

HEROES

UNLIMITED

UNIVERSE

Core Rules BHU1



Superhero roleplaying in the Beyond Heroes Unlimited Universe

Beyond Heroes Unlimited Universe Book I: Core Rules

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Foreword

A role playing game is an exercise in imagination and personal creativity. The organizer of the campaign the Game Master, must use the system to devise an individual and unique world. Into this world of metahumans, supernatural monsters, strange peoples, multitudinous states, and fabulous treasures of precious items and powerful magic stride fearless heroes - you and your fellow players. Inexperienced and of but small power at first, by dint of hard fighting and clever deeds, you advance in ability to become forces to be reckoned with. As a role player you know how strong, intelligent, wise, healthy, dexterous and, relatively speaking, how commanding a personality you have. Details as to your appearance your body proportions, and your history can be produced by you or the GM. You act out the game as this character, staying within your given abilities, and as molded by your alignment. This is a world where supervillains, sorcerers, monsters, fierce demons, and even the gods themselves may enter your character's life.

The game is ideally for three or more adult players: one player must serve as the Game Master, the shaper of the world in which all action will take place. The other participants become heroes by creating characters to explore this alternate world and face all of its challenges. As is typical for most of us in real life each character begins at the bottom of his chosen class. By successfully meeting the challenges posed, they gain experience and move upwards in power, just as actual playing experience really increases playing skill. Imagination, intelligence, problem solving ability, and memory are all continually exercised by participants in the game. All in all this is a game for your enjoyment.

The Beyond Heroes Unlimited Universe series represents a new series of pdfs converting the D20 Beyond Heroes setting to Palladium mechanics in general, and Heroes Unlimited specifically.

Section 1: Creating a Character

Each participant in the campaign must create a player character, as opposed to non-player characters or NPCs which are controlled by the GM. Each player develops the abilities of his character through random number generation by means of dice rolling to determine the basic characteristics of the persona, the abilities. The player then decides what race the character is, what the character's class is, the alignment of the character, and what the character's name is to be. He will have a certain amount of money to begin with, and these funds will be used to purchase equipment needed for fighting villains. Finally each character begins with a certain number of hit points, as determined by his race and class. All characters begin at first level, i.e. the lowest possible level for a player character. The higher the level number, the more powerful the character is. Following now are how to create your own character.

Optional: Character Points

Every character begins play with a number of character points determined by his race and class. Further every time a character advances a level he gains additional character points.

The points serve numerous purposes;

Purchase skills and increase skill scores.

Purchase advantages, and bonus character points are awarded for taking disadvantages.

Increase attribute scores.

Acquire meta powers.

Acquire racial abilities.

Acquire class abilities.

Acquire spells.

In Combat;

Temporarily increase Initiative roll.

Temporarily increase Thaco roll.

Temporarily increase AC.

Create a Critical.

Prevent a Critical.

Temporarily increase a Saving throw.

Reduce the effects of stun, fatigue and the effects of poisons, venoms and toxins.

Reduce damage taken.

Avoid certain death.

Heroic and Unheroic names

First start with his real name. Next if he has a secret identity then he also needs a superhero code name. To use the table below simply pick a name from column A first then one from column B and presto you've got a heroic name.

	<u>Column A</u>	<u>Column B</u>
01-02	Dark	Lord/Lady
03-04	Fire	Master/Mistress
05-06	Shadow	Sword
07-08	Black	Dragon
09-10	Moon	Rider

<u>Column A</u>	<u>Column B</u>
11-12 Spider	Slayer
13-14 Iron	Witch/Warlock
15-16 Night	Hawk
17-18 Sky	Storm
19-20 Time	Dancer
21-22 Earth	Mask
23-24 Gray	Knight
25-26 Wing	Guardian
27-28 Phantom	Axe
29-30 Blood	Stalker
31-32 Hawk	Eagle
33-34 Star	Stealer
35-36 Ring	Destroyer
37-38 Power	Thief
39-40 Ruby	Force
41-42 Crimson	Mane
43-44 Winter	Star
45-46 Plague	Fire
47-48 Wind	Serpent
49-50 Scarlet	Flame
51-52 Silver	Wizard
53-54 Mind	Light
55-59 Sun	Warrior
57-58 Dragon	Flower
59-60 White	Shadow
61-62 Death	Phantom
63-64 Dream	Skull
65-66 Hell	Arrow
67-68 Sea	Shark
69-70 Air	Demon
71-72 Doom	Amazon
73-74 Thunder	Wolf
75-76 Dawn	Tiger
77-78 Were	Singer
79-80 Mad	Spear
81-82 Fox	Bird
83-84 Green	King/Queen
85-86 Red	Duke/Duchess
87-88 Blue	Baron/ess
89-90 Yellow	Bane
81-92 Lord/Lady	Wing
93-94 Nega	Ranger
95-96 Duke/Duchess	Fist
97-98 Baron/ess	Champion
99-00 King/Queen	Hero

Step 1: Attributes

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

There are three options for rolling:

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

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

A combination of the above two.

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

	<u>Max normal human</u>	<u>Max gifted human</u>	<u>Max Metahuman</u>
IQ	10	18	50
ME	10	20	50
MA	10	20	35
PS	15	26	200 recorded
PP	15	20	50
PE	10	20	50
PB	10	20	35
SPD	18	27	No limit
HPs	8	24	No limit
SDC	18	30	No limit

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

Optional Attribute Cost Table

Listed here are how much it costs to buy each individual point of each attribute if you choose to use the point system. eg. between 1 and 20 PE cost 1 point each, while 21 to 50 cost 2 points each.

	<u>1 Point Each</u>	<u>2 Points Each</u>	<u>3 Points Each</u>
IQ		1-18	19-50
ME		1-20	21-50
MA		1-20	21-35
PS	1-26	27-150	151+
PP		1-20	21-50
PE	1-20	21-50	-
PB		1-20	21-35
SPD	1-120	Mach 1 - Mach 10	Mach 20+
HPs	1-50	51-200	201+
SDC	1-100	101-500	501+

The Attributes

Intelligence Quotient (IQ) represents a character's memory, reasoning, and learning ability, including areas outside those measured by the written word. This ability gives only a general indication of a character's mental acuity. However many intelligent people in the real world fail to apply their minds creatively and usefully, thus falling far below their own potential.

Mental Endurance (ME) describes a composite of the character's enlightenment, judgment, guile, willpower, common sense, and intuition.

The **Mental Affinity (MA)** score measures a character's persuasiveness, personal magnetism, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role.

Physical Strength (PS) measures a character's muscle, endurance, and stamina.

Physical Prowess (PP) encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. Dexterity affects a character's reaction to a threat or surprise, his accuracy with weapons, and his ability to dodge an enemy's blows.

A character's **Physical Endurance (PE)** score encompasses his physique, fitness, health, and physical resistance to hardship, injury, and disease. Since this ability affects the character's hit points and chances of surviving such tremendous shocks as being physically reshaped by magic or resurrected from death, it is vitally important to all characters.

Physical Beauty (PB) is the character's natural physical attractiveness to others. It aids in first impressions when meeting someone, and then charming them.

Speed (SPD) represents how fast a character can walk, jog, run and swim.

Each character has a varying number of **Hit Points (HPs)** which represent how much damage he can withstand before being killed. Hit points are determined by PE + the species bonus, plus an equal amount per level. With most humans it would be PE +6, +6 HPs per level. At each successive level this increases again. Character points can also be spent to increase HPs. There is no upper limit to how many Hit Points a character can have. Hit Points can be healed naturally, healed by metapowers, or magically restored. However a character's Hit Points can never exceed the total previous optimum score he had before injury.

Structural Damage Capacity (SDC) is a greater amount of life points which are used up before you get to your hit points. They are determined by your class.

Intelligence Quotient (IQ)

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

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

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

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

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

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

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

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

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

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

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

Mental Endurance (ME)

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

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

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

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

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

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

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

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

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

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

Mental Affinity (MA)

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

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

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

Physical Strength (PS)

PS is the character's sheer natural brawn.

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

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

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

Damage - SDC Bonus and Hand to Hand Damage.

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

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

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

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

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

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

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

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

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

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

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

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

Physical Prowess (PP)

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

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

Initiative – Bonus to determining who goes first.

Attacks – How many attacks per melee the character has.

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

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

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

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

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

Physical Endurance (PE)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Physical Beauty (PB)

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

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

Speed (SPD)

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

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

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

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

Hit Points (HPs)

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

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

Structural Damage Capacity (SDC)

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

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

Step 2: Race

After a player has determined the abilities of his character, it is then time to decide of what racial stock the character is to be. This is not a race in the true sense of the word: Caucasian, Asian, etc. It is actually a fantasy species for your character which may be chosen from either one of the Earth based races or depending on the campaign one of alien origin. Each race has its own advantages and disadvantages, powers, and variations in attributes. This should be checked with the GM first as some races may not exist in his world. In the modern world the player should also determine which nation he was born in.

Following the Shattered Realms Invasion there are also many interdimensional races available to players.

Step 3: Birthplace

01-50 Earth Traditional Nations
 51-60 Earth Underwater Nations
 61-70 Earth Subterranean Nations
 71-75 Earth Fey Nations
 76-80 Earth Sky Nations
 81-85 Earth Mystical Locations
 86-90 Extraterrestrial Planets
 91-96 Surrounding Dimensions
 96-00 Interdimensional Realms

01-50 Earth Traditional Nations

Please note that not every country, sovereign nation, territory, island, etc., is listed in the table. I tried to put in as much diversity as possible, but I can't account for everything. For the most part these races are standard human, though if the GM wishes other species may also be born in these countries.

