and control any puppet within a range of 1 metre per ME. He can raise and manipulate one per 5 ME for 1 hour per ME.

Animate Statue

Cost: 5

The character can animate and control any statue within a range of 1 metre per ME. He can raise and manipulate one per 5 ME for 1 hour per ME.

Animate Toy

Cost: 5

The character can animate and control any toy within a range of 1 metre per ME. He can raise and manipulate one per 5 ME for 1 hour per ME.

Create Automaton

Cost: 10

The ability to create various different Golem types for animation. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 20 + the cost of each spell or enchantment.

Create Poppet

Cost: 10

The ability to create Puppets, Dolls, Toys and other forms of figures. Time required is one day multiplied by (the amount of enchantments + the amount of PPE). PPE cost is 20 + the cost of each spell or enchantment.

Object Talk

Cost: 5

The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

Spellcast

Cost: 10

The cost is for each sphere of magic the Master wants to learn from, however the first must be Geometric. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. Masters can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 10

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.

Step 5: Careers

Possible related careers include; Doll maker, Toy maker, Puppet maker and Academic Researcher (specialising for instance in puppets, etc).

Step 6: Disadvantages

Hunted; by Set and his worshippers.

They know who you are and that you are using his stolen magic, and are determined to see you dead for your blasphemy. They will begin hunting you at +10 points 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 master and their actions will intensify until reaching +20 points where they will be continuously coming up with major plans for trapping and killing the character. Someone reaching

20th level will be on the absolute top of their list of people to slay..

Resonmancer, Modern

Identical to the Ancient Era class.

The Resurrected

Unlike a modern day mutant with the power of Immortality or an Eternal this character does age and die like any other human. They are born of humans, raised as human, and appear quite human.

However they stop aging at puberty. If killed they miraculously recover within a matter of seconds (perhaps minutes at most) only to be reborn with a different set of metapowers. In all other ways however they resemble Eternals.

Step 1: Age

01-20 100 xD10 years
21-40 100 x2D10 years
41-60 100 x4D10 years
61-75 100 x6D10 years
76-90 100 x8D10 years
91-00 100 x10D10 years

Next decide what you have been doing. 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

Roll attributes as normal but then add +6 to PS, PP and PE. AC 3, Reaction -4 and PPE = IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. PPE can however be permanently traded for HPs at a rate of 1 for 1. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Resurrected gain the following free;

Regenerative Body - The Resurrected do not age physically and are extremely hardy, able to absorb an amazing amount of damage before they are hurt. Even then they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Resurrected starts with 40 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points. The powers however cannot be chosen and must be randomly rolled. This happens all over again each time the character is reborn.

The character can though sink as many points as he wants into each of these powers making them as powerful as he likes.

Also Resurrected start with 30 Points to spend on any of the Super Advantages table at the end. As they earn more experience they may buy or rebuy more abilities.

Scarecrow

This character is someone who has been murdered and had his soul transferred into the body of a Scarecrow in order to avenge his death and act as the guardian of the innocent.

Step 1: Age

Determine the character's starting age;

01-20 20 xD4 years

21-40 40 xD4 years

41-60 80 xD4 years

61-75 150 xD4 years

76-90 300 xD4 years

91-00 500 xD4 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

It is assumed that the Scarecrow is made from straw and cloth.

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 50 (never tires), MA: 3D6, PB: 2D6, SPD: 3D6, SDC: PE +10, +10 per level, AR 16. The Scarecrow will be 6 feet tall +D12 inches.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Scarecrows start with the following abilities free;

Scarecrow Form - Not truly alive
Scarecrows are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

While not invulnerable to physical injury, Scarecrows can suffer great damage to their bodies (including dismemberment) without being adversely affected. Scarecrows cannot smell, taste, or feel and thus are impervious to pain. Scarecrows however are highly susceptible to fire and take double damage from it.

Scarecrows additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Amazing Leap

Cost: 10

The Scarecrow can leap at triple the character's normal range. One amazing side effect is the seeming ability to run part way up a wall before jumping off (as in many movies).

Animate Scarecrows

Cost: 5

The character can animate and control any nearby Scarecrow within a range of 1 metre per ME. He can manipulate one Scarecrow per ME for 1 hour per ME.

Cloth Manipulation

Cost: 10

Scarecrows can animate any fabric they are wearing or holding to lash out and assault or bind someone or anything else he desires. The item's attributes will be

identical to that of the creator but its HPSwont change. He can also rearrange any said fabrics and alter them to resemble any wardrobe the character has seen before or can imagine. The original size does not change. He can affect 1 piece of clothing per ME plus an equal amount per level. He may also alter its colour. Finally he can cause all the stitching of any fabric he touches to come apart.

Extra Straw

Cost: 5

The character can absorb the mass of any straw that he touches and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can increase his AR and PS by 1 and HPs by 2. He can hold the extra mass for 1 round per ME, +1 round per level.

Instil Fear

Cost: 5

The ability to instil supernatural 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 victim save is -1 per ME of the user, +1 every 2 levels.

Manipulate Fields

Cost: 5

Plants will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and

ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out.

Object Talk

Cost: 5

The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

Spellcast

Cost: 10

Faerie magic only but he is bestowed with all the spells within that sphere. Scarecrows can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Stretch Body

Cost: 5

Scarecrows can rearrange the straw in their body in order to elongate arms or legs, or reassemble his body into a single long line of straw and slide through a hole or under a space.

True Sight

Cost: 10

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.

Step 4: Careers

None really.

Secret Agent

This is the generic secret agent type. A person employed by a government to obtain secret information or intelligence about another, usually hostile, country, especially with reference to military or naval affairs. There are 2 different cinematic types;

The first involves glamorous parties, fast cars, hot women, cool gadgets and big explosions. Spying is fraught with danger and the stakes are massive. A Death Trap is par for the course. The main example here is of course James Bond (the movies in particular). This is the Hotter and Sexier spy game, as a whole is more glamorized and idealistic with clearly defined "good guys" and "bad guys", they often have a bit of an "action movie" feel.

The second is the more gritty style of espionage. It involves dead-drops, brush-pasts, blackmail and morally iffy things. Spying is stressful and you may end up an alcoholic or worse. This is the approach taken by the Bourne series (the books and films alike), John le Carré, and by Callan, the classic counterpoint to James Bond. This is the Darker and Edgier spy game. This approach as a whole is more gritty and morally ambiguous, spying reflects power politics between whichever nations or organizations are involved and other nations and people are caught in the crossfire.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD. HPs are PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones; Orienteering
Survival
Unarmed Combat Martial Arts
Weapon Group Specialty Pistol
Weapon Group Specialty Rifle
Weapon Group Specialty Submachine Gun

Agents can also specialize in one area from the list below. All the skills listed in each category are gained free;

Extraction/Rescue - Bluff, Fast Talk, Intimidate, Pick Locks, Set/Remove Traps and Stealth.

Intelligence Analyst - Cryptography, Engineer Computer, Forensics, Intel, Investigate, and Research.

Infiltration/Sleeper - Artistry Acting, Bluff, Disguise, Gather Info, Impersonate and Stealth.

Wetworks - Ambush, Clayshot, Crackshot, 1 Weapon Specialization, Weapon Group Specialty Small Thrown, Weapon Group Specialty Short Blades.

Wheelman - Drive Auto, Drive Motorbike, Drive Truck, Orienteering, Technical Auto/Bike/Truck Mechanics and Technical Electronic Basics.

Step 3: Abilities

Agents start with the following free; Talented - The character is unusually adept at one skill. He gains +1 on all rolls with it, +1 every 2 levels. The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units

and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cybernetics

Cost: 10

The agent starts with 10 points to buy bionic powers with, the only thing is that each power instead of being organic is represented by a mechanical equivalent. The powers should determine what parts are artificial. For Super Strength the limbs and skeleton are artificial. Super speed would come from a leg replacement. Vision powers require at least one man made eye.

Equipment

Cost: 5

The character has full access to their agency's inventory (subject to the GM's discretion).

Favour

Cost: 5

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma.

Unfortunately he doesn't notice most minor injuries, including bleeding.

Money

Cost: 5

The character has D10 x1000 dollars money either in a bank or hidden somewhere.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Psychic

Cost: 10

The agent starts with 10 points to buy Mental Manipulation powers with.

Will Bonus

Cost: 10

+1 to Willpower rolls

Step 4: Career

Choose an agency or create one.

Alternatively the character can play a Freelance Agent working for hire as needed.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays them he will be hunted at Extreme level. +20 points.

Sha'ir, Modern

Identical to the Ancient Era class.

Shadow

Shadows are different to other undead spirits in that they are not created when killed by other shadows. Instead the victim is somehow afflicted by an ancient curse which affects only the soul or spirit. Within D10 days his body has completely faded away, leaving only his shadow.

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

Roll attributes as normal but ME and PE +5. Hit points = PE +4, +4 per level.

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, 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 4: Abilities

Shadows gain all of the following abilities;

Shadow 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. Shadows are 90% undetectable in all but the brightest of surroundings (continual light or equivalent), as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen. They 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.

Additionally Shadows start with 45 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Control Shadows

Cost: 5

The character can affect normal shadows and indirectly light as well. He can shift the location and size of normal shadows. He can form them into two-dimensional images that can do D6 damage per 2 ME to real targets, +D6 per level. The character can also see through these shadow constructs eyes, but they must remain within a range of ME x1 metre. He can create one shadow construct per 2 ME, +1 per level.

Create Darkness

Cost: 5

Can create an area of darkness of 1 metre radius per IQ (+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.

Hide from electronics

Cost: 10

This is a special kind of aura which when surrounding the character 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.

Hide in shadow

Cost: 5

Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.

Leech

Cost: 10

By touching a victim a Shadow can drain 1 HPs per ME +1 per level and add it to his own for 1 hour per PE. If he holds onto the victim he can also drain one point of PS. Lost Strength points return D8 turns after being touched. If a victim is reduced to zero Strength or zero hit points by a shadow, the shadow has drained the life force and the opponent becomes a shadow as well.

Levitation

Cost: 5

The character can levitate the himself and up to ME x2 metres (+2 metres per level), and fly at a rate of ME x3kph (+3kph per level).

Raise Follower

Cost: 10

Any being totally drained of life energy by a Shadow becomes a full strength Shadow under the control of the Shadow which drained him. The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a Shadow.

See Weakness

Cost: 10

By looking into the shadow cast by an object or person he can see weak points or a living person's general health.

Spellcast

Cost: 10

The cost is for each sphere of magic the Shadow wants to learn from, however the first sphere must be D'arque. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Necromancy, Combatic, Transmutanic, Chaotic, Common, Elemental Void and Biomantic. Shadows can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 5

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.

Step 5: Careers

Possible related careers include spirit guide.

Step 6: Disadvantages

Shadows have an irrational dislike of all living beings and have great difficulty working with anyone alive. +10 points
Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid. +5 points.
Daylight makes Shadows powerless. +20 points.

Holy water inflicts D8 points of damage when it strikes a Shadow. +5 points.

A raise dead spell apparently reverses the undead status, destroying the Shadow immediately if a saving throw versus spell is failed. +20 points.

Shaman, Modern

Identical to the Ancient Era class.

Skeleton

The bones of a dead creature that have somehow come back, most likely for revenge. Usually a necromancer is the one who reanimates the bones.

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

Roll attributes as normal but MA and

SPD -6. PS, PE and SDC +6.

Hit points = PE +6, +6 per level.

Step 3: Skills

Choose skills in the normal manner.

Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Zombies start with the following abilities free;

Skeleton Form - The character stops aging at the time of his death, and recovers 1 HPS per minute. Not truly alive Skeletons are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

While not invulnerable to physical injury, Skeletons can suffer great damage to their bodies (including dismemberment) without being adversely affected. Edged and piercing weapons, such as swords and arrows, are mostly ineffective against Skeletons doing only half damage; only blunt weapons are effective at knocking the bones apart and doing full damage. Skeletons cannot smell, taste, or feel and thus are impervious to pain.

Skeletons additionally start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bite

Cost: 10

Can bite through most objects, even brick. Teeth do 4D6.

Bone Explosion

Cost: 5

The character can cause any bone or bones from a corpse within his line of sight to explode like a fragmentation grenade doing D6 per ME to all caught in an area of 2 metres per ME.

Bone Snap

Cost: 5

The character can touch the skin of any living organism and cause any bones just beneath to snap. This counts as a full attack.

Contract Bones

Cost: 5

In order to fit through a small space the Skeleton can reassemble his bones into a single long line and slide through a hole or under a space. He can then fully reintegrate after.

Detachable Bones

Cost: 5

Any bone or set of bones of the characters' (such as a whole arm) can be detached and reattached later. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his skull in his hand and peer around an area he normally couldn't reach, etc. Further if he loses his own limb he can simply attach someone else's.

Extra Bones

Cost: 5

The character can absorb the mass of any bone that he touches from a dead victim and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can increase his AR and PS by 1 and HPs by 2. He cannot absorb bones from a living organism. He can hold the extra mass for 1 round per ME, +1 round per level.

Raise Follower

Cost: 5

The character can raise and control the skeletal remains of deceased creatures within a range of 1 metre per ME. He can raise and manipulate one skeleton per 5 ME for 1 hour per ME.

Restructure Bones

Cost: 5

The Skeleton can manipulate and alter the bones from any corpse. The original size does not change however individual pieces can be combined to create a larger object. He can affect up to 1 adult finger bone size per ME plus an equal amount per level. He can use to create sculptures, weapons and shields.

Talk to Corpse

Cost: 5

The character can briefly reanimate a corpse allowing it to speak aloud about what happened to it.

True Sight

Cost: 10

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.

Step 4: Careers

No, not really.

Sojourner, Modern

Identical to the Ancient Era class.

Sorcerer, Modern

Identical to the Ancient Era class.

Soulmancer, Modern

Identical to the Ancient Era class.

Space Ranger

Along the breadth of the galaxy Space Rangers are dedicated police officers who battle space pirates, alien invaders and other threats both cosmic and criminal.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD. HPs are PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones; Knowledge Stellar Law
Navigation Space
Pilot Space Fighter
Unarmed Combat Martial Arts
Weapon Group Specialty Pistol
Weapon Group Specialty Space Vehicle

Step 3: Abilities

Rangers start with the following abilities free;

Patron - The Space Patrol. Agents have full access to the agency's inventory (subject to the GM's discretion) plus D20 x1000 credits spending money as well. Typically he will start with the following;

1 Starfighter

1 Laser Pistol

1 Spacesuit

1 Combatsuit

1 Jetpack

Police ID

Credit card usable on any planet within the Federation.

The character gains 35 Points to spend on any of the following abilities. As they

earn more experience they may buy or rebuy more abilities.

Acceleration Tolerance

Cost: 5

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for atmospheric and space fighter pilots where it can sometimes be possible (for instance) to dodge a missile. This gives a +2 on any roll to avoid the effects of acceleration and G forces.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Companion

Cost: 10

The character has some form of robotic companion whether an android, AI or some other intelligent device. Stats should be created for it. It will obey all the Ranger's commands though the agency may have an override for it if it belongs to them.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cultural Adaptability

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all MA rolls and +1 skill bonus with all MA skills. When confronted with a completely alien concept or custom he gets an IQ roll (also at +1) to understand what's going on and respond correctly.

Favour

Cost: 5

In the course of his duties the character saved the life of someone important. Now the person owes him. The favour can be anything from providing emergency funds, information, equipment, or support and help in times of need.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Special Ability

Cost: 15

The character also has special powers. They may either be Meta, Magical or Bionic. If Meta use the Mutant class abilities. If Bionic use the Hardwired class abilities. And if Magical use the class abilities from any of the Mysticis Disciplinis. This may only be bought once so only type may be chosen. He can spend up to 50 points to buy either powers, cybernetics or spells.

Step 4: Career

Only one; the Space Patrol.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays the Space Patrol he will be hunted at Extreme level.

Spectre

A Spectre is an incorporeal creature that resembles a ghost with a hatred for all living things. A Spectre drains the life energy from living creatures turning them into new Spectres upon death. The character is a Spectre who's creator has been destroyed allowing him to become independent and look for a cure.

Recovery however is nearly impossible, requiring a special quest. Contrary to popular mythology, Spectres remain highly intelligent and generally rational after the transformation to undeath. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die.

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

Roll attributes as normal but ME and PE +5, SPD +10. Hit points = PE +6, +6 per level.

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, 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 4: Abilities

Spectres gain all of the following abilities;

Spectre Form - Being unsolid is the natural form for the character though he tends to float naturally. Due to his state the character is immune to Fatigue, Poisons, Gases, Drugs, Disease, Possession and Mind Control. Finally the character doesn't age, he's dead.

Additionally Spectres start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Create Fear

Cost: 5

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 vs Willpower 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 victim save is -1 per ME of the user, +1 every 2 levels.

Hide

Cost: 5

Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.

Hypnotic Suggestion

Cost: 5

Spectres can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) by making eye contact which they must save vs spell or be compelled to obey.

Leech

Cost: 5

By touching a victim a Spectre can drain 1 HP per ME +1 per level and add it to his own for 1 hour per PE. If he holds onto the victim he can also drain one life energy level from the victim +1 per 2 levels.

Levitation

Cost: 5

The character can levitate the himself and up to ME x2 metres (+2 metres per level), and fly at a rate of ME x3kph (+3kph per level).

Raise Follower

Cost: 10

Any being totally drained of life energy by a Spectre becomes a full strength Spectre under the control of the Spectre which drained him. The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a spectre.

See Weakness

Cost: 10

Spectres can see decay wherever they look; a wall showing signs of filth and disrepair, statues crumbling, and people close to death have a corpse-like pallor. A character can use this ability to gain insight into an object's weak points or a living person's general health.

Spellcast

Cost: 10

The cost is for each sphere of magic the Spectre wants to learn from, however the first sphere must be Necromancy. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Necromancy, Combatic, Transmutanic, Chaotic, Common, Elemental Void and Biomancic. Spectres can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Talk

Cost: 5

Spectres can speak to any other undead including spirits.

True Sight

Cost: 5

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.

Step 5: Careers

Possible related careers include spirit guide.

Step 6: Disadvantages

Spectres have an irrational dislike of all living beings and have great difficulty working with anyone alive. +10 points
Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid. +5 points.
Daylight makes spectres powerless. +20 points.

Holy water inflicts D8 points of damage when it strikes a Spectre. +5 points.

A raise dead spell apparently reverses the undead status, destroying the Spectre immediately if a saving throw versus spell is failed. +20 points.

Spetsnaz5 Agent

Agents of the Spetsnaz 5 are a part of the Russian Crimson Storm exclusively dedicated to combating all threats supernatural.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD. HPs are PE +10, +10 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones from their initial Spetsnaz training;

Orienteering

Survival

Unarmed Combat Martial Arts

Weapon Group Specialty Pistol

Weapon Group Specialty Rifle or

Submachine Gun

Weapon Group Specialty Small Thrown

Upon shifting to Spetsnaz 5 agents also get to specialize in one area from the list below.

All the skills listed in each category are gained free;

Fire Support - Specialising in weapons. Weapon Improvisation and 5 other weapon skills.

Infiltration - Disguise, Gather Info, Intel, Knowledge Conspiracies, Knowledge Demons, and Impersonate.

Magiya - Specialising in Arcane magic knowledge, this character can learn some magic. Knowledge Artifacts, Knowledge Demons, Knowledge Fey, Knowledge Magic, Knowledge Undead, and Language Stygian.

Medic - Paramedic, Forensics, Knowledge Alternative Medicine,

Knowledge Drugs, Knowledge Demons, and Knowledge Undead.

Tech - Damage Control, Knowledge Demons, Engineer Electrical, Engineer Mechanical, Engineer Computer, and Engineer Weapons.

Step 3: Abilities

Agents start with the following free; Patron - Agents have full access to Crimson's inventory (subject to the GM's discretion) plus D20 x1000 dollars spending money as well.

The character gains 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

HPs Bonus

Cost: 10

PE +12 HPs instead of 10, +12 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus	10	+1 to Sanity rolls
Strike Bonus	10	+1 Strike
Will Bonus	10	+1 to Willpower rolls

Step 4: Career

Only one; Spetsnaz 5 or another section of Crimson Storm.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays Spetsnaz he will be hunted at Extreme level and most likely have a bounty put out for his death. +20 points.

Surgical Composite

The hero was created in an operating room. His body contains parts taken from several bodies. Close examination reveals the scars from his creation. The most famous example is Adam, the Frankenstein Monster. Because of the widespread knowledge of that story, Surgical Composites are feared more than Mutants. They also possess a morbid curiosity about the people whose parts now form their bodies.

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

Roll attributes as normal but MA -6, PS +2, PE +4. SDC: PE +25, +12 per level. Height varies.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Composites start with the following abilities free;

Dead Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive
Composites are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

Composites additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Standard Arm

Cost: 0
Human; roll normal PS and PP.

Standard Body

Cost: 0
Human; roll normal PE.

Standard Head

Cost: 0
Human; roll normal IQ, ME and MA.

Standard Leg

Cost: 0
Human; roll normal SPD.

Agile Arm

Cost: 5
eg. Elf; +2 PP and +1 Strike with 1 arm.

Alien Body

Cost: 5

eg. any alien race; This must be worked out with the GM. After picking an alien race determine what abilities are gained from it.

Aquatic Arm

Cost: 5
eg. Lemurian; +2 PS and +1 PP with 1 arm. No penalties to underwater combat.

Aquatic Body

Cost: 5
eg. Atlantean; +5 HPs per PE, and 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.

Aquatic Head

Cost: 5
eg. Lemurian; has gills which allow him to breathe underwater as naturally as above water and also nightsight.

Aquatic Leg

Cost: 5
eg. Atlantean; swim rate is SPD x2 for 1 leg. If bought for both legs then gain SPD x4.

Fast Leg

Cost: 5
eg. Centaur; +4 SPD and +2 Initiative for 1 leg. If bought for both legs then gain +8 SPD.

Mutant Body

Cost: 5
The character can use his points to buy powers.

Regenerative Body

Cost: 5
eg. Troll; +20 PE, +1 AR.

Strong Arm

Cost: 5

eg. Giant; +4 PS with 1 arm.

Strong Leg

Cost: 5

eg. Satyr; +4 PS with 1 leg. If bought for both legs then gain x2 normal leap range as well.

Supernatural Eyes

Cost: 5

eg. Dragon; 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.

Supernatural Head

Cost: 5

eg. Ghoul; The head radiates supernatural fear to all 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 victim save is -1 per ME of the user, +1 every 2 levels.

Tough Body

Cost: 5

eg. Dwarf; +20 SDC, +1 AR

Step 5: Careers

Maybe as a bodyguard.

Step 6: Disadvantages

This character has Distinctive Features +20 points. He is really, really ugly. Not to mention mishapen.

Summoner, Modern

Identical to the Ancient Era class.

Tao Shih

Tattoos are more than mere decoration for this character, they represent his power base..

Tao Shih use magical tattoos which provide their bearer with access to different supernatural powers. The character does not have to perform any special ritual to activate his tattoos; he must simply will them to activate and they do. Most tattoo powers activate instantly, and the duration of their effect is given with each individual description.

Step 1: Attributes

Roll attributes as normal but then add +2 to ME, PS, PP, PE and +4 SPD. Hit points = PE +12, +12 per level. +1 to save vs. Psi per 5 ME.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Artistry Tattoo
Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Unarmed Combat Martial Arts
1 Weapon skill

Step 3: Abilities

All Tao Shih start with the following ability free;

Hardened Body - The character's musculature and skeletal systems are hardened and strengthened to enable them to carry the magical tattoos on their skin as well as increasing their speed, reflexes, dexterity and agility. A variation on the Avatar character, this

hero draws his powers from magical runes tattooed on his body. Choose 1 Tattoo per 4 ME from the Tattoo magic section at first level, + an equal amount per level. The character is able to inscribe magic tattoos on himself or others which can then be invoked.

These Tattoos 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. Tao Shih can tap into the world's natural PPE at a rate of IQ + ME x4. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 2, 5, 11, 13 and 17. +1 Willpower save at levels 1, 3, 7, 9, 13, 15 and 19. Pick 1 extra Tattoo at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Additionally Tao Shih start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Damage Bonus

Cost: 5

+1 or +25% damage each time bought (whichever is highest) and only applies to tattoo magic.

Detect Weakness

Cost: 5

Can detect the weak point in any object or structure that he looks at. This also applies to any weak spots on a living organism.

Enhanced Leap

Cost: 10

In combat the character may leap over intervening enemies one metre per 2 PS 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.

Extend Duration

Cost: 5

Spell duration increases by +1 round and only applies to tattoo magic.

Range Boost

Cost: 5

+25% range for spells but only applies to tattoo magic.

Save Bonus

Cost: 5

This is the cost for each additional +1 added to the character's spell save.

Sense Danger

Cost: 10

The power to sense any hostile person who enters a 1 metre radius per ME.

Trigger

Cost: 10

One tattoo per 5 ME may be given a failsafe trigger. That is it will automatically activate under special circumstances. It will still work even if there is no PPE left because when this ability is taken there is automatically an emergency amount of PPE held over for the trigger.

True Sight

Cost: 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, and the exact nature of the magic.

Whirlwind

Cost: 10

Once per hour can triple the number of attacks in one combat.

Step 4: Careers

Possible careers include; Dojo Master, Bodyguard, Stunt man, Police Officer, FBI, CIA, and Mercenary.

Tattoomancer

Similar to Artificers rather than casting spells directly on a character

Tattoomancers instead infuse magic into tattoos drawn on the skin of living things. These can be done by using a special type of magic ink.

Through this method they are capable of learning any spell so long as they are able to inscribe them.

The benefit of this method of learning spells is that it doesn't require much study like a wizard, and the casting time is very fast due to the spells literally being engraved/grafted onto them thus merely have to call upon them to use them.

However, this method of learning requires them to take a sort of rest after the engraving since the process is not only painful but really draining since in a way it is their body learning the spell through assimilation rather than traditional learning.

Each tattoo can only cast each spell once before it needs to 'cool down' for one hour per PPE it requires. Tattoos are limited only by the amount of available space on the recipient.

Step 1: Attributes

Roll attributes as normal but raise IQ to 15 and PP to 14, or if already over add +1 to each one which is over. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Artistry Calligraphy

Artistry Drawing

Engrave

Knowledge Artifacts
Knowledge Geomancy
Knowledge Magic

Step 3: Abilities

Tattooancers gain all the following free;

Spellcast - The first sphere the Tattooancers learns from is free and must be Tattoo Magic, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. However; spells can only ever be embedded into tattoos, never cast externally like other mages.

Tattooancers can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Critical damage can damage or destroy a tattoo, removing the person's ability to cast it. If take a critical hit roll D100;
1-75 Minor Damage
76-90 Moderate Damage; will only work on a roll of 1-25 on D100.
91-00 Major Damage completely destroying the tattoo.

Additionally Tattooancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Create Tattoo

Cost: 5

The ability to inscribe a magical tattoo on a living thing and then impart a spell on it which can then be used by the wearer. In this instance a tattoo is a spell (or collection of spells) that has been stored in graphical form.

Create Tattoo Stylus

Cost: 5

This is the special ability to create a magical tattoo machine to write magic words, wards, circles, symbols, numbers, music and drawings onto living skin. It can write underwater and is unaffected by gravity, pressure or other conditions in atmospheres. It will mark any skin. It is used as a focus to directly transfer the Tattooancer's PPE onto the object he is scribing on.

It works by inserting ink into the skin via a single needle. The Tattooancer may use stencil paper to first place a printed design on the skin before applying a tattoo design.

Copy Tattoo

Cost: 5

This spell allows the caster to copy an existing magic tattoo from a source to a target. Both the source and target have to be some sort of skin.

Damage Bonus

Cost: 10

+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic.

Must be rebought for each additional sphere.

Familiar Tattoo

Cost: 5

The Tattoomancer gains a familiar which he may permanently psionically link with. It's type will be a companion of the character's choice, traditionally it is a small animal. 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.

However unlike most familiars, this one can transform itself into a tattoo that he carries in her flesh. Transforming into a tattoo or back to normal familiar form requires one action. In tattoo form, the familiar looks like a stylized version of itself, but does not count as a creature separate from the Tattoomancer. In tattoo form it continues to grant its special familiar ability, but otherwise has no abilities and can take no actions except to transform from tattoo into creature. A familiar tattoo cannot be erased or dispelled. Its statistics and abilities are identical to whatever lifeform it is based on.

Range Boost

Cost: 10

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Tattoo Remover

Cost: 5

This spell can be used to remove enchanted tattoos in order upgrade to better more powerful tattoos or just a change in class type. The amount of PPE

involved is 10 + the casting amount of PPE for the tattoo being removed.

Tattoo Transfer

Cost: 10

This transfers an existing magic tattoo from a source to a target. Both the source and target have to be some sort of skin. If the target of the spell saves vs the magic, the spell fails completely with nothing transferred.

True Sight

Cost: 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, and the exact nature of the magic.

The Mancer's Sketchbook

When a Tattoomancer first gains proficiency with tattooist's tools, their teacher gives them a sketchbook containing designs for a number of tattoos. The sketchbook is a unique compilation of designs, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that they received as a gift from their teacher, a finely bound gilt-edged tome they found in an ancient library, or even a loose collection of notes scrounged together after they lost their previous sketchbook in a mishap.