01 - 09 Africa

01 - 02 Algeria
 03 - 04 Angola
 05 - 06 Benin
 07 - 08 Botswana
 09 - 10 Burkina Faso
 11 - 12 Burundi
 13 - 14 Cameroon
 15 - 16 Cape Verde
 17 - 18 Central African Republic
 19 - 20 Chad
 21 - 22 Comoros
 23 - 24 Democratic Republic of Congo
 25 Republic of Congo
 26 Ivory Coast
 27 - 28 Djibouti
 29 - 30 Egypt
 31 - 32 Equatorial Guinea
 33 - 34 Eritrea
 35 - 36 Ethiopia
 37 - 38 Gabon
 39 - 40 Gambia
 41 - 42 Ghana
 43 - 44 Guinea
 45 - 46 Guinea-Bissau
 47 - 48 Kenya

49 - 50 Lesotho
 51 Liberia
 52 Libya
 53 - 54 Madagascar
 55 - 56 Malawi
 57 - 58 Mali
 59 - 60 Mauritania
 61 - 62 Mauritius
 63 - 64 Morocco
 65 - 66 Mozambique
 67 - 68 Namibia
 69 - 70 Niger
 71 - 72 Nigeria
 73 - 74 Rwanda
 75 Sao Tome and Principe
 76 Senegal
 77 - 78 Seychelles
 79 - 80 Sierra Leone
 81 - 82 Somalia
 83 - 84 South Africa
 85 - 86 Sudan
 87 - 88 Swaziland
 89 - 90 Tanzania
 91 - 92 Togo
 93 - 94 Tunisia
 95 - 96 Uganda
 97 Western Sahara
 98 Zambia
 99 - 00 Zimbabwe

10 - 18 Asia

01 - 06 Bangladesh
 07 - 12 Bhutan
 13 - 18 Cambodia
 19 - 24 China
 25 - 30 Hong Kong
 31 - 36 India
 37 - 42 Japan
 43 - 48 North Korea
 49 - 54 South Korea
 55 - 60 Laos
 61 - 66 Maldives
 67 - 72 Mongolia
 73 - 78 Myanmar
 79 - 84 Nepal
 85 - 90 Sri Lanka
 91 - 96 Thailand

97 - 00 Vietnam

19 - 27 Canada

01 - 08 Alberta
 09 - 16 British Columbia
 17 - 24 Manitoba
 25 - 32 New Brunswick
 33 - 40 Newfoundland and Labrador
 41 - 48 Northwest Territories
 49 - 56 Nova Scotia
 57 - 64 Nunavut
 65 - 72 Ontario
 73 - 80 Prince Edward Island
 81 - 88 Quebec
 89 - 96 Saskatchewan
 97 - 00 Yukon

28 - 36 Europe

01 - 03 Albania
 04 - 05 Andorra
 06 - 08 Austria
 09 - 10 Belarus
 11 - 13 Belgium
 14 - 15 Bosnia and Herzegovina
 16 - 18 Bulgaria
 19 - 20 Croatia
 21 - 23 Czech Republic
 24 - 25 Denmark
 26 - 28 Estonia
 29 - 30 Finland
 31 - 33 France
 34 - 35 Germany
 36 - 38 Greece
 39 - 40 Hungary
 41 - 43 Iceland
 44 - 46 Italy
 47 - 50 Latvia
 51 - 53 Liechtenstein
 54 - 55 Lithuania
 56 - 58 Luxembourg
 59 - 60 Macedonia
 61 - 63 Malta
 64 - 65 Moldova
 66 - 68 Monaco
 69 - 70 Montenegro
 71 - 73 Netherlands
 74 - 75 Norway
 76 - 78 Poland

79 - 80 Portugal
 81 - 82 Romania
 83 - 84 San Marino
 85 - 86 Serbia
 87 - 88 Slovakia
 89 - 90 Slovenia
 91 - 92 Spain
 93 - 94 Sweden
 95 - 96 Switzerland
 97 - 00 Vatican City
37 - 45 Latin America
 01 - 08 Belize
 09 - 16 Costa Rica
 17 - 24 Cuba
 25 - 32 Dominican Republic
 33 - 40 El Salvador
 41 - 48 Guatemala
 49 - 56 Haiti
 57 - 64 Honduras
 65 - 72 Jamaica
 73 - 80 Managua
 81 - 88 Mexico
 89 - 94 Nicaragua
 95 - 00 Panama
46 - 54 Middle East
 01 - 06 Afghanistan
 07 - 12 Bahrain
 13 - 18 Cyprus
 19 - 24 Iran
 25 - 30 Iraq
 31 - 36 Israel
 37 - 42 Jordan
 43 - 48 Kuwait
 49 - 54 Lebanon
 55 - 60 Oman
 61 - 66 Pakistan
 67 - 72 Qatar
 73 - 78 Saudi Arabia
 79 - 84 Syria
 85 - 90 Turkey
 91 - 96 United Arab Emirates
 97 - 00 Yemen
55 - 63 Russia
 01 - 10 Armenia
 11 - 20 Azerbaijan
 21 - 30 Georgia

31 - 40 Kazakhstan
 41 - 50 Kyrgyzstan
 51 - 60 Russia
 61 - 70 Tajikistan
 71 - 80 Turkmenistan
 81 - 90 Ukraine
 91 - 00 Uzbekistan
64 - 72 South America
 01 - 08 Argentina
 09 - 16 Bolivia
 17 - 24 Brazil
 25 - 32 Chile
 33 - 40 Colombia
 41 - 48 Ecuador
 49 - 56 French Guiana
 57 - 64 Guyana
 65 - 72 Paraguay
 73 - 80 Peru
 81 - 88 Suriname
 89 - 94 Uruguay
 95 - 00 Venezuela
73 - 81 South Pacific
 01 - 10 Australia
 11 - 20 Indonesia
 21 - 30 Kuala Lumpur
 31 - 40 Malaysia
 41 - 50 New Zealand
 51 - 60 Papua New Guinea
 61 - 70 Philippines
 71 - 80 Singapore
 81 - 90 Tasmania
 91 - 00 Timor-Leste
82 - 90 United Kingdom
 01 - 17 England
 18 - 34 Falkland Islands
 35 - 51 Ireland
 52 - 68 Northern Ireland
 69 - 85 Scotland
 86 - 00 Wales
91 - 00 United States
 01 - 02 Alabama
 03 Alaska
 04 American Samoa
 05 - 06 Arizona
 07 - 08 Arkansas
 09 - 10 California

11 - 12 Colorado
 13 - 14 Connecticut
 15 - 16 Delaware
 17 District of Columbia
 18 Federated States of Micronesia
 19 - 20 Florida
 21 - 22 Georgia
 23 Guam
 24 Hawaii
 25 - 26 Idaho
 27 - 28 Illinois
 29 - 30 Indiana
 31 - 32 Iowa
 33 - 34 Kansas
 35 - 36 Kentucky
 37 - 38 Louisiana
 39 Maine
 40 Marshall Islands
 41 - 42 Maryland
 43 - 44 Massachusetts
 45 - 46 Michigan
 47 - 48 Minnesota
 49 - 50 Mississippi
 51 - 52 Missouri
 53 - 53 Montana
 54 - 55 Nebraska
 56 - 57 Nevada
 58 - 58 New Hampshire
 59 - 60 New Jersey
 61 - 61 New Mexico
 62 - 63 New York
 64 - 65 North Carolina
 66 - 67 North Dakota
 68 Northern Mariana Islands
 69 - 70 Ohio
 71 - 72 Oklahoma
 73 - 74 Oregon
 75 Palau
 76 - 77 Pennsylvania
 78 Puerto Rico
 79 - 80 Rhode Island
 81 - 82 South Carolina
 83 - 84 South Dakota
 85 - 86 Tennessee
 87 - 88 Texas
 89 - 90 Utah

91 Vermont
 92 Virgin Islands
 93 - 94 Virginia
 95 - 96 Washington
 97 - 98 West Virginia
 99 Wisconsin
 00 Wyoming

51-60 Earth Underwater Nations

01-10 Aman Sinaya
 01-50 Mer
 51-70 Dargon
 71-80 Pahari
 81-90 Sea Sprite
 91-00 Turtur
 11-20 Aotus
 01-75 Kna
 76-00 Locathah
 21-30 Aquatica
 01-10 Human
 11-60 Mer
 61-80 Dargon
 81-00 Delfin
 31-40 Atlantis (Atlantean)
 41-50 Kitezah
 01-20 Kuo Toa
 21-80 Kopru
 81-00 Sharkk
 51-60 Lemuria (Lemurian)
 61-70 Lyonese
 01-20 Dimernesti
 21-40 Sea Sprite
 41-60 Selkie
 61-80 Sirine
 81-00 Homard
 71-80 Poseidonis
 01-25 Mer
 26-30 Dargon
 31-66 Sirine
 67-00 Nixie
 81-00 Tritonis
 01-15 Mer
 16-30 Dargon
 31-40 Delfin
 46-50 Sea Sprite
 51-00 Shalarin

81-00 Ys
 01-25 Sahuagin
 26-50 Carapace
 51-75 Morkoth
 76-00 Tako

61-70 Earth Subterranean

Nations

01-05 Avertine (Gnome)
 06-10 Chak Ch'tka (Thri-Keen)
 11-13 Crystallion (Gemzanite)
 14-16 Dhon Guruhm (Dvergar)
 17-20 Doomspire
 01-50 Hobgoblin
 51-90 Goblin
 91-00 Bugbear
 21-23 Dunspeirrin (Dvergar)
 24-27 Garel Enkal
 01-50 Orc
 51-00 Orcling
 28-31 Ironforge (Thorbathane Dwarf)
 32-36 Karak-din (Thorbathane Dwarf)
 37-39 Khazargur
 01-50 Orc
 51-80 Orcling
 81-00 Ogre
 40-43 Lith Murathar
 01-75 Drow
 76-00 Arachne
 44-47 Maerimydra
 01-75 Drow
 76-00 Arachne
 48-50 Mantol Derith (Dvergar)
 51-54 Menzoberranza (Drow)
 55-57 Moltar (Terranean)
 58-60 Necropolis (Undead)
 61-63 Neter-Khertet (Human)
 64-66 Ootul (Beholder)
 67-69 Oryndoll (Illithid)
 70-72 Sekolah (Sahuagin)
 73-75 Sloopdilmopolop (Sahuagin)
 76-78 Tellectus
 01-80 Illithid
 81-00 Minotaur
 79-82 Thorbardin (Thorbathane Dwarf)
 83-85 Understone (Gnome)

86-88 Verminblight (Vermin)
 89-91 Verminspike (Vermin)
 92-94 Yuzce'ac (Lizardmen)
 95-97 Zardeth (Mineroid)
 98-00 Zlaxtlan (Lizardman)

71-75 Earth Fey Nations

01-06 Arn Mora (Silvanesti Elf)
 07-12 Asa Thalor (Silvanesti Elf)
 13-18 Bast (Felinar)
 19-23 Elderwood
 01-75 Arboreal
 76-00 Halaman
 24-28 Elmspring (Arboreal)
 29-33 Eno Thendor
 01-75 Arboreal
 76-00 Halaman
 34-38 Fluvelnistra (Myconid)
 39-44 For Bel (Kagonesti Elf)
 45-49 Khalohone (Yuan-Ti)
 50-56 Moran Tal
 01-75 Geophant
 76-00 Lupinoid
 57-62 Nellerai (Hobbit Halfling)
 63-68 Orlo Thalore (Kender Halfling)
 69-73 Rehshraken (Naga)
 74-78 Sai Ancalen (Orso)
 79-84 Shalla Bellanose (Valley Gnome)
 85-90 Shsa Serin (Centaur)
 91-95 Timberbrook
 01-20 Arboreal
 21-30 Cactun
 31-50 Frucht
 51-00 Vegible
 96-00 Ylmager (Yuan-Ti)

76-80 Earth Sky Nations

01-20 Aerie
 01-98 Aarakocra
 99-00 Kenku
 21-40 Aviary
 01-50 Kenku
 51-95 Enduk
 96-00 Aarakocra
 41-60 Blue Sky (Raptoran)
 61-80 Starmount (Avariel)

81-00 Stratos
 01-80 Sky People
 81-00 Avariel

81-85 Earth Mystical Locations

01-25 Basilica City
 26-50 ChiYou Island
 51-75 Shadow Island
 76-00 Themiscrya Island

86-90 Extraterrestrial Planets

These are all the known species within Earth's dimension which have had contact with Earth.