Most examples of tattoo templates are exceedingly rare and either well-hidden or carefully guarded, as existing tattoos are either culturally significant or highly prized by their current owners. In rare cases, ancient tattoo templates may be found in such areas as ancient temple walls or found carved into totems. The most common way to learn a new

template is to copy it from a tattooed person.

Once a tattoo is copied into a sketchbook, a template may then be created. Creating a template costs the same amount, in time and materials, as copying the design in the first place, and each template may be used only once.

Tatoomancers can copy a design from their own sketchbook into another book – for example, if they want to make a backup copy of their sketchbook. This is just like copying a new template, but faster and easier, since they understand their own notation and already know how to apply the tattoo.

Specialty Inks

It may be possible to acquire rare and unique inks with which one may create tattoos. These inks may have special cosmetic or magical properties. Using anything but standard ink may incur an extra cost, at the DM's discretion.

Bestial ink

Ink made from the essence of a type of creature. Evokes images of that creature in the minds of those who view the tattoo.

Detection ink

This specially prepared ink reacts to the presence of certain creatures, and glows faintly when within 30 metres of the creature in question. Each different creature type is a different type of Detection Ink.

Elemental Ink

This ink is purely cosmetic in most circumstances, coming in a variety of elemental styles. Some may make the lines of a tattoo appear to burn like

molten lava, while others may cause it to appear as if cool water flows through the lines of the subject's skin. Certain earth-aligned inks will cause the lines of a tattoo to appear as if they were filled with glimmering gemstones. While this is normally cosmetic, if the appropriate elemental ink is aligned with a specific tattoo, it may amplify the effects of such a tattoo. For example, a tattoo of a fist of the elements would become much stronger if drawn using ice aligned ink.

Glamour Ink

This ink causes lines drawn with it to glitter like a thousand stars. These inks come in a variety of colours.

Glow-Ink

Tattoos inked with this concoction are pale versions of their colors while in the light, but in dim or dark conditions glow vibrantly with their appropriate colour, creating dim light in a radius of 10 feet if the tattoo is uncovered.

Metallic Ink

Tattoos made with this ink make it appear as though the subject has organically-flexible metal inlays imbedded in their skin. These inks come in a variety of flavors, from gold to silver to rusty iron.

Mood Ink

While appearing as plain gray ink in a bottle, once applied to the subject, this ink changes color depending on the subject's mood.

Prismatic Ink

Appearing to be a swirling mass of rainbow colors while in a bottle, this ink causes lines tattooed with it to become beautiful and iridescent in appearance.

Shifting Ink

Shifting ink is the rarest of all tattoo inks, and allows two tattoos to be placed on the same part of the body. In order for this ink to display its true power, the area to be tattooed must first be prepared with shifting ink. This process requires the same amount of ink as the larger of the two tattoos to be applied. During the application of the first tattoo, the shifting ink reacts with it and it absorbs into the wearer's skin. The second tattoo may be applied over this. Once this is done, the wearer may choose which tattoo to manifest once per short rest.

The time taken to prepare the area with shifting ink is equal to that of the larger tattoo, but there is no associated DC. The tattoos must be applied within three days of the application of the shifting ink, before it loses its potency and binds with only the first tattoo. Artists sometimes risk exhausting themselves trying to complete their work before the shifting ink sets.

Temporary Ink

This ink appears as normal black ink, only it is applied on top of the skin with a thin brush. Tattoos made with this ink last up to one week or until they are washed away with water.

Three-Dimensional Ink

This ink comes in the same standard variety of colors as normal ink. However, when applied it creates a stunning effect whereby the design of the tattoo appears to float off of the wearer's skin and hover above it. The tattoo may also animate slightly, spinning or curling around the area.

Time to Apply

Tattoos take time to apply based on their size and intricacy. A large but simple tattoo may take the same amount of time to ink as it would to create a small but detailed one. Sessions may be broken into chunks of time over the course of several days, however if the tattoo is not finished within 30 days the magics of the tattoo dissipate and must be started again from the beginning. Some Tattooancers will demand full payment upfront, while others will charge a part of the price across each individual session. After the tattoo is finished, you gain the effects of it after a long rest. Use the following table to determine how long the procedure will take.

<u>Size (intricacy)</u>	<u>Time</u>
Small (simple)	1+D4 hours
Small (average), Medium (simple)	2+D6 hours
Small (ornate), Medium (average), Large (simple)	4+D8 hours
Medium (ornate), Large (average)	6+3D6 hours
Large (ornate)	8+3D10 hours

Technomancer

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 learned to infuse their bodies with microscopic robots. The nanobots replenish themselves in the Technomancer's body. They seek fulfillment 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: Attributes

Roll attributes as normal but raise IQ to 15, or if already over 15 add +1. Hit points = PE +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

- Engineer Computer
- Knowledge Artifacts
- Knowledge Geomancy
- Knowledge Magic
- Science Mathematics
- Science Nanotech

Step 3: Abilities

Technomancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Technomancy, each subsequent sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from Technomancy, Common and Urbain. Mancers can tap into the world's natural PPE at a rate of IQ + ME x4.

+10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 5, 9, 13 and 17. +1 Sanity save at levels 3, 7, 11, and 18. +1 Willpower save at levels 1, 4, 8, 12, 15 and 18. +1 Spell Bonus at levels 6, 12 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Technomancers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Chat

Cost: 5

This allows the mancer to talk to any machine he touches.

Extend Duration

Cost: 10

Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

HPs Bonus

Cost: 10

PE +6 HPs instead of 4, +6 per level.

PPE Power Source

Cost: 5

Existing equipment, weapons or vehicles that require some form of energy or fuel source can be modified to operate on PPE instead. It requires one PPE to replace each charge or litre of fuel.

Range Boost

Cost: 5

+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.

Salvage Parts

Cost: 5

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.

Techno Heal

Cost: 10

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 tumorous 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 Navigation

Cost: 5

The Nanites detect the planets magnetic field and thus, when such a field is detectable, let the user get a "feeling" for where he is relative to the magnetic poles (also works in proximity to planets with a magnetic field, bonus to navigation +20%).

Techno Touch

Cost: 5

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.

True Sight

Cost: 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, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; IT, Computer Programmer, Vehicle Designer, Aerospace Engineer, Lab Researcher and Computer game designer.

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 they 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 attributes as normal. Then +3 PS, +2 PP, +3 PE. Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Investigate
Language Latin (most useful during combat when you don't want your orders understood by others)
Knowledge Conspiracies
Knowledge Demons
Knowledge Undead
1 Weapon skill

Templars can also specialize in one area from the list below. All the skills listed in each category are gained free;
Forensics - Science Chemistry, Forensics, Science Mathematics, Science Pharmacy, Science Physics and Toxicology.

Infiltration - Bluff, Bribe, Disguise, Gather Info, Intel and Stealth.

Medic - Paramedic, Concentration, Knowledge Alternative Medicine, Knowledge Drugs, Notice and Observation.

Recon - Set/Remove Traps, Alertness, Camouflage, Concealment, Gather Info and Stealth.

Tech - Armourer, Technical Auto/Bike/Truck Mechanics, Engineer Electrical, Engineer Mechanical, Engineer Computer, and Engineer Weapons.

Step 3: Abilities

Templars start with the following free;

Bonuses - +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1

Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Templars start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Divine Faith

Cost: 10

Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.

Divine Intervention

Cost: 10

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.

Divine Leap

Cost: 5

In combat the Templar may leap over intervening monsters one metre per 2 PS 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.

Divine Parry

Cost: 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, or deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

Divine Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Divine Whirlwind

Cost: 5

Once per hour can triple the number of attacks in one combat.

Holy Confession

Cost: 10

Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 ME.

Sermon

Cost: 5

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.

Spellcast

Cost: 10

Divine sphere only and are automatically bestowed all the spells within that sphere. If they are dismissed from the Church for some heinous act they will lose all their abilities. Templars can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Undead Enemy

Cost: 5

When fighting undead gain +4 to all combat rolls, +1 per level.

Step 4: Career

Only one; the Vatican. 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. +10 points.

Thief, modern

A modern day thief is a person who infiltrates a said location so they may perform a certain task. Usually to acquire something without the owner's permission. A thief's life is sometimes very hard, having to live without leaving a trace or live many different lives.

Thieves, on average, have a tendency to be very smart and quick thinkers, while still being able to keep their cool. It is in their wits, cunning and intuition that they are able to do what they do—these are their most valuable skills. Without these essentials, thieves usually are killed.

Step 1: Attributes

Roll up attributes as normal but +1 to PP. HPs are PE +6, +6 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics
Climb
Knowledge Street
Pick Locks
Pick Pockets
Stealth

Step 3: Abilities

Thieves start with the following free; Exceptional Balance - The Thief gains +1 on all PP based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Appraise

Cost: 5

This character can assay an item to determine its exact worth. This is

identical to the Appraise skill but works automatically with no roll required. If taken twice this includes magical items and artifacts.

Backstab

Cost: 5

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.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cybernetics

Cost: 10

The agent starts with 10 points to buy bionic powers with, the only thing is that each power instead of being organic is represented by a mechanical equivalent. The powers should determine what parts are artificial. For Super Strength the limbs and skeleton are artificial. Super speed would come from a leg replacement. Vision powers require at least one man made eye.

Focused Shot

Cost: 5

When using a thrown 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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Money

Cost: 5

The character has D10 x1000 dollars money either in a bank or hidden somewhere.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Psychic

Cost: 10

The agent starts with 10 points to buy Mental Manipulation powers with.

Will Bonus

Cost: 10

+1 to Willpower rolls

Step 4: Career

The character can work for himself, selling what he steals or on hire for collectors or freelance for a spy agency.

Step 5: Disadvantages

The character is hunted by someone he stole from at Extreme level. This person or group wants the item/s back and the character dead. +20 points

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 attributes as normal but ME +5, PS +10, PP +5, PE +10, SPD +10, Hit points = PE +12, +12 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;
Knowledge Demons
Knowledge Fey
Knowledge Undead
Unarmed Combat Martial Arts
One Weapon Group Specialty (must be melee)
One Weapon Specialization

Step 3: Abilities

Undead Slayers gain the following free;
Bonuses - +1 Strike when fighting Undead (including spirits) at levels 3, 6, 9, 12, 15 and 18. Additionally 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. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Slayers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Holy Aura

Cost: 5

The Undead can see the character's true aura and will suffer -1 per 2 WIS on all their rolls.

Holy Immunity

Cost: 5

To any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.

Holy Inspiration

Cost: 5

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 Leap

Cost: 10

In combat the warrior may leap over intervening monsters one metre per 2 PS 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 Light

Cost: 5

This power releases a burst of holy light within a 10 x 10 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.

It can be used once per day per 5 ME.

Holy Parry

Cost: 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, or deflect any arrows or bolts at a rate of 1 per 4 PP within 1 combat melee.

Holy Preservation

Cost: 10

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

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Holy Walk

Cost: 5

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 Stealth skill raising it to a supernatural level and preventing any non magical detection.

Holy Whirlwind

Cost: 10

Once per hour can triple the number of attacks in one combat.

Step 4: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

Step 5: 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.
+10 points

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.. and her servants are determined to make sure you meet your fate.

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

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

Roll attributes as normal but then add +4 to ME and PE. +6 on all psionic, control and possession saves. Hit points = PE +8, +8 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Unfated start with the following ability free;

Undying Body - This 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 one thing can kill him. See below.

Additionally Unfated start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Actively Avoid Danger

Cost: 5

The character receives 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).

Death Sight

Cost: 5

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.

Death Sign

Cost: 5

The character can see a death mark over anyone who is about to die within the next hour per ME. Plus an equal amount of hours per ME each time rebought.

Diagnose

Cost: 5

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.

Medium

Cost: 5

This character can see and talk to spirits and ghosts. Specifically he can;

- 1) Listen to and relate conversations with the departed.
- 2) Go into a trance and allow a spirit to enter his body in order to speak through it.
- 3) Sense the emotional state of the departed and whether they are being truthful.

Mental Wall

Cost: 10

The character is totally immune to any form of possession, control or manipulation.

Passively Avoid Danger

Cost: 5

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. Gain +1 willpower save per 5 ME, and +1 every 2 levels.

Precognition

Cost: 5

The character can see up to ME x1 minute ahead. If rebought he can see up to ME x5 minutes ahead. If rebought again then ME x10 minutes ahead. Then ME x30 minutes ahead. ME x1 hour

ahead. ME x1 day ahead. ME x1 week ahead. ME x1 month ahead. And finally ME x1 year ahead. The visions only relate to the imminent death of others. This could be used as a tool by the GM for possible adventures.

Psychometry

Cost: 10

The character can touch an object and read the images and history of any who have previously touched it. It 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. The character can see up to ME x1 minute ahead. If rebought he can see up to ME x5 minutes ahead. If rebought again then ME x10 minutes ahead. Then ME x30 minutes ahead. ME x1 hour ahead. ME x1 day ahead. ME x1 week ahead. ME x1 month ahead. And finally ME x1 year ahead.

True Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful). And can also see a death's head image over someone whose death is imminent.

Step 5: Careers

Whatever the character likes, though he may need to keep on the move to avoid cultists.

Step 6: Disadvantages

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. 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 +10 points 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 +20 points where they will be continuously coming up with major plans for trapping and killing the character. Someone reaching 20th level will be on the absolute top of their list of people to slay..

U.N.I.T.T. Agent

U.N.I.T.T. is the world's largest and most effective force for neutralizing threats to world security and combating terrorism and extraterrestrial and interdimensional infiltration.

It's suborganizations include;

- The E.R.D.R.F. (Emergency Rapid Deployment Rescue Force)
- I.R.I.I.S. (The Investigative Response to Interdimensional Incursions and Subversions)
- M.R.U. (The Metahuman Response Unit)
- S.H.A.D.O.W. (The Strategic Hazard Alien Defence Operatives Watchguard)
- T.S.U.N.A.M.I. (The Tactical Strategic United Nations Authority on Maritime Investigations)
- The Twilight Corps
- U.N.A.K.R.D.F. (The Anti Kaiju Rapid Deployment Force)

U.N.I.T.T./E.R.D.R.F. Agent Package

The Emergency Rapid Deployment Rescue Force is a United Nations organization dedicated to saving lives. Any who find themselves in danger, anywhere in the world, need only put out a call for help - on any frequency - and, one of the E.R.D.R.F.'s listening stations will hear it, and respond. They are aided in this mission by technologically advanced land, sea, air and space vehicles that are called into service when conventional rescue methods prove ineffective.