01-02 Achernos II (Achernon)
 03-04 Arach Prime (Arachnis)
 05-06 Arctura I (Arcturan)
 07-08 Miras (Argrorian)
 09-10 Antar I (A'rmarr-Oddr)
 11-12 Soveon (Astaroth)
 13-14 Capella (Capellan)
 15-16 Omicron I (Chameleon)
 17-18 Nucru VIII (Cygni)
 19-20 Eridanis I (Draconid)
 21-22 Groth (Dralasite)
 23-24 Lagam Prime (Hare)
 25-34 Bootis II (Harmonic)
 35-37 Eridani I (Hive)
 38-39 Thilai IV (Horlock)
 40-41 Hydrai IV (Hydri)
 42-43 Particus (Iridani)
 44-45 Jakara
 46-47 Eridani Prime (Klaxun)
 48-49 Korbin II (Korbinite)
 50-51 Tl'bk I (Kraxa)
 52-53 Fornaca III (Magmanite)
 54-66 Mars (Martian)
 67-68 Father1 (Mechalus)
 69-70 Osiris IX (Osirian)
 71-72 Celphei IV (Pumeran)
 73-74 Felin Prime (Puss)
 75-76 Anitad V (Quack)
 77-78 Indi I (Quartzite)
 79-80 Sathos Prime (Sathar)
 81-90 Tricer Prime (Tsauid)
 91-92 Tzienti V (TziTzi)

93-94 Procyon VI (Vrusk)
 95-96 Xenomorph
 97-98 Yaut Prime (Yautjan)
 99-00 Yazir I (Yazirian)

91-95 Surrounding Dimensions

These are all the known dimensions which surround Earth and have life. The Prime Material Plane also known as Third Space and the Mortal Plane is our home dimension.

01-05 Subspace or Zero Space
 06-10 The First Realm or 1st Space
 11-20 The Flat Realm or 2nd Space
 21-30 Aetherscape or 4th Space
 31-40 The Chronoverse or 5th Space
 41-50 Hyperspace or 6th Space
 51-60 The Middle Realms or 7th Space
 61-70 Elementalverse or of 8th Space
 71-75 Bioscape or 9th Space
 76-80 Phase Space or 10th Space
 81-90 Microscape or 11th Space
 91-00 The Outer Realms or 12th Space

Middle Realms Table

01-25 Astralscape
 26-50 Dreamscape
 51-75 Screamscape
 76-00 Shadowscape

Elementalverse Table

01-10 Celestialscape
 11-15 Cinderverse
 16-20 Cirroscape
 21-25 Corrosiverse
 26-30 Cryoverse
 31-35 Dynaverse
 36-40 Emberverse
 41-45 Fissionverse
 46-50 Gravitiescape
 51-60 Hydroscape
 61-65 Illumniscap
 66-70 Mireverse
 71-85 Pyroscape
 86-00 Terrascape

Bioscape Table

01-20 Faunascap
 01-33 Animorphicverse
 34-66 Antipodalverse
 67-00 Arthropodicverse
 21-40 Florascap
 41-50 Saphromorphicverse
 51-60 Machinescap
 61-70 Orescap
 71-80 Quantumverse
 81-00 Stratoscap

The Outer Realms Table

01-33 After Realms
 34-66 Faerie Realms
 67-00 Realms of Reason

After Realms Table***01-12 Athabaska After Realms***

01-20 Aztlan
 21-40 Giizhigong
 41-60 Hanan Pacha
 61-80 Orun
 81-00 Yachay Wasis

13-24 Europa After Realms

01-07 Alkyonide
 08-14 Cruchan Feli
 15-21 Ditsov
 22-28 Elyssa
 29-35 Galatia
 36-42 Lusitania
 43-49 Midlands
 50-56 Nartae
 57-63 Olympus
 64-70 Temair
 71-77 Thule
 78-93 Tir Na Nog
 94-00 Ys

25-36 Fertile Crescent After Realms

01-09 Akkadia
 10-18 Chronopolis
 19-27 Emesa
 28-36 Heliopolis
 37-45 Kaaba
 46-54 Mitanni
 55-63 Nibiru

64-72 Nineveh
 73-81 Nirvanah
 82-91 Stygia
 92-00 Thuvaraiyam

37-52 Genesis After Realms

01-20 Avalon
 21-30 Battleverse
 31-40 Dada
 41-60 Heaven
 61-80 Hell
 81-00 Purgatory

53-64 Orient After Realms

01-20 Abyrga
 21-40 Amenoukihashi
 41-60 Shambhala
 61-80 Ta-Lo
 81-00 Tocharia

65-76 Orisa Watta After Realms

01-08 Ashe
 09-16 Maasai
 17-24 Mbat
 25-32 Odinala
 33-40 Odinana
 41-48 Odinani
 49-56 Oduduwa
 57-64 Omenala
 65-72 Omenana
 73-80 Ori
 81-88 Orisha
 89-94 Oromo
 95-00 Sawar

77-88 Realm of Isles After Realms

01-11 Alchera
 12-22 Atua
 23-33 Hawaiki
 34-44 Kaluwalhatian
 45-55 Kerguelen
 56-66 Maui Nui
 67-77 Quidlivun
 78-88 Truk
 89-00 Zealandia

89-00 Ural After Realms

01-50 Asgard
 51-60 Bjarmaland
 61-70 Illyria
 71-80 Pohansko

81-90 Svarya
91-00 Taivas

Faerie Realms Table

01-08 Abyss
09-16 Arcadia
17-24 Chesscape
25-36 ChiYou Island
37-44 Gemscape
45-52 Hydros
53-60 Lost Realm
61-68 Manascape
69-76 Neververse
77-84 Shangri-La
85-92 Tunnelverse
93-00 Wastelands

Realms of Reason Table

01-09 Angleverse
10-18 Animalverse
19-27 Antimatterverse
28-36 The Cyberscape
37-45 Else Realms
46-54 Inertiascape
55-63 Logic Zone
64-72 Matterverse
73-81 Miraculverse
82-91 Mirrorverse
91-00 Prismscape

96-00 Interdimensional Realms

01-50 Shattered Realms
01-07 Abeir Toril
08-14 Aebrynis
15-21 Abysmal
22-28 Athas
29-35 Cthon
36-42 Dis
43-49 Eberron
50-56 Firefall
57-63 Gamma
64-70 Krule
71-77 Mystara
78-84 Krynn
85-91 Oerth
92-00 Other (GM's choice)

51-57 Nexus Crossroads
58-64 Marvelverse
65-70 DCverse
71-76 Imageverse
77-82 Valiantverse
83-88 Amalgamverse
89-94 Alternate Heroverse within the
Multiverse
95-00 Other (GM's choice)

Step 4: Classes

Class refers to the profession of the player character. The approach you wish to take to the game, how you believe you can most successfully meet the challenges which it poses, and which role you desire to play are dictated by character class. Non meta vigilantes will hardly be able to up against Darkseid.

The character's class is what he has worked and trained at in the lead up to the campaign. If you wanted to become an actor, you could not walk out the door and begin work immediately. First you would have to get some training. The same is true of character classes in the game. Your character is assumed to have some previous training and guidance before beginning his adventures. Now armed with a little knowledge your character is ready to make his name.

The classes available will depend on the era you are playing in and in some cases which race you choose.

Changing Classes

When a character reaches the next level in his current class he can opt to freeze his skills and experience in that occupation to begin a new class. The new class is begun with zero experience and all new abilities at level one, but retains his previous class skills/knowledge. He improves in two or more classes simultaneously.

His experience is divided equally between each class. The character can use the abilities of both classes at any time, with only a few restrictions. He always uses the most favourable value and the best saving throw from his different classes. The character's hit points are the highest of all the classes.

Dual Classes

Players can take two classes without penalty. He must however choose which class will be the dominant one. The primary class is then used for determining Attributes, HPs, SDC, Mana, PPE, ISP, and any class bonuses. When gaining experience points the primary class is again used for advancing levels. Skills, equipment and wealth on the other hand can be gained through whichever class desired.

For example: A Mutant/Secret Operative could take powers from the Mutant class and skills and equipment from the Secret Operative.

Triple Classes

This is also possible but with penalties. One class is used to determine Attributes, HPs, SDC, Mana, PPE, ISP, and any class bonuses. Another class is used for skills and the level advancement table. While the final class is used for wealth and any equipment. Note that you cannot for instance take HPs and skills from the same class or skills and wealth.

Step 5: Personality

Next it is necessary to determine the personality of the character.

First up is Alignment, which describes the broad ethos of thinking, reasoning beings. Note that alignment does not necessarily dictate religious persuasion, although many religious beliefs will dictate alignment. It helps describe the world view of the character and helps to define what their actions, reactions, and purposes will be. Naturally, there are all variations and shades of tendencies within each alignment.

The descriptions are generalizations only. It is of utmost importance to keep rigid control of alignment behaviour, part of the role they have accepted requires a set behaviour mode, and its benefits are balanced by this. Lawful good characters for instance should not be allowed to ignore unlawful or shady actions by "looking the other way". If he does then his actions or lack of will constitute a voluntary alignment change and then let the chips fall where they may.

Good aligned beings believe in the tenets of human rights, each creature is entitled to life, relative freedom, and the prospect of happiness. Cruelty and suffering are undesirable. Evil on the other hand, does not concern itself with rights or happiness; selfish desires are the most important.

Superheroes will most times be of Principled or Scrupulous alignment, and less often Unprincipled, Anarchist or Aberrant.

The character's disposition and motivations determines his or her personality, philosophy of life, likes, dislikes, and general attitude to the world and the people around him. These tables can be used to round out your character's personality. In each table more than one selection can be made, so long as they are not diametrically opposed.

Disposition Table

Roll at least twice on the table below to round out your character'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, shifty, 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 Skeptical, 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

Motivation Table

- Why your character does what he does.
 01-08 Remorseful for past sin.
 09-16 Hates and works against...a person/group.
 17-24 Must have revenge against...a person/group.
 25-32 Attempting to rebuild/restart own life.
 33-40 Needs adoration/worship from others.
 41-48 Mercenary, gets paid to do it.
 49-56 Feels a need to protect others.
 57-64 Feels a need to preserve a certain way of life.
 65-72 Must acquire specific...object/knowledge.
 73-80 Enjoys adventure, thrills and excitement.
 81-88 Has heroic ideals.
 89-00 Must make the world better for all.

Who do you value the most?

- The person most value in your life has a big effect on your personality and can affect your own outlook on life.
 01-10 Everyone.
 11-20 Your parents.
 21-30 Sibling (your choice).
 31-40 Close personal friend.
 41-50 A lover (girlfriend, boyfriend, etc).
 51-60 A celebrity figure.
 61-70 Favourite teacher (school, trainer, sensei).
 71-80 A hero (warrior, legend, personal hero).
 81-90 Yourself.
 91-00 You hate everyone and everything.

What do you value most?

- 01-06 Life
 07-12 Honesty
 13-18 Wisdom

- 19-24 Justice
- 25-30 Relationships
- 31-36 Vengeance
- 37-42 Honour
- 43-48 Freedom
- 49-54 Looks and reputation
- 55-60 Wealth and money
- 61-66 Respect
- 62-72 Strength
- 73-78 Power
- 79-95 Loyalty
- 96-00 Nothing

91-00 People are sheep. Use them and then discard them.

Now we really should give him a name, so lets start with his real name. Next if he has a secret identity then he also needs a superhero code name.

What is your most valued possession?

- 01-06 Memories
- 07-12 A plant
- 13-18 The skull of an enemy
- 19-24 A family heirloom
- 25-30 A memento
- 31-36 A picture (photo or painting)
- 37-42 A childhood toy
- 43-48 A book
- 49-54 A valuable collectable
- 55-60 A certain device or gadget
- 61-66 A vehicle
- 62-72 Money
- 73-78 A weapon
- 79-95 A pet
- 96-00 Nothing

What is your world view?

How do you feel toward other people? Are you friendly and outgoing to other people or are you hostile and spiteful to all?

- 01-10 Every person is a valuable individual.
- 11-20 I like nearly everyone.
- 21-30 I'm indifferent to most people.
- 31-50 No one ever understands me.
- 51-60 You're born, you live, you die.
- 61-80 People must earn my respect. No free rides here.
- 81-90 Everyone is scum and untrustworthy.

Step 6: Life Path and Physical Characteristics

Finally, we need to ask; does he have a family, where was he born, does he have any notable friends or enemies, and is he wealthy or are they poor? All of these can be determined through the Life Path tables.

Starting Money

How wealthy was your family?

01-50 Poor: Start with D100 dollars.

51-75 Average: Start with D10 x100 dollars.

76-90 Well to do: Start with D10 x1000 dollars.

91-97 Wealthy: Start with D10 x10,000 dollars.

98-00 Rich: Start with D10 x100,000 dollars.

Siblings

Does your character have any family?

01-30 Only child

31-55 One sibling

56-75 D4 siblings

76-90 D6 siblings

91-00 D8 siblings

For each sibling roll for their gender

01-50 Brother

51-00 Sister

For each parent and sibling roll to see whether they are alive or dead

01-50 Alive

51-00 Dead

If a parent or sibling is dead roll to determine cause of death

01-50 Accident

51-85 Disease

86-00 Murdered

For each parent or sibling roll to determine their feelings to you

01-25 Wants nothing to do with you

26-50 Lost contact with him/her D10 years ago

51-75 Standard relationship

76-00 Close relationship

Each time you roll on the Life Advantage table you also have to roll a corresponding amount of times on the Life Disadvantage table.

Life Advantage

01-20 You have a Contact in either the underworld, law, government or some major organization.

21-30 Lottery win. You get an extra D100 x \$1000.

31-40 Good Schooling. You have a far better than average education. A one off +1 bonus to all skills.

41-50 Gifted Learner. +1 additional skill.

51-60 Nominated for Membership. Use this to gain membership with any special club.

61-70 Natural combat ability. Gain +1 on all combat rolls.

71-80 You find a Sensei. +1 level with your chosen Martial Art. He can teach you any martial art not normally available.

81-90 Gifted meta. Acquire a free Advantage. If don't have powers then roll again.

91-00 Innate magical ability. Start with one additional spell or +10 mana. If not a spellcaster then roll again.

Life Disadvantage

01-10 You were set up and made a scapegoat. Hunted by the law or underworld (can be in another state or country).

11-20 Falsely imprisoned for D10 months.
 31-40 Betrayed. You were betrayed by a friend or loved one.
 41-50 Major Debt of D100 x \$ 1000 or you owe someone a Favour.
 51-60 Comatose for 1D10 months. You have no memory of how or why.
 61-70 Mental breakdown. Take an Insanity.
 71-80 You cause an accident that kills others or are responsible for the death of your team or squadron.
 81-90 Gain an enemy. Either an old friend who knows your secrets or someone with a lot of power.
 91-00 Incurable Disease. You have a disease which is not curable by modern science. May or may not be incapacitating.

Physical Characteristics

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables GMs to determine how NPCs might react to the character.

Height Table

What is the character's height?

01-05 5'1
 06-10 5'2
 11-15 5'3
 16-20 5'4
 21-25 5'5
 26-30 5'6
 31-35 5'7
 36-40 5'8
 41-45 8'9
 46-50 6'0

51-55 6'1
 56-60 6'2
 61-65 6'3
 66-70 6'4
 71-75 6'5
 76-80 6'6
 81-85 6'7
 86-90 6'8
 91-95 6'9
 96-00 7'0

Weight Table

What is the character's weight in pounds (to convert it to Kilograms x3.3)?

01-05 80 +D10
 06-10 90 +D10
 11-15 100 +D10
 16-20 110 +D10
 21-25 120 +D10
 26-30 130 +D10
 31-35 140 +D10
 36-40 150 +D10
 41-45 160 +D10
 46-50 170 +D10
 51-55 180 +D10
 56-60 190 +D10
 61-65 200 +D10
 66-70 210 +D10
 71-75 220 +D10
 76-80 230 +D10
 81-85 240 +D10
 86-90 250 +D10
 91-95 260 +D10
 96-00 270 +D10

Musculature Table

What is the character's build?

01-15 Muscular
 16-30 Toned
 31-55 Scrawny
 56-70 Pot belly
 71-85 Overweight
 86-00 Really fat

Blood Table

What is the character's Blood Type?

01-35 A Type A can be administered to type A and AB patients.

36-70 B Type B can be administered to type B and type AB.

71-90 AB A patient with type AB blood can receive any type of blood.

Type AB blood though can only be administered to type AB patients.

91-00 O A patient with type 0 can receive type 0 blood only. Type 0 blood however can be administered to all patients.

Next determine whether the blood type is positive or negative;

01-50 Positive

51-00 Negative

A character's background is a role playing tool. It provides the player with more information about his character, more beginning personality on which to build. It should complement the GM's campaign and help spur it forward.

Step 7: Skills and Training

Most of what a player character can do is defined by his race, class, and attribute scores but three characteristics don't cover everything. Most people have a variety of skills learned over the years. Skills measures a character's knowledge and training in specific areas. When a character uses a skill either the attempt is automatically successful or the character must roll a proficiency check. If the task is simple or the skill has only limited game use (such as carpentry) a proficiency check is generally not required.

If the task the character is trying to perform is difficult or subject to failure a proficiency check is required. Of course to use a proficiency the character must have any tools and materials needed to do the job. A carpenter can do very little without his tools and a smith is virtually helpless without a good forge. The character must also have enough time to do the job. The GM can raise or lower a character's chance of success if the situation calls for it. Factors that can affect a proficiency check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task.

Characters cannot improve their unmodified ratings in skills above 99% (or 19 if skills are linked to attributes). Regardless of how high a character's modified proficiency rating becomes, a roll of 00 on a proficiency check is always a failure (or 20 if skills are linked to attributes). In general characters will not be able to perform a task unless they have some level of proficiency in it. However the GM can allow nonproficient adventurers to attempt

proficiency tasks under a few circumstances. In general the tasks performed must be very simple and the character will not be able to perform them very well. A nonproficient character must roll a successful check using the proficiency's initial success rating, modified by the character's relevant ability.

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

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

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

Optional Step 8: Powers

Powers are those abilities which ordinary people do not have, only certain classes have access to them. These classes grant a specific amount of character points exclusively for the buying of powers. More points may be obtained for buying by taking disadvantages.

If the character does have powers he needs to determine when they manifested;

01-20 The hero has possessed all his powers from birth onward (although learning to control them took time).

21-80 The hero gained his powers sometime after reaching adulthood. Powers may have begun manifesting themselves sporadically during adolescence, or even childhood, but full control wasn't achieved until maturity. Most Random Mutants are in this class.

81-00 The hero's powers still haven't manifested. It will most likely happen in the first game session or early on in the campaign.

The amount of powers received is determined by the class (or OCC) picked.

Optional Step 9: Magic

Unlike other game systems characters in my universe don't use a standard spell progression table. Instead they are assigned a number of Mana points based on their character class and level. Mana are the flows of magical energy that mortals can manipulate to cast spells. There are thirty two spheres, each reflecting a particular branch of magic. Each time a mage wishes to use the force of magic, he must do so by using a spell.