Here is the package available for anyone wanting to play a E.R.D.R.F. agent.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses;
+2 to PS, PP, and PE. +6 to SPD, and +10 SDC. Hit points = PE +10, +10 per level.

Step 2: Skills

Agents gain the following free skills from their basic training;

Acrobatics
Caving
Climb
Mountaineer
Paramedic
Survival

Agents must then choose one of the sections below to specialize in. All the skills listed in each category are gained free.

Aeronaut

These pilots are trained to fly the E.R.D.R.F.'s aircraft and helicopters.

Skills:

Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive, and Weapon Group Specialty Air Vehicle.

Aquanaut

These agents can pilot all the E.R.D.R.F.'s submersibles and sea-going vessels.

Skills:

Navigation, Pilot Marine Military Warship, Pilot Marine Military Submersible, Technical Radio Systems, Weapon Group Specialty Sea Vehicle Signals.

Field Agent

These are the standard field rescue agents. They may find themselves deployed to any location.

Skills:

Ambush, Drive Car, Drive Truck, Gather Info, 1 Pilot skill, and Stealth.

Field Engineer

Engineers are responsible for the construction, rebuilding and repair of buildings in disaster areas.

Skills:

Engineer Civil, Engineer Structural, Engineer Mining, Fortifications, Carpentry and Metallurgy.

Field Mechanic

These mechanics work not only in a workshop, but also out in the field on deployments.

Skills:

Engineer Weapon, Engineer Computer, Technical Radio Systems, Technical Seacraft Mechanics, Technical Auto Mechanics and Technical Aircraft Mechanics.

Field Medic

The medical teams are comprised of doctors, and nurses, among other medically trained staff. They handle day-to-day injuries in the bases and assist civilians following a disaster.

Skills:

Knowledge First Aid, Science Medicine, Toxicology, Knowledge Drugs, Investigate, and 1 Language.

Step 3: Abilities

Agents start with the following free; Patron - Agents have full access to the E.R.D.R.F.'s and U.N.I.T.T.'s inventory (subject to the GM's discretion) of weapons, equipment and clothing.

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Acceleration Tolerance

Cost: 5

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for atmospheric and space fighter pilots where it can sometimes be possible (for instance) to dodge a missile. This advantage gives a +1 on any roll to avoid the effects of acceleration and G forces.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within the UN and various world governments. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cybernetics

Cost: 5

The agent starts with 10 points to buy bionics with as detailed in the Hardwired class.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus

Cost: 10

+1 to Sanity rolls

Skill Bonus

Cost: 10

The character gains +1 to all skill rolls of one area.

Strike Bonus

Cost: 10

+1 to Strike

Will Bonus

Cost: 10

+1 to Willpower rolls

Step 4: Career

Only one; the E.R.D.R.F. though it is possible to transfer to other sections of U.N.I.T.T.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays E.R.D.R.F. he will be hunted at Extreme level. +20 points.

Step 6: Equipment

The uniform's colour is a mix of red and yellow. It is made of 9-ply Kevlar, a material able to withstand the ballistic impact of up to .45 caliber slugs, and is also fire-resistant and water proof. It includes;

- 1 shoulder holster which holds 1 Close Defence Equalizer
- 1 boot holster which holds 1 Combat Knife
- 1 belt holster which holds 3 Mini Grenades of choice
- 1 watch communicator with detachable ear piece to insert into one ear (100km radio link range or unlimited when connected to the satellite), and retractable monofilament garrote (D10 slicing damage)
- 1 utility belt (see below)

U.N.I.T.T./I.R.I.I.S. Agent

Package

Just as U.N.I.T.T. was established for global security and S.H.A.D.O.W. for extraterrestrial security, I.R.I.I.S. was established as a force of extra-dimensional security to guard against contamination and conflict from other alternate realities. The agency monitors areas on Earth where perpendicular and wave universes naturally intersect with our Earth. It is the newest branch of U.N.I.T.T., having only been established in the wake of the failed Shattered Realms interdimensional invasion of 2019.

Here is the package available for anyone wanting to play an I.R.I.I.S. agent.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD, and +10 SDC. Hit points = PE +10, +10 per level.

Step 2: Skills

Agents gain the following free skills;
Armour Mastery Power
Orienteering
Survival
Unarmed Combat Martial Arts
Weapon Group Specialty Pistol
Weapon Group Specialty Rifle

Agents must then choose a section to specialize in. All the skills listed in each category are gained free.

Cyberwarfare

These agents conduct cyber and electromagnetic activities using advanced information and communication technologies. Their

ultimate goal is to defend earth's systems and networks while defeating any interdimensional network and agents. Most of their work takes place offworld on specific missions.

Skills:

Engineer Computer, Cryptography, Forensics, Research, Technical Artificial Intelligence, and Typing.

Field Agent

These are the standard field support agents. They may find themselves deployed to any location.

Skills:

Ambush, Drive Car, Drive Truck, Gather Info, 1 Pilot skill, and Stealth.

Field Engineer

Engineers are responsible for the construction and dismantling of bases and field defenses on worlds in other dimensions.

Skills:

Engineer Civil, Engineer Structural, Engineer Mining, Fortifications, Carpentry and Metallurgy.

Field Mechanic

These mechanics work not only in a workshop, but also out in the field on deployments.

Skills:

Engineer Weapon, Engineer Computer, Technical Radio Systems, Technical Seacraft Mechanics, Technical Auto Mechanics and Technical Aircraft Mechanics.

Infiltration

These are agents who spy on a target group by going "undercover for the purposes of gaining the trust of an individual or organization to learn or confirm confidential information or to gain the trust of targeted individuals in

order to gather information or evidence. The organizations targeted are those that are suspected of aiding hostile extraterrestrials or using their technology for nefarious purposes.

Skills:

Cryptography, Bluff, Gather Info, Disguise, Investigate, and Stealth.

Intelligence

Intelligence field agents are trained in camouflage, stealth, and covert surveillance, as well as various scientific disciplines, rather than social interaction skills.

Skills:

Intel, Stealth, Science Xenocology, Science Physics, Science Biology, and Science Chemistry

Medic

The medical teams are comprised of doctors, surgeons and nurses, among other medically trained staff. They handle day-to-day injuries in the bases and assist civilians following an attack. There is always at least one medic on each field mission team.

Skills:

Knowledge First Aid, Science Medicine, Toxicology, Knowledge Drugs, Investigate, and 1 Language.

Mystic Agent

Specializing in Arcane magic knowledge, this character can learn some spells.

Skills:

Knowledge Artifacts, Knowledge Demons, Knowledge Supernatural Beings, Knowledge Magic, Knowledge Undead, and Knowledge Geomancy.

Special Operations

These agents conduct small-unit special operation missions in maritime, jungle,

urban, arctic, mountainous, and desert environments. They are typically ordered to capture or to eliminate high level targets, or to gather intelligence behind enemy lines. They are capable of operating in environments characterized by high complexity, isolation from friendly forces, high levels of stress, danger and environmental hardship.

Skills:

HALO Parachute, Swim, Weapon Group Specialty Submachine gun, Weapon Group Specialty Heavy, Weapon Group Specialty Short Blades and Demolitions.

Xenoscientist

Xenoscientists are required to regularly analyze and examine each new interdimensional being that comes over to our world in order to assess a weakness or particular behaviour that will work in the favour of earth's forces in combat.

Skills:

Science Xenocology, Science Zoology, Science Biology, Science Genetics, Science Chemistry, and Knowledge Interdimensional Species

Step 3: Abilities

Agents start with the following free; Patron - Agents have full access to M.R.U.'s inventory (subject to the GM's discretion) plus D20 x1000 dollars spending money as well.

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cybernetics

Cost: 5

The agent starts with 10 points to buy bionics with as detailed in the Hardwired class.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

HP Bonus

Cost: 10

PE +12 HPs instead of 10, +12 per level.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Magic

Cost: 5

This can only be taken if the player chooses to be a Mystic Agent. The agent

starts with 10 points which may be spent on any sphere as per the Arcanist class. Each sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells +4\ per\ level$. The spells can come from any sphere of magic and in any combination (except Divine). The agent can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 5, 8, 11, 14, 17, and 20.

Meta Powers

Cost: 5

The agent starts with 10 points which may be spent on any powers as per the Mutant class

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Will Bonus

Cost: 10

+1 to Willpower rolls

Step 4: Career

Only one; I.R.I.I.S.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays the M.R.U. he will be hunted at Extreme level. +20 points.

Step 6: Equipment

The uniform's colour is a mix of white and black. It is made of 9-ply Kevlar, a material able to withstand the ballistic

impact of up to .45 caliber slugs, and is also fire-resistant and water proof. It includes;

- 1 shoulder holster which holds 1 Close Defence Equalizer
- 1 boot holster which holds 1 Combat Knife
- 1 belt holster which holds 3 Mini Grenades of choice
- 1 watch communicator with detachable ear piece to insert into one ear (100km radio link range or unlimited when connected to the satellite), and retractable monofilament garrote (D10 slicing damage)
- 1 utility belt (see below)

U.N.I.T.T./M.R.U. Agent

Package

The Metahuman Response Unit is a branch sector of U.N.I.T.T. This task force specializes in resolving criminal matters that are otherwise considered too extreme for the average police officer to handle.

Here is the package available for anyone wanting to play a M.R.U. agent.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD, and +10 SDC. Hit points = PE +10, +10 per level.

Step 2: Skills

Agents gain the following free skills;
Armour Mastery Power
Orienteering
Survival
Unarmed Combat Martial Arts
Weapon Group Specialty Pistol
Weapon Group Specialty Rifle

Agents must then choose a section to specialize in. All the skills listed in each category are gained free.

Aviation Mechanic

These mechanics maintain the M.R.U.'s tiny air force.

Skills:

Engineer Aerospace, Engineer Weapon, Engineer Electrical, Engineer Mechanical, Technical Radio Systems and Technical Aircraft Mechanics.

Aviation Pilot

These pilots fly the aircraft responsible for engaging the most dangerous of supervillains or Venom aircraft.

Skills:

Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.

Field Agent

These are the standard field support agents. They may find themselves deployed to any base on the planet.

Skills:

Ambush, Drive Car, Drive Truck, Gather Info, Pilot Jetpack, and Stealth.

Field Medic

The medical teams are comprised of doctors, surgeons and nurses, among other medically trained staff. They handle day-to-day injuries in the bases and assist civilians following a battle.

Skills:

Knowledge First Aid, Science Medicine, Toxicology, Knowledge Drugs, Investigate, and 1 Language.

Ground Mechanic

The ground mechanics maintain and service various military vehicles including tanks, armoured personnel carriers, trucks, bulldozers, 4WDs and motor bikes. Mechanics work not only in a workshop, but also out in the field on exercises and deployments.

Skills:

Engineer Weapon, Engineer Electrical, Engineer Mechanical, Damage Control, Technical Radio Systems and Technical Auto Mechanics.

Mecha Mechanic

These mechanics are responsible for the maintenance, repair and support of all the Mechs.

Skills:

Engineer Weapon, Engineer Electrical, Engineer Mechanical, Damage Control,

Technical Radio Systems and Technical Robotics.

Mecha Pilot

These are the members of the M.R.U. assigned to pilot the Mechs. All Pilots are required to undergo rigorous training.

Skills:

Navigation, Drive Power Armour Civilian, Drive Power Armour Military, Alertness, Unarmed Combat Power Armour, and Weapon Group Specialty Power Armour.

Metascientist

Metascientists keep track of and extensively study earth's metahumans and their powers. They use this to come up with new strategies in combating specific enemies.

Skills:

Science Biology, Science Genetics, Science Chemistry, Knowledge Metahumans and Knowledge Supernatural Beings.

Mystic Agent

Specializing in Arcane magic knowledge, this character can learn some spells.

Skills:

Knowledge Artifacts, Knowledge Demons, Knowledge Supernatural Beings, Knowledge Magic, Knowledge Undead, and Knowledge Geomancy.

Vanguard Warden

These are the standard prison guards of the Vanguard Penitentiary.

Skills:

Weapon Group Specialty Club, Weapon + Shield, Weapon Offhand Melee, Clayshot, Ambush, Shield Mastery

Step 3: Abilities

Agents start with the following free;
Patron - Agents have full access to the M.R.U.'s inventory (subject to the GM's discretion) plus D20 x1000 dollars spending money as well.

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cybernetics

Cost: 5

The agent starts with 10 points to buy bionics with as detailed in the Hardwired class.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Magic

Cost: 5

This can only be taken if the player chooses to be a Mystic Agent. The agent starts with 10 points which may be spent on any sphere as per the Arcanist class. Each sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus $IQ\ 13 = 4\ spells + 4\ per\ level$. The spells can come from any sphere of magic and in any combination (except Divine). The agent can tap into the world's natural PPE at a rate of $IQ + ME \times 4$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 5, 8, 11, 14, 17, and 20.

Meta Powers

Cost: 5

The agent starts with 10 points which may be spent on any powers as per the Mutant class.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus

Cost: 10

+1 to Sanity rolls

Will Bonus

Cost: 10

+1 to Willpower rolls.

Step 4: Career

Only one; the M.R.U.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays the M.R.U. he will be hunted at Extreme level. +20 points.

Step 6: Equipment

The uniform's colour is a mix of red and blue. It is made of 9-ply Kevlar, a material able to withstand the ballistic impact of up to .45 caliber slugs, and is also fire-resistant and water proof. It includes;

- 1 shoulder holster which holds 1 Close Defence Equalizer
- 1 boot holster which holds 1 Combat Knife
- 1 belt holster which holds 3 Mini Grenades of choice
- 1 watch communicator with detachable ear piece to insert into one ear (100km radio link range or unlimited when connected to the satellite), and retractable monofilament garrote (D10 slicing damage)
- 1 utility belt (see below)

U.N.I.T.T./S.H.A.D.O.W. Agent Package

S.H.A.D.O.W. is a secret military organization conceived by the security council of the United Nations. It was founded in 1965 to defend Earth against UFO attacks, after the first confirmed encounter between the people of Earth and a vehicle of extra-terrestrial origin.

Here is the package available for anyone wanting to play a United Nations Strategic Hazard Alien Defence Operatives Watchguard agent.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD, and +10 SDC. Hit points = PE +10, +10 per level.

Step 2: Skills

Agents gain the following free skills from their basic training;

- Armour Mastery Power
- Orienteering
- Survival
- Unarmed Combat Martial Arts
- Weapon Group Specialty Pistol
- Weapon Group Specialty Rifle

Agents must then choose one of the sections below to specialize in. All the skills listed in each category are gained free.