When a spell is filled with mana, the mage wills into being a desired outcome. He can cast any spell he knows so long as he has sufficient mana remaining to do so. It is also possible for spells to perform critical hits. Some classes like Deacons receive all their spells from their patron, and can access any spell their patron knows. They are still limited though by how much mana they have. Additionally their patron may decide to cut off their spells (usually as part of a much larger storyline in a campaign).

Anyone can cast spells but not everyone knows how to or has enough mana to cast even the simplest cantrip. However if preferred players can continue to use the PPE system.

A "save vs. spell magic" requires rolling equal to or higher than the attacker's Spell Strength.

A "save vs. ritual magic" requires rolling equal to or higher than the attacker's Spell Strength +4. P.P.E. used to cast a spell is expended regardless of whether the victim successfully saves or not.

All spells may be set to function at below their maximum range, duration, area of effect, and damage. However,

unless the mage indicates otherwise before casting, the spell is assumed to operate at full effect.

Spells exist independently of the mage who casts them. Once a spell is cast, it will continue until its duration lapses or until negated by someone else. Killing, incapacitating, or knocking out a mage does not deactivate his spells, unless the spell's description states otherwise.

For most mages and supernatural creatures, Mana/PPE recovers at a rate of 10 points per hour of rest/relaxation, and 20 points per hour of meditation or sleep. Some practitioners of magic have alternate recovery rates, as indicated in their descriptions.

Casting Times

Spells drawing upon personal or universal energies go into effect during the magic wielder's part of the round. Dimensional energy spells, because they require a few more seconds to tap into the dimensional energy flow, do not go into effect until the end of the round; however, the dimensional spell of a caster who won initiative goes into effect before the dimensional spell of a caster who lost initiative. Casting counts as one action.

A magic wielder can normally cast one personal or universal spell per round. However, at the beginning of the round, the magic wielder can announce that he will attempt to cast two spells that round. He then makes an IQ roll. If he succeeds he can successfully cast both spells. If the roll fails, he is limited to one spell that round, and a -10% on all effects (in his haste, he has garbled the spell slightly). If the sorcerer succeeds in his attempt to cast two spells in one round,

he can cast two personal or two universal spells, or one of each type. A magic wielder cannot cast a dimensional spell in the same round that he casts a personal or universal spell. Dimensional and Entreaty Spells. A magic wielder can cast only one dimensional spell (including entreaty spells) per round, and cannot cast a personal or universal spell in the same round that he cast a dimensional spells.

Range

A spell's range determines how far from you it can reach, as defined in the Range line of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area of effect would extend beyond the range, that area is wasted. Standard ranges include:
Self; The spell affects only you.

Touch; You must touch a creature or object to affect it.

Line of sight; The spell reaches as far as the character can see clearly.

Otherwise a measurement in metres or kilometres is given.

Duration

Once you've determined who is affected and how, you need to know for how long. A spell's Duration line tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell

ends. If a spell's duration is variable, the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell may be long-lasting.

Permanent: The energy remains as long as the effect does. The means the spell is vulnerable to being dispelled.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a partial action that doesn't provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating. In these cases, the spell keeps going for the stated length of time after you stop concentrating. Otherwise you must concentrate to maintain the spell, but you can't maintain it for more than a stated duration. Also, certain spellcasters can learn to "tie off" concentration spells, maintaining them without thinking about it.

Trigger: Some spells don't need to be discharged immediately. In this case you can hold the discharge of the spell (hold the charge) indefinitely or until a certain condition is met which triggers it.

Save

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Save line in a spell description defines which type of saving throw the spell allows and

describes how saving throws against the spell work.

failed save means that the mage can take what he wants.

Standard: This term means that the spell has no effect on an affected creature that makes a successful saving throw.

Partial: The spell causes an effect on a subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Mana/PPE

The Mana line indicates how much Mana or PPE is required to cast the spell. In some cases additional Mana or PPE is required to boost the spell or activate other properties.

Most normal people start with an amount of Mana/PPE equal to (IQ + ME). Magic wielding classes and some races will have higher levels.

A practitioner of magic can tap into other lifeforms' Mana/PPE energy in a variety of ways. In all cases, the victim must be within 5 metres for the mage to access his or her energy. Only one person can be drained at a time, and each attempt takes one action. In a single hour, a mage can draw PPE from a number of people, willing or unwilling, equal to his ME attribute.

The average person has no way of detecting when his Mana/PPE is being accessed. Still, a person unknowingly being drained automatically gets a Save vs. Magic. 12 or higher is a success, and means the mage couldn't take any. A

Step 10: Equipment

Careful selection of equipment and supplies for characters is very important as often there will not be sufficient funds to purchase everything desired, so intelligent choices will have to be made. It may even be necessary for the characters to shop in a number of places in order to obtain everything they desire. It will depend on how much starting money the player rolls up or sometimes on the class. And that's it, you're ready to go out and fight evil.

Section 2: Skill Section

The Educational Level reflects the character's years and intensity of study. This is directly translated to the educational bonus and the number of skill programs a character can select. The one time bonus is applied to all skills.

Scholastic Skills are skills learned through formal education, whether it be high school, college, military or on the job training. Secondary Skills are skills learned and developed on one's own through observation, practice and self-education.

Traditional Education Level Table

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

Expanded Education Level Table

- 01-03 Wild Self Education:**
Everything is self taught as the character lives in the wilds with no help or assistance. Basic Math (40%). Wilderness skills include Prowl, Wilderness Survival, Climbing and Swimming. Character can select two Secondary Skills.
- 04-06 Fringe Self Education:**
By skulking around the fringes of society, the character picks up a rudimentary education. Base Minimum Skills: Speak Native Language, Basic Math. Automatically receives Prowl. Select four Secondary skills.
- 07-09 Street Education:**
No formal education, instead all skills are learned from parents (if any) and on the streets. The character is not necessarily a criminal, low-life, or an anti-authority punk, although gang membership is possible. Base Minimum Skills: Speak Native Language, Basic Math. Automatically gets Literacy: Native Language at 30%, Prowl, Streetwise and W.P. Knife or W.P. Blunt (pick one). Select four Secondary Skills.
- 10-12 Basic Schooling (Elementary School, Grade 6):**
This is typically a rural character from a poor family that only completed an Elementary School Education. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select One Basic skill program. Select four Secondary Skills.
- 13-15 Military Draftee:**
These are either relatively young

- people turned into soldiers, or people from less educated lifestyles (think Billy Bob the farmer, who hasn't gone to school). Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and One Basic Skill Program, plus four Secondary skills.
- 16-18 Basic Schooling (Junior High School, Grade 9):**
This is typically a character who for some reason, dropped out of school before completing a High School education. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select One Basic skill program. Select six Secondary Skills.
- 19-21 High School Graduate or General Equivalency Degree:**
This is education for the average person who has completed basic education at a school or series of schools, but not the advanced education a college provides. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select Two Basic Skill Programs. (+5% to Base Minimum Skills and Skill Programs.) Select eight Secondary skills.
- 22-23 Basic Military Training:**
This is your average soldier who enlisted in the military from school and received the training to do his job. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program. (+10% to Base Minimum Skills and Military Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.
- 24-25 Basic Police:**
This is an average beat cop. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Police Skill Program and choose One Police Skill Program. (+10% to Base Minimum Skills and Police Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.
- 26-27 Student Martial Artist:**
A student undergoing martial arts training, yet not completely skilled. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Character has Hand to Hand Martial Arts (or equivalent) plus four physical skills. Also Choose Two Basic Skill Programs and eight Secondary Skills.
- 28-29 Part-Time Inventor:**
This is the kind of person that likes to mess around in their garage, basement or attic creating items. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose two Gizmoteer skill program. (+10% to Base Minimum Skills and Gizmoteer Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.
- 30-31 One Year of College:**
This is education equivalent to one year of college, without a

- specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Two Basic Skill Programs. (+10% to Base Minimum Skills and Skill Programs) Select eight Secondary skills.
- 32-33 Advanced Military Training:** This is specialized training that a person has received to help them perform their jobs and is typically found among NCO types. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and One Secondary MOS Skill Program(+15% to Base Minimum Skills and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 34-35 Enforcer/Bodyguard:** A more advanced and experienced version of the basic thug. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose Three Rogue Skill Program(+15% to Base Minimum Skills and Rogue Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 36-37 Private Eye/Detective:** This is either a senior police detective or a former military/espionage agent/police person who has taken up private work. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose One Espionage Skill Program and Two Police Skill programs (+15% to Base Minimum Skills and Espionage/Police Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 38-39 Military Martial Artist:** Another form of advanced military training, where the special focus is martial arts instead of other military skills. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and choose One (non-Exclusive) Martial Art style (+15% to Base Minimum Skills and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 40-41 Dreamer Gizmoteer:** A person who is constantly dreaming up new ideas and creations, and has developed some significant time to making them work. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose Three Gizmoeteer Skill Programs (+15% to Base Minimum Skills and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.
- 42-43 Two Years of College:** This is education equivalent to two years of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic

- Math, Advanced Math. Select Four Basic Skill Programs. (+15% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 44-45 Military Specialist Training:**
This is similar to advanced training, but is usually reserved for special areas of operations in military service. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and Two Secondary MOS Skill Programs. (+20% to Base Minimum Skills and Military Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 46-47 Con Man:**
A mid-level criminal that prefers guile to physical intimidation. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Three Rogue Skill Programs. (+20% to Base Minimum Skills and Rogue Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 48-49 Federal Agent:**
Federal Agents are a specialized form of national police that handle internal incidents within the country. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Two Espionage/Police Skill Programs and One Police Skill Program (+20% to Base Minimum Skills and Espionage/Police Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 50-51 Worldly Martial Artist:**
A martial artist who snuck out and spent some time learning about the world instead of meditating. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Exclusive style or two non-Exclusive martial art styles or one non-Exclusive style and either the Special Martial Arts Bonus or the Special Abilities of the Master. (+20% to Base Minimum Skills and Martial Art skills.) Choose Three Basic Skill Programs and ten Secondary Skills.
- 52-53 Tinker Gizmoteer:**
A wild-eyed genius who constantly creates new items. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Three Gizmoteer Skill Programs. (+20% to Base Minimum Skills and Gizmoteer Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 54-55 Three Years of College:**
This is education equivalent to three years of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Five Basic Skill Programs.