Aerospace Pilot

These pilots are trained to fly in both the atmosphere aircraft and near orbit space fighters responsible for protecting the earth from extraterrestrial attack craft. Part of their training is done by NASA. Skills:

Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller,

Pilot Space Fighter and Weapon Group Specialty Air Vehicle.

Aviation Division Mechanic

These mechanics maintain S.H.A.D.O.W.'s aerospace force.

Skills:

Engineer Aerospace, Engineer Weapon, Engineer Electrical, Engineer Mechanical, Technical Radio Systems and Technical Aircraft Mechanics.

Cyberwarfare

These agents conduct cyber and electromagnetic activities using advanced information and communication technologies. Their ultimate goal is to defend earth's systems and networks while defeating any extraterrestrial network and agents.

Skills:

Engineer Computer, Cryptography, Forensics, Research, Technical Artificial Intelligence, and Typing.

Field Agent

These are the standard field support agents. They may find themselves deployed to any base on earth.

Skills:

Ambush, Drive Car, Drive Truck, Gather Info, Pilot Jetpack, and Stealth.

Field Engineer

Engineers are responsible for project PPEging the construction, repair and maintenance of roads, airfields, sea terminals, railways, buildings and bridges following an extraterrestrial attack. In addition, they are involved in the construction of field defenses and obstacles and aiding the community in humanitarian efforts. They may also provide terrain assessment advice and the provision of construction materials

and essential services such as water, electricity, and sewerage disposal.

Skills:

Engineer Civil, Engineer Structural, Engineer Mining, Fortifications, Carpentry and Metallurgy.

Field Medic

The medical teams are comprised of doctors, surgeons and nurses, among other medically trained staff. They handle day-to-day injuries in the bases and assist civilians following an attack.

Skills:

Knowledge First Aid, Science Medicine, Toxicology, Knowledge Drugs, Investigate, and 1 Language.

Ground Armoured Vehicle Crew

These agents drive formidable armoured vehicles such as tanks, armoured personnel carriers, combat reconnaissance vehicles, mecha transporters and other S.H.A.D.O.W. land vehicles; operating their weapons and PPEging basic maintenance.

Skills:

Navigation, Drive Tank, Drive Truck, Drive Car, Weapon Group Specialty Submachine Gun, and Weapon Group Specialty Land Vehicle.

Ground Mechanic

The ground mechanics maintain and service various military vehicles including tanks, armoured personnel carriers, trucks, bulldozers, 4WDs and motor bikes. Mechanics work not only in a workshop, but also out in the field on exercises and deployments.

Skills:

Engineer Weapon, Engineer Electrical, Engineer Mechanical, Metallurgy, Technical Radio Systems and Technical Auto Mechanics.

Infiltration

These are agents who spy on a target group by going "undercover for the purposes of gaining the trust of an individual or organization to learn or confirm confidential information or to gain the trust of targeted individuals in order to gather information or evidence. The organizations targeted are those that are suspected of aiding hostile extraterrestrials or using their technology for nefarious purposes.

Skills:

Cryptography, Bluff, Gather Info, Disguise, Investigate, and Stealth.

Space Division Mechanic

These mechanics maintain S.H.A.D.O.W.'s near orbit force.

Skills:

Engineer Spacecraft, Engineer Weapon, Engineer Electrical, Engineer Mechanical, Technical Radio Systems and Technical Spacecraft Mechanics.

Special Operations

These agents conduct small-unit special operation missions in maritime, jungle, urban, arctic, mountainous, and desert environments. They are typically ordered to capture or to eliminate high level targets, or to gather intelligence behind enemy lines. They are capable of operating in environments characterized by high complexity, isolation from friendly forces, high levels of stress, danger and environmental hardship.

Skills:

HALO Parachute, Swim, Weapon Group Specialty Submachine gun, Weapon Group Specialty Heavy, Weapon Group Specialty Short Blades and Demolitions.

Xenoscientist

Xenoscientists are required to regularly analyze and examine each new

extraterrestrial that comes over to our world in order to assess a weakness or particular behaviour that will work in the favour of earth's forces in combat.

Skills:

Science Xenocology, Science Zoology, Science Biology, Science Genetics, Science Chemistry, and Knowledge Monsters.

Step 3: Abilities

Agents start with the following free;

Patron - Agents have full access to S.H.A.D.O.W.'s and U.N.I.T.T.'s inventory (subject to the GM's discretion) of weapons, equipment and clothing

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within the UN and various world governments. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus

Cost: 10

+1 to Sanity rolls

Skill Bonus

Cost: 10

The character gains +1 to all skill rolls of one area.

Strike Bonus

Cost: 10

+1 to Strike

Will Bonus

Cost: 10

+1 to Willpower rolls

Step 4: Career

Only one; S.H.A.D.O.W. though it is possible to transfer to other sections of U.N.I.T.T.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays S.H.A.D.O.W. he will be hunted at Extreme level. +20 points.

Step 6: Equipment

The uniform's colour is a mix of black and white. It is made of 9-ply Kevlar, a material able to withstand the ballistic impact of up to .45 caliber slugs, and is also fire-resistant and water proof. It includes;

- 1 shoulder holster which holds 1 Close Defence Equalizer
- 1 boot holster which holds 1 Combat Knife
- 1 belt holster which holds 3 Mini Grenades of choice
- 1 watch communicator with detachable ear piece to insert into one ear (100km radio link range or unlimited when connected to the satellite), and retractable monofilament garrote (D10 slicing damage)
- 1 utility belt (see below)

U.N.I.T.T./T.S.U.N.A.M.I. Agent Package

The Tactical Strategic United Nations Authority on Maritime Investigations is a fearless organization used for preserving world peace, exploring the world's oceans, and protecting the world's oceans from enemy threats.

The organization was formed in 2004 as the nautical branch of U.N.I.T.T.'s security forces. Its main brief is to maintain safety and guarantee unfettered exploitation of the Earth's seas – both above and under water.

Here is the package available for anyone wanting to play a Tactical Strategic United Nations Authority on Maritime Investigations agent.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD, and +10 SDC. Hit points = PE +10, +10 per level.

Step 2: Skills

Agents gain the following free skills from their basic training;

Armour Mastery Power

Orienteering

Survival

Unarmed Combat Martial Arts

Weapon Group Specialty Pistol

Weapon Group Specialty Rifle

Agents must then choose one of the sections below to specialize in. All the skills listed in each category are gained free.

Aquascientist

These scientists are required to regularly analyze and examine each new underwater species encountered in order to assess a weakness or particular behaviour that will work in the favour of earth's forces in combat.

Skills:

Science Xenocology, Science Zoology, Science Biology, Science Undersea Agriculture, Science Chemistry, and Science Oceanography.

Naval Aviation Pilot

These pilots are trained to fly in T.S.U.N.A.M.I.'s atmosphere based aircraft and helicopters.

Skills:

Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive, and Weapon Group Specialty Air Vehicle.

Naval Aviation Mechanic

These mechanics maintain T.S.U.N.A.M.I.'s air force.

Skills:

Engineer Aerospace, Engineer Weapon, Engineer Electrical, Engineer Mechanical, Technical Radio Systems and Technical Aircraft Mechanics.

Naval Field Medic

The medical teams are comprised of doctors, surgeons and nurses, among other medically trained staff. They handle day-to-day injuries in the bases and assist civilians following an attack.

Skills:

Knowledge First Aid, Science Medicine, Toxicology, Knowledge Drugs, Investigate, and 1 Language.

Naval Sailor

A sailor is someone who works on passenger ships, freighters, and tanker

ships, navigating sea-going vessels and assisting with the maintenance, operation, and service of these vessels.

Skills:

Navigation, Pilot Marine Military Warship, Pilot Marine Military Submersible, Technical Radio Systems, Weapon Group Specialty Sea Vehicle Signals.

Naval Sea Mechanic

The naval mechanics maintain and service various military vehicles including surface vessels and submarines. Mechanics work not only in a workshop, but also out in the field on exercises and deployments.

Skills:

Engineer Weapon, Engineer Electrical, Engineer Mechanical, Technical Radio Systems, Engineer Undersea, and Technical Seacraft Mechanics.

Naval Special Operations

These agents conduct small-unit special operation missions in maritime, jungle, urban, arctic, mountainous, and desert environments. They are typically ordered to capture or to eliminate high level targets, or to gather intelligence behind enemy lines. They are capable of operating in environments characterized by high complexity, isolation from friendly forces, high levels of stress, danger and environmental hardship.

Skills:

SCUBA, Swim, Weapon Group Specialty Submachine gun, Weapon Group Specialty Heavy, Weapon Group Specialty Short Blades and Demolitions.

Step 3: Abilities

Agents start with the following free; Patron - Agents have full access to T.S.U.N.A.M.I.'s and U.N.I.T.T.'s inventory (subject to the GM's

discretion) of weapons, equipment and clothing.

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 CHA within the UN and various world governments. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus

Cost: 10

+1 to Sanity rolls

Skill Bonus

Cost: 10

The character gains +1 to all skill rolls of one attribute. For example all IQ skills or all PP skills, etc.

Strike Bonus

Cost: 10

+1 to Strike

Will Bonus

Cost: 10

+1 to Willpower rolls

Step 4: Career

Only one; T.S.U.N.A.M.I. though it is possible to transfer to other sections of U.N.I.T.T.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays T.S.U.N.A.M.I. he will be hunted at Extreme level. +20 points.

Step 6: Equipment

The uniform's colour is a mix of blue and white. It is made of 9-ply Kevlar, a material able to withstand the ballistic impact of up to .45 caliber slugs, and is also fire-resistant and water proof. It includes;

- 1 shoulder holster which holds 1 Close Defence Equalizer
- 1 boot holster which holds 1 Combat Knife
- 1 belt holster which holds 3 Mini Grenades of choice
- 1 watch communicator with detachable ear piece to insert into one ear (100km radio link range or unlimited when connected to the satellite), and retractable monofilament garrote (D10 slicing damage)
- 1 utility belt (see below)

U.N.I.T.T./Twilight Corps Agent Package

The Twilight Corps is a UN organization which specializes mainly in the supernatural but also contains within its group experimental biotechnology and necromancy. It was founded in 2019 during the Shattered Realms Invasion and initially only composed of supernatural type heroes but under the control of the UN security council. Post invasion it was made a suborganization of U.N.I.T.T. Since then after several very public battles against demonic forces the Twilight Corps has become a well known and respected organization that has excellent relations with most international governments and United States government agencies, with the exceptions of China and the CIA.

The Twilight Corps is charged with protecting the world from the occult, paranormal and supernatural forces and entities. Following the end of the invasion its roster has expanded significantly, acquiring operatives whose strengths and powers are supernatural, paranormal, metahuman or extra-terrestrial in nature.

Here is the package available for anyone wanting to play a Twilight agent.

Step 1: Race

Though the great majority of the Twilight Corps are human but there are a few who aren't. If the player wishes he may choose a non human species which inhabits earth or have crossed over from another dimension.

Step 2: Attributes

Roll up attributes as normal for that race. Through intense physical and mental training the character has wound up with

the following bonuses; +2 to PS, PP, and PE. +6 to SPD, and +10 SDC. Hit points = PE +10, +10 per level.

Step 3: Skills

Agents gain the following free skills;
Orienteering
Survival
Unarmed Combat Martial Arts
Weapon Group Specialty Pistol
Knowledge Monsters
Knowledge Supernatural Beings

Agents must then choose a section to specialize in. All the skills listed in each category are gained free.

Field Agent

These are the standard investigative agents. They are trained in camouflage, stealth, and covert surveillance.

Skills:

Ambush, Drive Car, Intel, Gather Info, Investigate, and Stealth.

Field Medic

The medical teams are comprised of doctors, surgeons and nurses, among other medically trained staff. They handle day-to-day injuries in the bases and assist civilians following a battle. There is always at least one medic on each field mission team.

Skills:

Knowledge First Aid, Science Medicine, Toxicology, Knowledge Drugs, Investigate, and Science Xenoecology.

Field Mage

Specializing in Arcane magic knowledge, this character can learn some spells.

Skills:

Knowledge Artifacts, Knowledge Demons, Knowledge Supernatural

Beings, Knowledge Magic, Knowledge Undead, and Knowledge Geomancy.

Field Priest

Priests and clerics have battled evil for centuries. Whether Christian, Muslim, Hindu or of another faith. They can often provide help with the restless undead.

Skills:

Knowledge Artifacts, Knowledge Demons, Knowledge Supernatural Beings, Knowledge Magic, Knowledge Undead, and Knowledge Religion.

Parascientist

Parascientists keep track of and extensively study earth's supernatural community and their abilities. They use this to come up with new strategies in combating specific enemies.

Skills:

Science Biology, Science Genetics, Science Chemistry, Knowledge Monsters, Knowledge Supernatural Beings, and Science Xenocology.

Special Operations

These agents conduct small-unit special operation missions in maritime, jungle, urban, arctic, mountainous, and desert environments. They are typically ordered to capture or to eliminate high level targets, or to gather intelligence behind enemy lines. They are capable of operating in environments characterized by high complexity, isolation from friendly forces, high levels of stress, danger and environmental hardship.

Skills:

HALO Parachute, Swim, Weapon Group Specialty Submachine gun, Weapon Group Specialty Rifle, Weapon Group Specialty Short Blades and Demolitions.

Step 3: Abilities

Agents start with the following free;

Patron - Agents have full access to M.R.U.'s inventory (subject to the GM's discretion) plus D20 x1000 dollars spending money as well.

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Cybernetics

Cost: 5

The agent starts with 10 points to buy bionics with as detailed in the Hardwired class.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

Magic, Arcane

Cost: 5

This can only be taken if the player chooses to be a Mystic Agent. The agent starts with 10 points. Mystic Agents can spend this on any sphere except . Each sphere costs 5 points. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). The agent can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 5, 8, 11, 14, 17, and 20. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Magic, Divine

Cost: 5

This can only be taken if the player chooses to be a Field Priest. Priests are automatically bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities. Priests can tap into the world's natural PPE at a rate of IQ + ME x4. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 PPE at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.

Meta Powers

Cost: 5

The agent starts with 10 points which may be spent on any powers as per the Mutant class.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Will Bonus

Cost: 10

+1 to Willpower rolls

Step 4: Career

Only one; the M.R.U.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. If he betrays the Corps he will be hunted at Extreme level. +20 points.

Step 6: Equipment

The uniform's colour is a mix of red and black. It is made of 9-ply Kevlar, a material able to withstand the ballistic impact of up to .45 caliber slugs, and is also fire-resistant and water proof. It includes;

- 1 shoulder holster which holds 1 Close Defence Equalizer
- 1 boot holster which holds 1 Combat Knife
- 1 belt holster which holds 3 Mini Grenades of choice
- 1 watch communicator with detachable ear piece to insert into one ear (100km radio link range or unlimited when connected to the satellite), and retractable monofilament garrote (D10 slicing damage)
- 1 utility belt

U.N.I.T.T./U.N.A.K.R.D.F.