- (+20% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 56-57 Military Warrant Officer Training:**
These are former enlisted types who have been given (or taken at their option) collegiate style training that makes them nominal officers, but instead of being line officers (those given a place in the chain of command...aka command officers), these are usually technical specialists in their field. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and One Secondary MOS Skill Program. (+25% to Base Minimum Skills and Military Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.
- 58-59 Professional Thief:**
A professional criminal who concentrates on high-end thefts. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Professional Thief Skill Program and choose three Espionage/Rogue Skill Programs. (+25% to Base Minimum Skills and Espionage/Rogue Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 60-61 Espionage Agent:**
The typically international espionage agent of a country.
- Base Minimum Skills:
Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Four Espionage Skill Programs. (+25% to Base Minimum Skills and Espionage Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.
- 62-63 Dedicated Martial Artist:**
Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Primary (Exclusive) form and one Secondary form, or three (3) Secondary forms, or One Exclusive form and the Special Martial Arts Bonus or two Secondary forms and the Special Martial Arts Bonus. The Special Martial Arts Bonus may be substituted with the Special Abilities of the Master. (+25% to Base Minimum Skills and Martial Art Skills) Choose Two Basic Skill Programs and ten Secondary Skills.
- 64-65 Research & Development Specialist:**
A highly paid specialist who works for a major economic, political, or military organization. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Four Gizmoteer Skill Programs (+25% to Base Minimum Skills and Military Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.

66-67 Four Years of College:

This is education equivalent to four years of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Six Basic Skill Programs. (+25% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

68-69 Military Officer Training:

Straight from N&S's Academy Officer, these are the guys that go to college and receive their commission as line officers in the military (certain special education programs that specialize in making officers is also represented by this). Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and Three Secondary MOS Skill Programs. (+25% to Base Minimum Skills and Military Skill Programs) Choose Two Basic Skill Programs and ten Secondary Skills.

70-71 Hit Man:

A professional assassin. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Four Espionage/Rogue Programs. (+25% to Base Minimum Skills and Espionage/Rogue Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.

72-73 Black Ops Agent:

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

74-75 Instructor Martial Artist:

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

76-77 Master Gizmoteer:

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

- Programs and ten Secondary Skills.
- 78-79 Bachelor's Degree:**
This is education equivalent to one or two years of college, in a specific discipline allowing them to gain a Bachelor's Degree in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Three Basic Skill Programs. (+15% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 80-81 Master's Degree:**
This is education equivalent to three to four years of college, in a specific discipline allowing them to gain a Master's Degree in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Four Basic Skill Programs. (+20% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 82-83 Warmaster:**
The most highly trained professional soldier in the world. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and Three Secondary MOS Skill Programs and choose One (non-Exclusive) Martial Art style. (+25% to Base Minimum Skills and Military Skill Programs) Choose Two Basic Skill Programs and ten Secondary Skills
- 84-85 Super Villain:**
The head of a large criminal organization. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Espionage/Rogue Programs. (+25% to Base Minimum Skills and Espionage/Rogue Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.
- 86-87 Super Agent:**
The best of the best of the best. 007 doesn't have anything on these guys. Choose Five Espionage/Military Skill Programs. (+25% to Base Minimum Skills and Espionage/Military Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.
- 88-89 Business Tycoon:**
Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Six Basic Skill Programs. (+20% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.
- 90-91 Ancient Master Martial Artist:**
The ultimate martial artist who has devoted a significant portion of his life to mastering the martial arts. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Primary (Exclusive) form and one Secondary form, or three (3)

- Secondary forms. Also receives both the Special Martial Arts Bonus and the Special Abilities of the Master. (+25% to Base Minimum Skills and Martial Art skills). Choose Two Basic Skill Programs and ten Secondary Skills.
- 92-93 Mad Scientist Gizmoteer:**
The mad scientist is the ultimate gizmoteer, building all kinds of machines depending on their whims. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Gizmoteer Skill Programs (+25% to Base Minimum Skills and Gizmoteer Skill Programs). Choose Four Basic Skill Programs and ten Secondary Skills.
- 94-95 Doctorate or Ph.D:**
This is education equivalent to four to six years of college, in a specific discipline allowing them to gain a Doctorate or Ph.D in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Six Basic Skill Programs. (+25% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 96-97 Multiple Master's Degrees:**
This is education equivalent to three to four years of college, in more than one discipline, allowing the character to gain Bachelor's Degrees in several areas. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Seven Basic Skill Programs. (+25% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.
- 98-99 Post Graduate Training:**
This is education equivalent to six to eight years of college, in a specific discipline allowing them to gain be considered as a Post Graduate for that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Seven Basic Skill Programs. (+30% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.
- 00 Multiple Doctorates:**
This is education equivalent to eight to ten years of college, in more than one discipline, allowing the character to gain Doctorates or Ph.Ds in several areas. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Ten Basic Skill Programs. (+30% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.

Training Packages

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

Automatic Skills known by all characters

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

University Degrees

Bachelor of Electrical Engineering

1st year

Computer Programming, Physics and Maths

2nd year

Basic Radio, Computer Repair and TV/Video

3rd year

Electrical Engineer, Radio Satellite and Laser Tech

4th year

Radio Scrambler, Bionics/Cyberware and Robotics

Bachelor of Mechanical Engineering

1st year

Chemistry, Physics and Maths

2nd year

Computer Programming, Industrial Engineer and Metallurgy

3rd year

Mechanical Engineer, Bionics/Cyberware and Robotics

Bachelor of Science in Biology

1st year

Biology, Botany and Chemistry

2nd year

Agriculture, Microbiology and Oceanography

3rd year

Pathology, Computer Programming and Pharmaceutical

Bachelor of Science in Chemistry

1st year

Chemistry, Maths and Physics

2nd year

Pharmaceutical, Biology and Computer Programming

3rd year

Mining, Metallurgy and Microbiology

Bachelor of Science in Parapsychology

1st year

History, Lore Religion and Anthropology

2nd year

Lore Geomancy, Archaeology and Sociology

3rd year

Lore Demon, Lore Undead and Psychology

Bachelor of Science in Physics

1st year

Computer Programming, Physics and Maths

2nd year

Astronomy, Optics and Laser Tech

3rd year

Radiation Tech Industrial, Radiation Tech Medical and Meteorology

Doctorate in Medicine

1st year

Chemistry, Biology and Maths

2nd year

Pharmaceutical, Botany and Physics

3rd year

Microbiology, Pathology and Forensics

4th year

Paramedic, Radiation Tech Medical and Psychology

5th year

Choose either MD or Vet or Bionic/
Cyber Surgery

First Responder Training**Firefighter Training Package**

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

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

Paramedic Training Package

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

1st year

Biology, Bureaucracy, First Aid

2nd year

Drugs, Paramedic, Pilot Truck (specifically an ambulance)

Police Officer Training Package

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

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

Special Weapons And Tactics Training Package

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

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

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

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

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

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

Central Intelligence Agency Training Package

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

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

Military Training**Combat Pilot Training Package**

After 24 weeks of basic pilot training the character gains;

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

Infantry Training Package

After 22 weeks of basic infantry training the character gains;

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

Naval Seaman Training Package

After 7 weeks of basic naval training the character gains;

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

Communications System Operator Package

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

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

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

Electrical Engineer Package

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

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

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

Engineer Corps Package

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

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

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

Military Intelligence Package

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

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

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

Mechanical Engineer Package

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

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

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

Medical Doctor Package

Must already have a doctorate in medicine first. Then its another 17 weeks officer training after which the character gains the following;

Computer Operation, WP Pistol, WP Rifle and a choice of 6 skills from Science or Medical. Skill Bonus: + 20% (or +2 if using attributes) on all medical and science skills.

Special Forces Package

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

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

The Point Buy System

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

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

<u>Domestic Skill</u>	<u>Cost</u>
Accounting	20
Acting	10
Advertising	10
Animal Husbandry	10
Barbering	10
Begging	10
Bonsai	10
Brewing	10
Business Management	10
Calligraphy	10
Calligraphic Forgery	15
Carpentry	10
Cobbler	10
Cook	10
Dance	10
Drawing	10
Economics	10
Editor	10

<u>Domestic Skill</u>	<u>Cost</u>
Engrave	10
Farming	10
Farming, Undersea	15
Fasting	10
Fishing	10
Flint Working	10
Floral Arrangement	10
Gambling	10
Game	10
Gaming	10
Gardening	10
General Repair/Maintenance	10
Juggling	10
Leather Work	10
Lighting Technician	10
Live Engineer	10
Meteorology	10
Mountaineering	10
Music: Composition	15
Music: Play Instrument	10
Music: Sing	10
Philosophies	10
Painting	10
Poetry	10
Recording Engineer	10
Recycle	10
Sculpture	10
Sewing	10
Spelunking	10
Sports	10
Urban Survival	10
Weaving	10
Weaving	10

<u>Electrical Skill</u>	<u>Cost</u>
Artificial Intelligence	20
Avionics	15
Basic Electronics	10
Bionics/Cyberware	20
Chronal	25
Computer Engineer	15
Computer Repair	15
Electrical Engineer	15
Electronics: Advanced	20
Electronics: Basic	10

<u>Electrical Skill</u>	<u>Cost</u>
Gizmoteer	25
Hotwiring	10
Hyper Drive Electronics	20
Jump Drive Electronics	20
Navionics	15
Planar Electronics	25
Robotic Electronics	20
Satellite Systems	15
Starship Electronics	20
Warp Drive Electronics	20

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

<u>Mechanical Skill</u>	<u>Cost</u>
Advanced Mechanics	20
Aerospace Engineering	20
Aircraft Armour/Weaponry	15
Aircraft Mechanics	15
Automotive/Truck Mechanics	15
Basic Cybernetics	10
Basic Mechanics	10
Bioware Mechanics	25
Blacksmith	10
Build Enhanced Vehicle	25

<u>Mechanical Skill</u>	<u>Cost</u>
Build Mechanized Armour	25
Chronal Mechanics	25
Construction Engineering	20
Cybernetic/Bionic Repair	20
Damage Control	20
Helicopter Mechanics	15
Locksmith	15
Marine/Naval Engineer	20
Mechanical Engineer	20
Metallurgy	10
Planar Mechanics	25
Rail Mechanics	15
Robotics	25
Seacraft Mechanics	15
Spacecraft Mechanics	20
Welding	10