Agent Package

The U.N.A.K.R.D.F. is an international joint military organization formed by the United Nations, bound together by the shared goal of containing, combating and eliminating the Kaiju.

Here is the package available for anyone wanting to play a United Nations Anti Kaiju Rapid Deployment Force agent.

Step 1: Attributes

Roll up attributes as normal. Through intense physical and mental training the character has wound up with the following bonuses; +2 to PS, PP, and PE. +6 to SPD, and +10 SDC. Hit points = PE +10, +10 per level.

Step 2: Skills

Agents gain the following free skills from their basic training;

Armour Mastery Power

Orienteering

Survival

Unarmed Combat Martial Arts

Weapon Group Specialty Pistol

Weapon Group Specialty Rifle

Agents must then choose one of the sections below to specialize in. All the skills listed in each category are gained free.

Aviation Mechanic

These mechanics maintain the U.N.A.K.R.D.F.'s small air force.

Skills:

Engineer Aerospace, Engineer Weapon, Engineer Electrical, Engineer Mechanical, Technical Radio Systems and Technical Aircraft Mechanics.

Aviation Pilot

These pilots fly both the aircraft responsible for the highly dangerous deployment and extraction of Mechs in the event of a Kaiju attack, using specialized aircraft designed to efficiently transport the Mech structures. Pilots require both courage and protective instincts in order to adapt to the physical rigors of specialty vehicle operations and the necessity of entering drop zones to deploy Mechs.

Skills:

Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.

Field Agent

These are the standard field support agents. They may find themselves deployed to any M-Base on the planet. During a Kaiju attack, Agents are dispatched to the streets of an exclusion zone, aiding in evacuation towards Anti-Kaiju Shelters. They also assist in the clean up following a Kaiju attack, especially containing and neutralizing toxic threats. Agents may also guard the M-Bases

Skills:

Ambush, Bluff, Gather Info, Pilot Jetpack, Weapon Group Specialty Submachine Gun, and Stealth.

Field Engineer

Engineers are responsible for project PPEging the construction, repair and maintenance of roads, airfields, sea terminals, railways, buildings and bridges following a Kaiju attack. In addition, they are involved in the construction of field defenses and obstacles and aiding the community in humanitarian efforts. They may also provide terrain assessment advice and

the provision of construction materials and essential services such as water, electricity, and sewerage disposal.

Skills:

Engineer Civil, Engineer Structural, Engineer Mining, Fortifications, Carpentry and Metallurgy.

Field Medic

The medical teams are comprised of doctors, surgeons and nurses, among other medically trained staff. They handle day-to-day injuries in the M-Bases and assist civilians following a Kaiju attack.

Skills:

Knowledge First Aid, Science Medicine, Toxicology, Knowledge Drugs, Investigate, and 1 Language.

Ground Armoured Vehicle Crew

These agents drive formidable armoured vehicles such as tanks, armoured personnel carriers, combat reconnaissance vehicles, mecha transporters and other U.N.A.K.R.D.F. land vehicles; operating their weapons and PPEing basic maintenance.

Skills:

Navigation, Drive Tank, Drive Truck, Drive Car, Weapon Group Specialty Submachine Gun, and Weapon Group Specialty Land Vehicle.

Ground Mechanic

The ground mechanics maintain and service various military vehicles including tanks, armoured personnel carriers, trucks, bulldozers, 4WDs and motor bikes. Mechanics work not only in a workshop, but also out in the field on exercises and deployments.

Skills:

Engineer Weapon, Engineer Electrical, Engineer Mechanical, Metallurgy,

Technical Radio Systems and Technical Auto Mechanics.

M-Academy Trainer

These are mainly ex mech pilots who can no longer continue due to injury or post traumatic stress disorder. They are responsible for training Mech pilots in an array of combat techniques, including hand-to-hand combat, martial arts, as well as the Mech weaponry. With the Mechs they teach battle techniques, including close-quarter combat, melee strikes, and special weapons tactics, these individuals are responsible for training pilots for the specific combat requirements and situations that arise when facing Kaiju.

Skills:

Knowledge Instructor, Knowledge Monsters, Drive Power Armour Civilian, Drive Power Armour Military, Unarmed Combat Power Armour, and Weapon Group Specialty Power Armour.

Mecha Mechanic

These mechanics are responsible for the maintenance, repair and support of all the Mechs.

Skills:

Engineer Weapon, Engineer Electrical, Engineer Mechanical, Metallurgy, Technical Radio Systems and Technical Robotics.

Mecha Pilot

These are the members of the U.N.A.K.R.D.F. assigned to pilot the Mechs and Super Mechs. All Pilots are required to undergo rigorous training within the M-Academy. The top 1% of these pilots go on to pilot the Super Mechs.

Skills:

Navigation, Drive Power Armour Civilian, Drive Power Armour Military,

Metallurgy, Unarmed Combat Power Armour, and Weapon Group Specialty Power Armour.

Mecha Scientist

These specialists are responsible for the design, testing and construction of new offensive weapons and defenses for the Mechs. They are responsible for programming the Mechs and improving their interfaces making them smarter and easier.

Skills:

Engineer Weapon, Engineer Electrical, Engineer Mechanical, Engineer Computers, Technical Robotics, and Knowledge Monsters.

Xenoscientist

Xenoscientists are required to regularly analyze and examine each new Kaiju that crosses over to our world in order to assess a weakness or particular behaviour that will work in the favour of earth's forces in combat.

Skills:

Science Xenocology, Science Zoology, Science Biology, Science Genetics, Science Chemistry, and Knowledge Monsters.

Step 3: Abilities

Agents start with the following free; Patron - Agents have full access to U.N.A.K.R.D.F. 's and U.N.I.T.T.'s inventory (subject to the GM's discretion) of weapons, equipment and clothing

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

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. He may then 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 skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 CHA within the UN and various world governments. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Focused Shot

Cost: 5

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 other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

San Bonus

Cost: 10

+1 to Sanity rolls

Skill Bonus

Cost: 10

The character gains +1 to all skill rolls of one section.

Strike Bonus

Cost: 10

+1 to Strike

Will Bonus

Cost: 10

+1 to Willpower rolls

Step 4: Career

Only one; the U.N.A.K.R.D.F. though it is possible to transfer to other sections of U.N.I.T.T.

Step 5: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays the U.N.A.K.R.D.F. he will be hunted at Extreme level. +20 points.

Step 6: Equipment

The uniform's colour is a mix of green and orange. It is made of 9-ply Kevlar, a material able to withstand the ballistic impact of up to .45 caliber slugs, and is also fire-resistant and water proof. It includes;

- 1 shoulder holster which holds 1 Close Defence Equalizer
- 1 boot holster which holds 1 Combat Knife
- 1 belt holster which holds 3 Mini Grenades of choice

- 1 watch communicator with detachable ear piece to insert into one ear (100km radio link range or unlimited when connected to the satellite), and retractable monofilament garrote (D10 slicing damage)
- 1 utility belt (see below)
- 1 jetpack (depending on mission)
- 1 Battlesuit (depending on mission)

Urbanmancer, Modern

Identical to the Ancient Era class.

Urban Legend

One with the city of your birth. Inextricably intertwined with it. Forever its guardian. But never able to leave.. Urban Legends are specially attuned to life within a city environment. The character's powers and weaknesses are entirely symbiotic; the larger or more populous the city the greater his abilities and conversely if the city is damaged he becomes less effective or develops an injury.

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.

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

Roll attributes as normal but then add +3 to IQ, ME, and MA. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Legends start with the following ability free;

Urban Renewal - The character is 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 he is within his city. While in the city he does not age

physically and can absorb an amazing amount of damage before being hurt, and even then can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. The character also ALWAYS knows exactly where in his city he is.

Additionally Legends start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

City Hall

Cost: 5

Immune to any form of fear attacks and all types of possession.

City Lights

Cost: 5

This power is drawn from within all the good inhabitants of your city and is released as a burst of light within a 100 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. It can be used once per day per 5 WIS.

Urban Awareness

Cost: 5

He is psychically attuned to the city and hears its whispers in his head. Any object that he touches which is a part of the city will come alive and obey simple commands involving speech (will answer questions).

Urban Defiance

Cost: 5

The character can root himself to the ground and withstand great amounts of 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 ready for the attack to prepare for the blow. Likewise he is extremely difficult to lift.

Urban Planning

Cost: 5

Can add or remove 10% per ME of the SDC of any city object that touch, +10% per level. This can be used to repair or redevelop sections of the city.

Urban Sight

Cost: 5

Nothing is hidden from the character. He 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).

Urban Sprawl

Cost: 5

He is able to manipulate the terrain by requesting its assistance. This is identical to Terrakinesis.

Urban State

Cost: 5

The character is able to meld with the city itself, effectively becoming one with it. In this state he is aware of any activity within the city and may locate a specific individual with ease. He may also enter into a state of Suspended Animation by physically merging with the city.

Urban Structure

Cost: 5

By touching any part of his city he can turn into a living version of that form (identical to the Metamorph powers) for as long as desired or until knocked out. It can either affect the entire body or one or several limbs.

Urban Transport

Cost: 5

He is 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.

Spellcast

Cost: 10

Urbana magic only but he is bestowed with all the spells within that sphere. Legends can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Step 5: Careers

Whatever the character likes, though he does tend to wander around the city a lot.

Step 6: Disadvantages

He can never leave his city. Ever. If it is destroyed he dies too. +20 points.

Valkyrie

The Valkyrie is in the oldest strata of belief a corpse goddess, represented by the carrion eating raven. The name in Old Norse, valkyrja means literally "chooser of the slain." The Valkyrie is related to the Celtic warrior goddess, the Morrigan, who likewise may assume the form of the raven. Midway between the third and eleventh centuries, the Valkyries begin assuming a more benign aspect. Small amulets and pictures on memorial stones begin to depict the figure of the beautiful woman welcoming the deceased hero with a horn of mead to the afterlife. Valkyries are usually represented as blonde, blue eyed and fair skinned. They wear scarlet corslets and carry shields and spears.

By this later time, the Valkyries, as demigoddesses of death, had their legend conflated with the folklore motif of the swan maiden (young girls who are able to take on the form of a swan, sometimes as the result of a curse). If one could capture and hold a swan maiden, or her feathered cloak, one could extract a wish from her. This is why valkyries were sometimes known as swan maidens or wish maidens.

There are various traditional names one can choose from including; Brynhildr, Sigrdrifa, Sigrún, Sváva, Kára, Hrist, Mist, Skeggjöld, Skögun, Hildir, Þrúðr, Hlökk, Herfjötur, Göll, Geirahöd, Randgríðr, Ráðgríðr, Reginleif, Gunnr, Róta, Skuld and Göndul.

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 infernal servants for death at her hands is eternal. The Valkyrie were selected by Odin, King of the Gods of the realm of Asgard, to wander the earth after their departure from our realm and would appear over the battlefields of mortals and choose which of the fallen were worthy to be taken to Valhalla, the land of the honoured dead. They served capably in this capacity for centuries, until the onset of the Cult of Kali.

The Cult and its goddess are considered a blasphemy against everything the Valkyries stand for. In the past few decades as the Cult has grown stronger so too have the Valkyries stepped up their campaign to eliminate its members and servants. Especially any undead and others who serve the infernal.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. 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

Roll attributes as normal but then add +1 to SPD and all attributes except PE which is instead raised to 30. Hit points = PE +12, +12 per level. Increase AR by 1. PPE = IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. PPE can however be permanently traded for HPs at a rate of 1 for 1.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Also gain the following free ones;

Ride Air Animal

Ride Land Animal Horse

Weapon Group Specialty Axe

Weapon Group Specialty Bow

Weapon Group Specialty Long Blades

Weapon Group Specialty Spear

Step 4: Abilities

Valkyries gain the following abilities free;

Immortal Body - Valkyries age very slowly, and can live up to PE x100 years. They 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. Heal x2 faster including any wounds and broken bones. Valkyries are immune to supernatural possession. Additionally Valkyries start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Aura of Death

Cost: 5

The Valkyrie can cause others to see her aura of death causing all enemies within line of sight of her to suffer -1 per 2 ME on all their rolls.

Banish

Cost: 5

This power releases a burst of holy light within a IQ 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.

It can be used once per day per 5 ME.

Command Undead

Cost: 5

Valkyrie can dominate the wills and actions of previously living, still-corporeal beings whether humans or animals. Once control is established she can order the undead to perform any task she 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 living. Intelligent undead may hold a grudge against the hero and later try to destroy her. Worse they might attempt to make the hero into one of themselves. In this instance undead refers to physical types such as ghouls, zombies and skeletons.

The undead will obey simple telepathic commands. The character also has empathy with them able to sense their emotional state. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per level. She can summon up to 1 undead per 2 ME of choice, +2 per level. She can summon any undead within a 100 metres per ME radius, +100 metres per level. Any zombies over that number are in effect free agents who can act independently. Such free zombies never attack their

animator though unless they are unique in some way.

Death Sight

Cost: 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, and the nature of the magic (including whether it is harmful or helpful).

Death Sign

Cost: 5

The character can see a death mark over anyone who is about to die within the next hour per ME. Plus an equal amount of hours per ME each time rebought.

Immune to Afflictions

Cost: 5

No supernatural afflictions of any type will work on the Valkyrie. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Immune to Supernatural Fear

Cost: 5

Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work on a Valkyrie. This however is totally separate to any Trauma saving throws from seeing something repulsive. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18.

Infernal Enemy

Cost: 5

Valkyries gain +1 Strike when fighting any Undead (including spirits and demons) at levels 3, 6, 9, 12, 15 and 18. Additionally choose 1 specific undead

enemy; +4 to all combat rolls against this type of undead. This increases by +1 per level.

Psychometry

Cost: 5

Valkyries can touch an object and read the images and history of any who have previously touched it. It 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. The character can see up to ME x1 minute ahead. If rebought he can see up to ME x5 minutes ahead. If rebought again then ME x10 minutes ahead. Then ME x30 minutes ahead. ME x1 hour ahead. ME x1 day ahead. ME x1 week ahead. ME x1 month ahead. And finally ME x1 year ahead.

Reduced PE cost

Cost: 10

The Valkyrie gets an extra point of PE free each time he buys a point. eg. he buys 1 PE and increases his PE by 2. He buys 3 PE and gains an additional 4 PE.

Reduced PS Cost

Cost: 10

The cost of increasing PS is halved.

Spellcast

Cost: 10

The cost is for each sphere of magic the Valkyrie wants to learn from. The first sphere is free and must be Necromancy, each subsequent sphere costs 10 points. Shee starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from any sphere. Valkyries can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour

if remain active (but not using magic) and 20 per hour if asleep.

Talk to Corpse

Cost: 5

This character can listen to and relate conversations with the departed. This is done by going into a trance and allow a spirit to enter his body in order to speak through it. Further he can sense the emotional state of the departed and whether they are being truthful.

Undead Followers

Cost: 5

A Valkyrie can resurrect one corpse per ME, +1 per level to fight alongside her as a zombie. The followers remain for 1 round per WIS or until destroyed. The same corpse cannot be resurrected again.

Unique Artifact

Cost: 5

Start with 30 points to use on the Artifact Creation table.

Step 5: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

Step 6: Disadvantages

Regardless of their intelligence level all Undead will recognize the Valkyrie for what she is and treat her as the greatest threat, ignoring other characters present.
+10 points

Vampire, Modern

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.

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.

In this game a player Vampire is someone who has somehow had his human soul restored to him. Presumably he has at some point been guilty of murder and the torture and now his restored soul torments him with guilt and remorse.

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? 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

Roll attributes as normal but then add +6 to all physical attributes, and +3D6 SDC. Fangs do 2D6 bite damage. Hit points = PE +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Vampires start with the following abilities free;

Vampire Form - 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. 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 greater than 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 its reaction times. 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. They are immune to Paralysis, Sleep and Charm based attacks and invisible to thermal and infravision. Vampires of this earth do cast reflections, can cross running water, can enter without invitation and are not held at bay by garlic (unless the player chooses such things as a disadvantage).

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. The process also creates 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.

Additionally Vampires start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Form

Cost: 5

This is the ability to transform into 1 animal type while retaining one's own memories, powers and attributes.

Requires 1 action to transform.

Hearing

Cost: 5

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.

Insect Form

Cost: 5

This is the ability to transform into any 1 insect form while retaining one's own memories, powers and attributes.

Mind Control

Cost: 10

Choose either Mental Control, Animal Control, Insect Control or Undead Control. The Control type should compliment any Form types, eg. animal form and animal control, etc.

Mist Form

Cost: 10

The ability to transform all or part of one's body into a living mist. He has no SDC, and gives no heat signature. He can move through the tiniest crack or space, and is immune to all gases. He can move at SPD x3kph, and spread out over an area of IQ x2 metre radius.

Shadow Form

Cost: 5

The ability to transform all or part of one's body into a living shadow. 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% Stealth, 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.

Sight

Cost: 5

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.

Smell

Cost: 5

Can smell any blood within normal olfactory range and identify the blood type. Note this allows him to smell unexposed blood still within a person or animal.

Spellcast

Cost: 10

The cost is for each sphere of magic the Vampire wants to learn from, however the first sphere must be Necromancy. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Necromancy, Combatic, Transmutanic, Chaotic, Common and Biomancic. Vampires can tap into the world's natural PPE at a rate of $IQ + ME \times 3$. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

True Sight

Cost: 10

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.

Step 5: Careers

Possible related careers include; Private Detective, Arcane Researcher, Bodyguard, and Pathologist.

Step 6: Disadvantages

Vampires have all the following disadvantages;

Chemicals

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.

Feeding

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. +20 points.

Sunlight

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. Sunlight does 6D6 damage per round of exposure, solar attacks do double their normal damage. +20 points.

Symbol

A holy symbol used by one who believes in it will keep any vampires from approaching within holder's WIS x1 metre. However they must BELIEVE in their religion for it to work. +5 points.

Water

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. +5 points.

Wood

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. +5 points.

Vigilante

"We're forming a union, scumbag.. my fist and your face."

Superheroism requires an extreme degree of self sacrifice and denial. Being a superhero means controlling one's base carnivorous instincts. It means turning the other cheek no matter how disgusted one gets. It means striving to protect others, even those who wronged the superhero.

Every day we find a valid reason for lashing out, a driver cuts us off on the road, we're treated unfairly at the workplace, something we just bought breaks down. Our first thoughts are not to rehabilitate or forgive the perpetrator. Our initial reaction is to swear, to chastise, to kick.. perhaps even to destroy if we had superpowers and were beyond retribution.

If we felt we could get away with revenge, violence would probably erupt.. In some places excessive bureaucratic power and discretion provide the basis for corruption; for bribery, shakedowns, and extortion especially when the criteria for bureaucratic decisions are unclear and difficult to monitor and evaluate.

Bureaucratic corruption takes on a mafia character when violence or threats of violence are used to exclude competitors and thus to control market entry or access to contracts. Corrupt bureaucrats in collusion with criminal gangs may monopolize industries, award inflated contracts, and operate outside public safety standards. These people are often untouchable by legal authorities.

Unlike the Gadgeteer this character is pure grunt, relying on equipment from others. His training is more combat based.

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..

Step 2: Attributes

Roll attributes as normal. Then +2 PS, +1 PP, +4 PE, +8 SPD. Hit points = PE +12, +12 per level.

Step 3: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Reflex Mastery

Stealth

Unarmed Combat Martial Arts

Weapon Offhand

1 Melee Weapon Specialty

1 Modern Weapon Specialty

Vigilantes can also specialize in one area from the list below. All the skills listed in each category are gained free;

Ex Air Force Pilot - Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.

Ex Marine - Orienteering, Survival, Weapon Group Specialty Pistol, Weapon Group Specialty Rifle, Weapon Group Specialty Submachine Gun and Weapon Group Specialty Small Thrown.

Ex Naval Sailor - Navigation, Pilot Marine Submersible, Pilot Marine Warship, Pilot Marine Freighter, Pilot Marine Hovercraft and Weapon Group Specialty Sea Vehicle.

Ex Spy - Bluff, Bribe, Disguise, Gather Info, Intel and Knowledge Street.

Step 4: Abilities

Vigilantes start with the following free;

Talented - The character is unusually adept at one skill. He gains +1 on all rolls with it, +1 every 2 levels.

Vigilantes start with 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 MA within various law enforcement units and the underworld. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Focused Hand

Cost: 5

Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no

penalty for shooting at or from moving vehicles so long as the character performs no other actions that melee.

Focused Shot

Cost: 5

When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Strike). When using this no other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knock out on a 20 (drops by 1 each time rebought).

Modify Ammunition

Cost: 5

The character knows how to create his own ammunition for ranged weapons, and can even increase its damage by +1.

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Tailor

Cost: 5

The character is a professional in the use of a needle and thread to mend, cut and sew complex patterns, do extensive

alterations and create his own costumes and body armour.

Wealthy

Cost: 5

The character always has at least D10 x \$10,000 available in his account. This increases by +D10 each time rebought.

Step 5: Career

Possible careers include; SWAT, Bounty Hunter, Bodyguard, Stunt man, Police Officer, FBI, CIA, and Mercenary.

Warlock, Modern

Identical to the Ancient Era class.

Were Creature

The word werewolf is a contraction of the old-Saxon word wer (which means "man") and wolf - werwolf, manwolf. 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 is thought to assume the form of another dangerous animal. Known ones include the bear, tiger, hyena, coyote, fox, dingo, cheetah, cougar, puma, jaguar, leopard, lion, lynx, rhino, alligator, crocodile, vulture or shark.

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? 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

Roll attributes as normal but ME +1; SPD +9; PS, PP and PE +3. Hit points = PE +12, +12 per level. In Animal form; retain human intelligence but with attributes of the specified animal.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Weres start with the following abilities free;

Were Form - An animal Totem must be chosen which the character transforms into. However all Were types have the following generic abilities;

While in Were form claws do PS damage +D6 each and bites do 2D4 damage +D4 per level. If the victim survives he will become a Were within D6 days. Characters can heal any non silver based attacks when in Were form. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

Additionally Weres start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Animal Control

Cost: 10

The Were can only control animals of the same type as its totem. Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per ME, +10 per

level. The character also has empathy with all animals, able to sense their emotional state.

PE Bonus

Cost: 10

It only costs 1 point to increase the character's PE up to 50.

PP Bonus

Cost: 5

It only costs 1 point to increase the character's PP.

Hearing

Cost: 5

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 dOde.

Sight

Cost: 5

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.

Smell

Cost: 5

Can smell any blood within normal olfactory range and identify the blood type. Note this allows him to smell unexposed blood still within a person or animal.

Spellcast

Cost: 10

The cost is for each sphere of magic the Were wants to learn from, however the first sphere must be Necromancy. He starts with one spell per IQ point over 9,

he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Necromancy, Combatic, Transmutanic, Chaotic, Common and Biomantic. Vampires can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

PS Bonus

Cost: 10

It only costs 1 point to increase the character's PS up to 50.

Strike Bonus

Cost: 10

+1 Strike.

True Sight

Cost: 5

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.

Step 5: Careers

Possible related careers include; Zookeeper, Private Detective, Arcane Researcher, Bodyguard, and Pathologist.

Step 6: Disadvantages

Weres have all the following disadvantages;

Berserk

Once in battle berserker rules apply. He wont distinguish friend from foe. +5 points.

Curse

Once converted the mystical nature of the affliction causes the previous class

and any powers to be lost though skills will be retained. In the case of meta powers they are supplanted by the new Were abilities. Those afflicted can be cured if they kill their creator at which point they regain their lost class but lose all abilities and their immortality.

Silver

Silver weapons do x2 damage and can kill. Magical fire and psi powers do full damage. +10 points.

Wicca, Modern

Identical to the Ancient Era class.

Wight

If the soul of the dead is angered over its betrayal and murder in life, it cannot rest until the one who committed the crime is properly punished. A Wight is given a semblance of life through sheer violence and hatred. A Wight can drain the life energy out of victims by touch, turning them into new Wights upon death. These wronged souls can then persecute those responsible for his or her bitter fate. The Wight will remain until released from its suffering through vengeance or final destruction. Much like Wraiths, Wights are created through scenes of death that involve great emotional stress or energy.

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

Roll attributes as normal but ME and PE +5, SPD +20. Hit points = PE +4, +4 per level.

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, 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 4: Abilities

Wights gain all of the following abilities;

Wight Form - Being unsolid is the natural form for the character he has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth. Due to his state the character is immune to Fatigue, Poisons, Gases, Drugs, Disease, Possession and Mind Control. Finally the character doesn't age, he's dead.

Additionally Wights start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Create Fear

Cost: 5

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 vs Willpower 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 victim save is -1 per ME of the user, +1 every 2 levels.

Fester Wound

Cost: 5

This allows a touch by a Wight to infect a wound. The victim will be -1 on all rolls until cured.

Leech

Cost: 5

By touching a victim a Wight can drain 1 HP per ME +1 per level and add it to his own for 1 hour per PE.

Levitation

Cost: 5

The character can levitate the himself and up to ME x2 metres (+2 metres per level), and fly at a rate of ME x3kph (+3kph per level).

Master Insects

Cost: 10

Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 5 metres per ME, +5 per level. The Wight can summon 100 insects per 4 ME of choice, +100 per level. He can summon any insect within a 50 metres per ME radius, +50 metres per level.

Raise Follower

Cost: 10

The character can control any spirits within a range of 1 metre per ME. He can manipulate one spirit per 5 ME for 1 hour per ME.

See Weakness

Cost: 5

Wights can see decay wherever they look; a wall showing signs of filth and disrepair, statues crumbling, and people close to death have a corpse-like pallor. A character can use this ability to gain insight into an object's weak points or a living person's general health.

Talk

Cost: 5

Wights can speak to any other undead including spirits.

Telekinesis

Cost: 10

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. Line of sight range. Can move up to 20kgs (+1 per level) per ME or push/punch with PS 2 per ME.

True Sight

Cost: 5

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.

Step 5: Careers

Possible related careers include spirit guide.

Step 6: Disadvantages

Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid. +5 points. Wights have an irrational dislike of all living beings and have great difficulty working with anyone alive. +10 points

Wraith

The mystery of death is a phenomena that does not offer a rational explanation to various cultures. Death is an intruder. Death is the change from one state to another, the reunion of body with earth, of soul with spirit. Humans throughout the ages have seldom been able to believe or to understand the finality of death. For this reason fables and legends have evolved around the spirits of the dead. If the soul of the dead is angered over its betrayal and murder in life, it cannot rest until the one who committed the crime is properly punished.

A ghost might also through its misbehaviour in life find itself bound to an unhappy existence between worlds until it finds some sort of way to atone for its actions. These wronged souls can return to the land of the living in the guise of a Wraith. The Wraith can then persecute those responsible for his or her bitter fate. The Wraith will remain until released from its suffering through vengeance or final destruction.

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: Attributes

Roll attributes as normal but ME and PE +5, SPD +20. Hit points = PE +4, +4 per level.

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, 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 4: Abilities

Wraiths gain all of the following abilities;

Wraith Form - Being unsolid is the natural form for the character he has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth. Due to his state the character is immune to Fatigue, Poisons, Gases, Drugs, Disease, Possession and Mind Control. Finally the character doesn't age, he's dead. Additionally Wraiths start with 35 Points to spend on any of the following

abilities. As they earn more experience they may buy or rebuy more abilities.

Air Blast

Cost: 10

The ability to fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks 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. +D6 and +1 metre each time rebought.

Control Spirits

Cost: 10

The character can dominate the wills and actions of spirit beings whether humans or animals. The ghostly victim must save on their willpower to resist. The wraith can control up to 1 spirit per 2 ME of choice, +2 per level.

Create Fear

Cost: 5

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 vs Willpower 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 victim save is -1 per ME of the user, +1 every 2 levels.

Distort Perception

Cost: 5

This is the ability to distort a victim's perceptions of his surroundings unless he saves vs willpower. If the victim fails it will be the equivalent of being completely drunk and he will be very susceptible to suggestions from the Wraith about what he sees. This works on both the living and spirits.

IQ Bonus

Cost: 10

It only costs 1 point to increase the character's IQ.

Possession

Cost: 10

Wraiths can attempt to enter and take over a victim's body completely including use of any powers they may have but can only use his own skills. Victims can make a saving throw at the start and once every (hour x1 IQ 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 Weakness

Cost: 5

Wraiths can see decay wherever they look; a wall showing signs of filth and disrepair, statues crumbling, and people close to death have a corpseslike pallor. A character can use this ability to gain insight into an object's weak points or a living person's general health.

Spellcast

Cost: 10

The cost is for each sphere of magic the Wraith wants to learn from, however the first sphere must be Necromancy. He starts with one spell per IQ point over 9, he can learn an equal amount per level. Thus IQ 13 = 3 spells +3 per level. The spells can come from Necromancy, Combatic, Transmutanic, Chaotic, Common and Biomancic. Wraiths can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Telekinesis

Cost: 5

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. 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).

True Sight

Cost: 5

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.

Step 5: Careers

Possible related careers include spirit guide.