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

<u>Military Skill</u>	<u>Cost</u>
Demolitions	15
Fighter Combat	15
Flight System Combat	15
Fortification	15
HALO Parachuting	15
Mecha Combat	15

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

<u>Physical Skill</u>	<u>Cost</u>
Acrobatics	15
Aerobics	10
Athletics	15
Blindfighting	20
Body Building	10
Climbing	10
Contortionist	10
EVA	15
Gymnastics	15
HTH Boxing	15
HTH Brawling	10
HTH Expert	15
HTH Martial Arts	20
HTH Wing Chun Kung Fu	20
HTH Wrestling	15
Juggling	10
Mountaineering	10
Parkour	10
Prowl	15
Running	10
SCBA	10
SCUBA	10
Skydive	10
Spelunking	10
Sport	10
Swimming	10
Tumbling	10
Zero Gravity Movement	15

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

<u>Science Skill</u>	<u>Cost</u>
Agriculture	15
Anthropology	15
Archaeology	15
Architecture	15
Astronomy	15
Biology	10
Biotechnology	20
Botany	10
Chemistry	10
Chemistry, Alchemical	20

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

<u>Technical Skill</u>	<u>Cost</u>
Accounting	10
Advertising	10
Bureaucracy	10
Construct Basic Weapons	10
Construct Structure	10
Economics	10
Gem Cutting	10
Glassworks	10
History	10
Language	10
Law	10
Lore - Alchemy	25
Lore - Animal	10
Lore - Artifacts	15
Lore - Astral	25
Lore - Chronal	25
Lore - Conspiracies	10
Lore - Cults	10

<u>Technical Skill</u>	<u>Cost</u>
Lore - Demons and Monsters	15
Lore - Dimensions	25
Lore - Dreamscape	20
Lore - Extraterrestrial	20
Lore - Farm	10
Lore - Fey	15
Lore - Geomancy	15
Lore - Ghosts and Faeries	15
Lore - Magic	15
Lore - Metahumans	10
Lore - Mythology	10
Lore - Nightbane	15
Lore - Nightlands	15
Lore - Religion	10
Lore - Undead	15
Lore - Witches	15
Lore - Wormwood	15
Masonry	10
Photography	10
Photography, Film	10
Plumbing	10
Pottery	10
Pyrotechnics	10
Research	10
Salvage	10
Speed Reading	10
Survival	10
Survival, Urban	10
Writing	10

<u>Weapon Proficiencies Skill</u>	<u>Cost</u>
Archery	10
Armour Mastery	15
Artillery	10
Axe	10
Black Powder	10
Blade	10
Blunt	10
Build/Modify Armour	20
Chain	10
Clay Shot	20
Crack Shot	20
Crossbow	10
Energy Pistol	15
Energy Rifle	15

<u>Weapon Proficiencies Skill</u>	<u>Cost</u>
Fast Draw	20
Fast Reload	20
Fast Shot	20
Flame Thrower	10
Garrote	10
Heavy Energy	15
Heavy Gun	10
Make/Modify Weapons	20
Mouth Weapons	10
Off Hand Weapon Use	20
Paired Weapons	20
Pistol	10
Reflex Mastery	20
Rifle	10
Sharpshoot Ancient	20
Sharpshoot Modern	20
Shield Mastery	15
Siege	10
Staff	10
Submachine Gun	10
Target	10
Weapon Mastery	20
Weapon Specialty	20

The Attribute System

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

Communication Skill

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

Domestic Skill

Accounting	IQ
Acting	MA
Advertising	IQ
Animal Husbandry	IQ
Barbering	PP
Begging	MA
Bonsai	PP
Brewing	IQ
Business Management	IQ
Calligraphy	IQ
Calligraphic Forgery	IQ
Carpentry	PP
Cobblery	PP
Cook	IQ
Dance	PP
Drawing	IQ
Economics	IQ
Editor	IQ
Engrave	PP
Farming	IQ
Farming, Undersea	IQ

Domestic Skill

Fasting	PE
Fishing	ME
Flint Working	PP
Floral Arrangement	IQ
Gambling	IQ
Game	IQ
Gaming	IQ
Gardening	IQ
General Repair/Maintenance	IQ
Juggling	PP
Leather Work	PP
Lighting Technician	IQ
Live Engineer	IQ
Meteorology	IQ
Mountaineering	PP
Music: Composition	IQ
Music: Play Musical Instrument	PP
Music: Sing	MA
Philosophies	IQ
Painting	IQ
Poetry	IQ
Recording Engineer	IQ
Recycle	IQ
Sculpture	IQ
Sewing	PP
Spelunking	PP
Sports	PP
Urban Survival	IQ
Weaving	PP

Electrical Skill

Artificial Intelligence	IQ
Avionics	IQ
Basic Electronics	IQ
Bionics/Cyberware	IQ
Chronal	IQ
Computer Engineer	IQ
Computer Repair	IQ
Electronics: Advanced	IQ
Electronics: Basic	IQ
Electrical Engineer	IQ
Gizmoteer	IQ
Hotwiring	IQ
Hyper Drive Electronics	IQ

Electrical Skill

Jump Drive Electronics	IQ
Navionics	IQ
Planar	IQ
Robotic Electronics	IQ
Satellite Systems	IQ
Starship Electronics	IQ
Warp Drive Electronics	IQ

Espionage Skill

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

Mechanical Skill

Advanced Mechanics	IQ
Aerospace Engineering	IQ
Aircraft Armour/Weaponry	IQ
Aircraft Mechanics	IQ
Automotive/Truck Mechanics	IQ
Basic Cybernetics	IQ
Basic Mechanics	IQ
Bioware Mechanics	IQ
Blacksmith	PS
Build Enhanced Vehicle	IQ
Build Mechanized Armour	IQ
Chronal Mechanics	IQ
Construction Engineering	IQ
Cybernetic/Bionic Repair	IQ

Mechanical Skill

Damage Control	IQ
Helicopter Mechanics	IQ
Locksmith	IQ
Marine/Naval Engineer	IQ
Mechanical Engineer	IQ
Metallurgy	IQ
Planar Mechanics	IQ
Rail Mechanics	IQ
Robotic Mechanics	IQ
Seacraft Mechanics	IQ
Spacecraft Mechanics	IQ
Welding	PP

Medical Skill

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

Military Skill

Demolitions	PP
Fighter Combat	PP
Flight System Combat	PP
Fortification	IQ
HALO Parachuting	PP
Mecha Combat	PP
Military Engineer	IQ
Naval Engineer	IQ
Pilot Drone, Combat	PP
Pilot Helicopter, Combat	PP

Military Skill

Pilot Jet, Combat	PP
Pilot Power Armour, Combat	PP
Pilot Space Fighter	PP
Pilot Spacecraft, Combat	PP
Pilot Submersible, Combat	PP
Pilot Tanks and APCs	PP
Pilot Warship	PP
Sniper	PP
Weapons Engineer	PP
Weapons Systems	PP

Physical Skill

Acrobatics	PP
Aerobics	PP
Athletics	PE
Blindfighting	PP
Body Building	PE
Climbing	PP
Contortionist	PP
EVA	PP
Gymnastics	PP
HTH Boxing	PP
HTH Brawling	PP
HTH Expert	PP
HTH Martial Arts	PP
HTH Wing Chun Kung Fu	PP
HTH Wrestling	PP
Juggling	PP
Mountaineering	PP
Parkour	PP
Prowl	PP
Running	PE
SCBA	PP
SCUBA	PP
Skydive	PP
Spelunking	PP
Sport	PP
Swimming	PS
Tumbling	PP
Zero Gravity Movement/Combat	PP

Pilot Skill

Airplane	PP
Automobile	PP
Bicycle	PP

<u>Pilot Skill</u>		<u>Science Skill</u>	
Chronal Transport	PP	Engineer, Civil	IQ
Construction	PP	Engineer, Industrial	IQ
Farm Equipment	PP	Engineer, Mining	IQ
Freight Hauler	PP	Engineer, Spacecraft	IQ
Heavy Machinery	PP	Laser Technology	IQ
Helicopter, Commercial	PP	Maths	IQ
Horsemanship	PP	Meteorology	IQ
Jet, Commercial	PP	Nano Technology	IQ
Jet Pack	PP	Oceanography	IQ
Lighter-than-Air Craft	PP	Physics	IQ
Mecha, Civilian	PP	Physics, Chronal	IQ
Motorboat	PP	Physics, Planar	IQ
Motorcycle	PP	Politics	IQ
Navigation	ME	Psychology	IQ
Navigation, Chronal	ME	Radiation Tech, Industrial	IQ
Navigation, Planar	ME	Radiation Tech, Military	IQ
Offensive Driving	PP	Sociology	IQ
Planar Transport	PP	Toxicology	IQ
Power Armour, Commercial	PP	Undersea Agriculture	IQ
Read Sensory Instruments	PP	Xeno Ecology	IQ
Ride Animal	PP		
Sail boats	PP	<u>Technical Skill</u>	
Shuttle (small) Spacecraft, Commercial	PP	Accounting	IQ
Snowmobile	PP	Advertising	IQ
Spacecraft (large), Commercial	PP	Bureaucracy	IQ
Starship, Commercial	PP	Carpentry	PP
Submersibles, Commercial	PP	Cobbling	IQ
Truck	PP	Construct Basic Weapons	PP
		Construct Structure	IQ
		Economics	IQ
<u>Science Skill</u>		Gem Cutting	PP
Agriculture	IQ	Glassworks	PP
Anthropology	IQ	History	IQ
Archaeology	IQ	Language	IQ
Architecture	IQ	Law	IQ
Astronomy	IQ	Lore - Alchemy	IQ
Biology	IQ	Lore - Animal	IQ
Biotechnology	IQ	Lore - Artifacts	IQ
Botany	IQ	Lore - Astral	IQ
Chemistry	IQ	Lore - Chronal	IQ
Chemistry, Alchemical	IQ	Lore - Conspiracies	IQ
Chemistry, Pharmaceutical	IQ	Lore - Cults	IQ
Computer Hacking	IQ	Lore - Demons and Monsters	IQ
Computer Programming	IQ	Lore - Dimensions	IQ
Engineer, Aerospace	IQ	Lore - Dreamscape	IQ

Technical Skill

Lore - Extraterrestrial	IQ
Lore - Farm	IQ
Lore - Fey	IQ
Lore - Geomancy	IQ
Lore - Ghosts and Faeries	IQ
Lore - Magic	IQ
Lore - Metahumans	IQ
Lore - Mythology	IQ
Lore - Nightbane	IQ
Lore - Nightlands	IQ
Lore - Religion	IQ
Lore - Undead	IQ
Lore - Witches	IQ
Lore - Wormwood	IQ
Masonry	IQ
Photography	IQ
Photography, Film	IQ
Plumbing	IQ
Pottery	PP
Pyrotechnics	IQ
Research	IQ
Salvage	IQ
Speed Reading	IQ
Survival	ME
Survival, Urban	ME
Writing	IQ

Weapon Proficiencies Skill

Flame Thrower	PP
Garrote	PP
Heavy Energy	PP
Heavy Gun	PP
Make/Modify Weapons	IQ
Mouth Weapons	PP
Off Hand Weapon Use	PP
Paired Weapons	PP
Pistol	PP
Reflex Mastery	PP
Rifle	PP
Sharpshoot Ancient	PP
Sharpshoot Modern	PP
Shield Mastery	PP
Siege	PP
Staff	PP
Submachine Gun	PP
Target	PP
Weapon Mastery	PP
Weapon Specialty	PP

Weapon Proficiencies Skill

Archery	PP
Armour Mastery	PP
Artillery	PP
Axe	PP
Black Powder	PP
Blade	PP
Blunt	PP
Build/Modify Armour	IQ
Chain	PP
Clay Shot	PP
Crack Shot	PP
Crossbow	PP
Energy Pistol	PP
Energy Rifle	PP
Fast Draw	PP
Fast Reload	PP
Fast Shot	PP

Skills Descriptions

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

Communication

Cryptography

Skill in recognizing, designing, and cracking secret codes and messages. The character must study the code for two hours to attempt to break it successfully. A failed roll means the individual must study the code for an additional two hours before he can try to break it again. The character may attempt to break the code sooner, after only 10 minutes of study, but suffers a penalty of -30%. Base Skill: 25% + 5% per level of experience.

Instructor

The ability to instruct others in any skill the character possesses. Training takes at least 4 weeks. The trainee will receive upon completion of training a base skill score in that skill.

Laser/Microwave

Laser: This skill provides the character with an in-depth knowledge of laser and microwave equipment, transmitters and receivers for communications. Base Skill: 40% + 5% per level of experience.

Optic Systems

Training covers a wide variety of optic systems, from video to optical enhancement devices, to laser and fibre optics. The character will understand the meaning of optical readings, recording, transmission, and use of special equipment like thermo- imagers, passive light intensifiers, infrared, ultraviolet, etc. Base Skill: 50% + 5% per level of experience. Time to use the skill:

Depends on length of the task and is provided that the character has made his/her skill correctly. Adds a special one time bonus of +5% to T.V./video skill if both are selected.

Public Speaking

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

Radio, Advanced

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

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

Radio, Basic

This is the knowledge of the operation and maintenance of field radios and walkie talkies, home stereos and receivers, Ham operations, and some radio procedures. GM's remember there is a difference between the military use and the civilian use of radio communications and functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. Base Skill: 50% + 5% per level of experience. The character can do simple wiring for the antennas and/or speakers, that's it. Time to use the skill depends on length of the task and is provided that the character has made his/her skill correctly.

Radio, Deep Space

This is training in the use of deep space communications equipment normally found on spacecraft and starbases. The technology varies by culture but generally these systems involve some sort of contact through another dimension (using phase or subspace technology) that is receivable by any equal receiver with an open receiving window. The speed of such transmissions is roughly 1000x normal. While these are for the standard communications systems of these spacefaring societies, faster systems do exist, but are usually found only in the hands of the military forces, and cannot access or be accessed by standard transmitters. These systems are 1000 to 1 million times faster than the standard

systems, but have problems with signal integrity, requiring heavy coding and redundancy to insure the message gets through as intended (and whole). They also require equipment larger than some small shuttlecraft, meaning only fleet flagships, stations and planetary installations possess this type of equipment.

Radio, Satellite Relay

This is an understanding in the methods and operations of satellite transmissions. Base Skill: 25% + 5% per level of experience.

Radio, Scramblers

This is training in the use of electronic masking and scrambling (unscrambling) equipment, and codes for increased security. This skill will only enable the character to use this with Radio waves only! GM's remember there is a difference between the military use and the civilian use of scrambled and unscrambling communications and functions. Please keep this in mind when the characters are using this skill. Base Skill: 35% + 5% per level of experience.

Radio Systems

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

Sign Language

This is a form of communication using only hand signals, due to a lack of hearing or vocal ability. If a character chooses to learn a sign language, the specific language or source of the

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

Signals

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

Telegraphy

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

TV/Video

This is the understanding of the techniques involved with video (for television broadcasts, Betacam, 3/4 machines, and cameras), editing of video, some special video effects, amateur filming (with a motion picture camera), can even edit that film footage, and can transfer film to video tape. Base Skill: 35% + 5% per level of experience.

Domestic

Accounting

This is the fundamental of mathematics to do complex and often very easy work such as pay roll, taxes, books for a business, and so on. Requires: Math Basic and Advanced to have this skill. Base Skill: 30% + 5% per level of experience. A failed roll means that the characters calculations or process is messed up and has to start again from scratch.

Acting

This involves the process in memorizing lines and being able to recite them with some type of convection. The character will be able to do stage, movies, and TV The amateur can put on a performance, but people that have an I.Q.: above a 7 and an M.A.: 8 of will find it somewhat pleasing, but not real interesting. A moderate performance will not have an effect on people with an I.Q.: above 11 and an M.A.: 12, these people will take some interest in the film. Of course, the professional will have an effective performance on people with an I.Q.: around 16 or below and an M.A.: of the same. It is possible for a person to fool someone with a performance, but lacks the makeup and technical skills to pull it off completely, unless they are on stage, movies, or TV The character starts off as an amateur, at the selection of two other skills the can become an advanced actor/actress, at the cost of three other skills the character can be a professional, unless otherwise stated. Base Skill: 40% + 5% per level of experience. Note: If the character starts off at the Amateur level the character must reach 98% before they can move on. When reaching the Advanced level the skill gets reduced to 40% and the process starts over to reach the Expert or Professional level.

After reaching the Expert/Professional level the skill drops to 20%.

Advertising

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

Animal Husbandry

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

Barbering

Skill in cutting and styling hair, shaving and trimming beards. A failed roll means the end result is not as desired (too short, not even, ugly, etc.). Base Skill: 35% + 5% per level of experience.

Begging

Although learned as a monk, this skill can be particularly useful either as a disguise, or to collect emergency money when things are desperate. The base skill determines the chance of collecting a donation from each passer-by. And on a

crowded street it could be pretty lucrative. The amount of money depends on the economy of the area where the begging is taking place. Base Skill: 30% + 2% per level of experience.

Bonsai

Tending, trimming and growing tiny miniature trees know as the "Bonsai." Experts can tell the difference between new (under 50 years old) and truly ancient bonsai (hundreds of years old). The character can also estimate the value and quality of the miniature tree. Bonsai is a common pastime of the noble castes in the New Empire. Base Skill: 50 + 5% per level of experience.

Brewing

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

Business Management

This is the fundamental understanding on how to run a small or large business. This is the knowledge of the paper work, procedures for daily operation, placing orders for inventory, dealing with people, and so on. A failed roll means that you messed up count in the drawer, angered a potential buyer, messed up an order, or what ever the task was, has met with failure. Requires: Basic math to have this skill. Accounting can be

helpful, but is not required. Base Skill: 40% + 5% per level of experience.

Calligraphy

The ability to produce beautiful Japanese letters using a brush, ink and paper with great skill and legibility. He can also copy Chinese character symbols and, if the character has taken the Chinese language and literacy skills, he can write Chinese.

Traditionally, any person of culture and education, especially a noble, is expected to be able to produce gorgeous ideograms. Calligraphy is a skill almost as necessary as literacy for a traditionalists. Base Skill: 35% + 5% per level of experience.

Calligraphic Forgery

A special skill that allows the character to imitate the calligraphy of the ancients and to reproduce copies of exotic styles. This is an advanced version of artistic calligraphy, and the character must take both skills. To successfully pass off a forgery as an ancient work requires a roll under the base skill on percentile.

Attempting to forge the penmanship of a particular author is more difficult (-25% penalty on the roll).

Base Skill: 25% + 5% per level of experience.

Carpentry

A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, can repair damaged wood and wood items, and build (chests, chairs, tables, cabinets, houses, etc.). Adds +5% bonus to the boat building skill if taken. Base Skill: 25% + 5% per level of experience.

Cobblery

Skill in repairing, mending, treating, and making shoes. Base Skill: 35% + 5% per level of experience.

Cook

Skill in selecting, planning and preparing meals. A cooking roll failure means that the cooked food is either inedible (burnt!) or distasteful. Base Skill: 50% + 8% per level of experience. Spending two skill selections on this one skill area makes the character of professional quality. One time bonus of 10% applies in this case.

Dance

A practiced skill in the art of dance. The percentile number indicates the relative skill and quality of the dancer. NOTE: Characters with an extremely high Physical Prowess (P.P.) will get a bonus in their dance proficiency: P.P. 15 - 20: +5%, 20 - 25: +10%, 26 or higher: +15%. Base Skill: 40% + 6% per level of experience. Spending two skills will produce professional quality dancing skill. One time bonus of 15% if this is the case.

Drawing: Pencil/Ink/Chalk

This skill includes a basic rudimentary knowledge of drawing techniques and tools (specifically pencils, chalk, pastels, and ink). A person with this skill is able to put on to paper images that reflect his/her moods, thought, what he sees and so on. A successful roll under the skill proficiency indicates a successful drawing; meaning it clearly reflects the idea, description, or feeling that it was meant to convey. Only an extremely high skill proficiency (89% or higher) reflects a better than average quality. Base Skill: 36% + 6% per level of experience.

Economics

This is the study of money management, social-economic trends, distribution, income and expenditures as it pertains to the government and the consumer/public. Explores economic factors in industry, human resources, labour institutions, and international finance. Applies observations, analysis, research, estimations, and projections toward predictions