Step 6: Disadvantages

Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid. +5 points. Remember this character is only alive through his own willpower, if he is made to doubt his own existence he could cease to exist. +20 points.

Zombie

A zombie is purportedly a dead person whose body has been re-animated. Stories of zombies originated in the Afro-Caribbean spiritual belief system of Vodoun (Voodoo), where zombies are humans who have had their "Ti Bon Ange" (little good angel) or soul stolen by supernatural means or shamanic medicine, and who thus lack free will and are forced to work as uncomplaining slaves for a "zombie master", typically on plantations.

Other more macabre versions of zombies have become a staple of modern horror fiction where they are brought back from the dead by supernatural or scientific means and eat the flesh of the living. For game purposes this is the Voodoo Zombie who has somehow gained free will and escaped his master.

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? 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

Roll attributes as normal but MA and SPD -6. PS, PE and HPs +6. Hit points = PE +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Zombies start with the following abilities free;

Zombie Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Zombies are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

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. Zombies cannot regenerate missing limbs, although a severed limb pressed against the area it came from would reattach itself. A zombie's flesh can be burned so totally that it cannot recover.

To facilitate regeneration (and to prevent their bodies from rotting away completely), zombies have to consume the fleshy tissue of recently killed animals or human beings at least once per week. Zombies can see in the dark. Zombies cannot smell, taste, or feel and thus are impervious to pain.

Zombies additionally start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Bite

Cost: 5

Can bite through most objects, even brick. Teeth do 4D6.

PE Bonus

Cost: 10

It only costs 1 point to increase the character's PE. This applies until his PE reaches 50.

Detachable Limbs

Cost: 5

Any limb of the characters' can be detached and reattached later without requiring surgery. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his head in his hand and peer around an area he normally couldn't reach, etc. Further if he loses his own limb he can simply attach someone else's.

Fester Wound

Cost: 5

This allows a bite or scratch by a Zombie to infect a wound. Note this is not the Zombie virus but rather a normal yet nasty infection which will need hospital treatment. The victim will be -1 on all rolls until cured.

HP Bonus

Cost: 10

PE +6 HP instead of 4, +6 per level.

PS Bonus

Cost: 10

It only costs 1 point to increase the character's PS. This applies until his PS reaches 50.

Talk to Dead

Cost: 5

Zombies can briefly reanimate a corpse allowing it to speak aloud about what happened to it.

Strike Bonus

Cost: 10

+1 Strike.

Vomit

Cost: 5

Zombies can bring forth a greenly flow of rotting bile once per day which does D4 per round and leaves an unpleasant stench which all Zombies can then track by smell.

Zombie Sight

Cost: 5

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.

Step 4: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 5: Disadvantages

Zombies have all the following disadvantages;

Decapitation

The zombie's existence is reliant on three things: A brain, a spine and a nervous system. This means there are a

number of viable ways to kill them. The most recognised is destruction of the brain. A bullet to the head or a large blunt force trauma will do the trick.

Destruction or severance of the spine/neck is also effective. The final way is a high enough current of electricity to disrupt the nervous system or destroy the brain/spine.

Fire

A Zombie 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. Burning a zombie has some effectiveness. The fire would take some time to damage the proper bodily functions, but would quickly render sensory functions out of commission, reducing the zombie's ability to pursue or harm the living.

Smell

Zombies are dead and they smell like it. That rotten, putrid smell. +10 points.

Sustenance

Zombies are particularly fond of human brains, requiring the chemicals in the hypothalamus for maintaining their existence. +10 points.

Voodoo

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 zombie. A zombie can also be put to rest through the appropriate voodoo ceremony which forces the Loa from his body. +10 points.

Cosmic Classes

These classes are only for a cosmic level campaign for people wanting to play the Silver Surfer or the New Gods.

01-20 Ascended

21-40 Chronal Walker

41-60 Divine

61-80 Ethereal

81-00 Phase Warrior

The Ascended

The Ascended represent those who have transcended normal mortality and become cosmic level entities.

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: Attributes

All are raised to a minimum of 25, or if already 25 then +D6 (but cant exceed maximum for each attribute). Hit Points = PE +25, +25 per level. Gain +5 on all saves.

Step 2: Skills

All skills from the previous character's incarnation are kept, although it is possible to learn new space orientated ones.

Step 3: 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;

Enhanced Regeneration

Identical to the Physical Enhancement power at maximum level.

Flight Lightspeed

Identical to the Travel power but can fly at 25 light years per hour.

Immunity

Totally immune to the heat, cold and radiation of space as well as the effects of the vacuum.

Characters who Ascend

The Ascended represent those who have transcended normal mortality and become cosmic level entities. 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 5 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.
- 3) A primordial substance that elevates anyone who consumes it to divine status.

It goes without saying that such food should be extremely rare and very difficult to acquire.

4) There may also be some sort of relic, cosmic force, or sentient plane that occasionally ascends someone in the campaign. After all, the first deities had to come from somewhere.

5) A mortal may achieve divinity-by taking control of a plane. Any mortal who gains control of a plane is automatically ascended without requiring any assistance whatsoever from a more powerful deity. He or she advances immediately to lesser deity status.

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).

If the mortal doesn't have any idea that he is about to ascend the event will be a complete surprise and the mortal won't have much time to develop a perspective. Mortals who realize that ascension is possible, on the other hand, may either work extra hard to gain this prize or even try to avoid it once they start thinking about the prospect of outliving everyone they know and love. Those who accept this fate will soon have to contemplate how they should go about grooming someone to take their place, how to put their affairs into order before they leave, and how to get their own new churches started.

Being ascended can be quite a shock psychologically. While some ascendees

will look forward to greeting new challenges and new power, others may have ego problems dealing with the transition from big fish to little fish; it's almost like starting up adventuring all over again. Also, depending on the specifics involved in the process, a mortal may feel apprehensive about losing contact with friends and family, and having to learn a whole new set of rules and establish an entirely new set of peers.

Some ascendees may resist ascension to the point that the deity may give them the option of remaining mortal or being ascended only after they die from natural causes. Other deities may only be so nice as to give ascendees a certain amount of time to set their affairs in order. Still other mortals won't be given time to prepare or resist at all; for them it just happens one day. Given time to react, some characters might try to switch camps to avoid ascension.

This will typically result in permanent damage to or destruction of the character depending on the deity's reaction. If a character tries to resist ascension by force of will, then the ascending deity will be required to dominate the character forcibly; this requires a successful possession attempt.

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: Attributes

All are raised to a minimum of 25, or if already 25 then +D6 (but cant exceed maximum for each attribute). HPs are determined normally + (ME x5).

Step 2: Skills

Choose as normal but also gain for free the following; Knowledge Chronal, Navigation Chronal and Science Chronal.

Step 3: Abilities

All Chronal Walkers gain all the following abilities;

Chronal Healing

Identical to Enhanced Regeneration. However the character can hyper accelerate his healing by a factor of x10 per melee or minute spent 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 WIS. The character can affect himself or a victim and 100kgs per WIS. 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 WIS 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 WIS.

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 WIS 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 Mental Manipulation power.

Postcognition

Identical to the Mental Manipulation power.

Precognition

Identical to the Mental Manipulation power.

Divine

This character is more than a demigod but not quite a true god, at least not yet. This is someone who wants to become Apollo or even Zeus.

Step 1: Attributes

IQ, PB and MA 4D6, ME and PP 8D6, PS 10D6, PE and SPD 8D6. Hit Points = PE +D100, +D100 per level. Pick one attribute to be your specialty area, gain an additional +10 for any saves or other rolls with it.

Step 2: Skills

Determine as normal according to whatever interests the player and what their sphere is (perhaps with the GM's help).

Step 3: Sphere of Influence

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 below for a much more detailed explanation of the various spheres.

Step 4: Abilities

Divine beings gain all the following abilities;

Bestow

By direct grace the Divine can bestow powers to a mortal on certain conditions as determined by him. 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 Regeneration

At maximum level.

Immunity

Totally immune to the heat, cold and radiation of space as well as the effects of the vacuum.

Step 5: Worshippers

See the Pantheon Creation Guide for information on how to create your own faith of followers.

Some of the various Spheres

Air

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.

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.

Change

This god is influential over Chaos, Inevitability, and Evolution.

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

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

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.

Light

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.

Love

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.

Music

This god represents the performing arts vocal and instrumental music, traditional and interpretive dance, even stage tragedy and comedy. He also covers arts and of literature/poetry. His priests are devoted to the advancement of music and dance in the population. They organize events where music is played, dances are performed, and plays are enacted. Sometimes they tour as part of theatrical companies, among bards and other performers. Their quest is to bring light to others through the performing arts.

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.

Time

This god is the deity of the march of time. He represents inevitability not destiny based on the will of individual gods, but the inevitability of change brought on by time. His priests preach the philosophy of patience to the flock, and help all the members of the flock adapt themselves to their changing

bodies, lifestyles, and needs as they go through life.

Travel

This is the god of travellers, speed and safe journeys.

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

This god is one of bodies of water. He doesn't concern himself much with mortal doings; sailors pray to him for mercy which he shows when he feels like it, and shows them death when he prefers. He is also 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 (the other kind of Ascended)

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 or SPD. MA and PB is 3D6. The character moves via telekinesis. Hit Points = ME x10, +20 HPs per level.

Step 2: Skills

As a result of his heightened mental abilities this character has every non physical skill and all are at maximum. 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

Ethereal gain all of the following abilities;

Enhanced Regeneration

At maximum level.

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 (half 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. Further they can enter life forms and machines and once inside take over the body/device completely (the victim will remember nothing from moment that he was taken over). Living victims can make saving throw at start and once every hour (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

An Ethereal is 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), PPE 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 WIS or push/punch with STR 20 per WIS. The character's punch can be augmented telekinetically to do +1 damage per 4 ME.

Further this power can be used to create telekinetic shields for himself or any within line of sight. 120 metre radius, ME x1000 SDC. Replenish ME x100 HPs per min of non use. Can create multiple fields so long as combined HPs doesn't exceed total.

Ether Senses

Etherals 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 character 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 Etherals 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 postcognition 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 is that it warns the hero about impending danger. The advance warning time is 1 minute +1 minute per level. Will know the 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 paralyze 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 x10 metres 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 and Macronauts, Phase Warriors are able to step between dimensions without the need for mechanical devices as easily as we walk down the street.

Step 1: Attributes

All are raised to a minimum of 25, or if already 25 then +D6 (but cant exceed maximum for each attribute). HPs = PE + (ME x5), +10 per level.

Step 2: Skills

Choose as normal but also gain for free the following; Knowledge Planar, Navigation Planar and Science Planar.

Step 3: Abilities

All Phase Warriors have 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 (quarter 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.

Appendix: List of Cosmic Powers

These powers are only available to cosmic level characters.

Biological Augmentation

Gain all of the abilities listed below;

PP

is raised to 25. 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.

IQ

is raised to 25. This character has every skill and all at maximum. 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.

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.

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;

Insect Metamorph, Metamorph Undead, Alter Body, Metamorph Animal, Metamorph Dinosaur, Metamorph Plant, Body Weapons, Shape Shift and Elongation.

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 damage up to D6 x1000 SDC. +D6 per level with a range of 1 light year, +1 per level.

Cosmic Source

This character can become a living power source for Chi or PPE 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

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 25. 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.

Intimidation; 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 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 Aerialkinesis, Metamorph Air and Shadow.

Earth

Includes Terrakinesis, Metamorph Earth and Tar.

Electro Magnetism

Includes Emission Electrical,

Metamorph Electricity and Magnetism.

Fire

Includes Pyrokinesis, Emission Fire and Magma, and Metamorph Fire and Magma.

Gravitic

Includes Metamorph Void and Gravitykinesis.

Water

Includes Hydrokinesis, Acid Manipulation, Emission Ice, and Metamorph 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 SDC in the web which can be up to ME x1000 + x1000 per level. The net can also be cast onto doorways, small tunnels, etc to make passage through them impossible until the SDC are completely depleted. It can be up to ME x1 metre radius, +1 per level, normal throwing range. Lasts until SDC are depleted or until concentration is broken.

Energy Leech

The opposite of the Cosmic Source, this character can drain anything including Chi, PPE, 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 maybe 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 SDC the character can generate is ME x10,000, +1000 per level. He can replenish at a rate of ME x10,000 SDC +1000 per level per minute of non use. He can create multiple fields so long as the combined SDC doesn't exceed the total. The field can be extended up to 1000 kilometres per ME, and can in effect cover a planet if large enough.

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 SDC of PE x2000 +2000 SDC per level.

Metamorph Black Hole

The character's body can become a living black hole and as a result any

object up to 1 ton per ME +1 ton per level is inexorably pulled toward him. When any object contacts him it's crushed into a singularity by the force of his gravity and destroyed.

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 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), PPE 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 WIS 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.

Sorcery Mastery

This power gives the character access to all spells from a particular school of magic. The amount of schools available

depends on the rank taken. This power must be retaken to increase its rank.

Rank 1

All spells from 10 schools of magic

Rank 2

All spells from 20 schools of magic

Rank 3

All spells from all schools of magic

Space Warp

The ability to not only fly faster than light at 10 light years per WIS per day +10 per level but also the character can create a space warp tunnel of up to 10 metres x10 metres per WIS anywhere within sight which allows others to follow at a speed identical to the character's. The character doesn't need to breathe in a vacuum but however does 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 20 metres, +20 meters per level, and fly at a rate of ME x30kph, +30kph per level.

Telepathic Mastery

Gain the powers of Animal Control, Insect Control, Mental Control, Undead Control, Empathic, 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 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 3 columns; Strength Class showing the PS level, SDC 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 300 and increases by one class level each time this power is retaken.

Strength Class	300
SDC Damage	10,000
Tonnage carrying capacity	3000

Strength Class	400
SDC Damage	20,000
Tonnage carrying capacity	6000

Strength Class	500
SDC Damage	30,000
Tonnage carrying capacity	12,000

Strength Class	600
SDC Damage	40,000
Tonnage carrying capacity	25,000

Strength Class	700
SDC Damage	50,000
Tonnage carrying capacity	50,000

Strength Class	800
SDC Damage	60,000
Tonnage carrying capacity	100,000

Strength Class	900
SDC Damage	70,000
Tonnage carrying capacity	250,000

Strength Class	1000
SDC Damage	80,000
Tonnage carrying capacity	500,000

Strength Class	2500
SDC Damage	200,000
Tonnage carrying capacity	5,000,000

Strength Class	5000
SDC Damage	500,000
Tonnage carrying capacity	50,000,000

Wormhole

The ability to open up a wormhole to any location in the universe he has visited or has been visually or telepathically shown. The character can create a wormhole of up to 10 metres x10 metres per ME, anywhere within sight. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp.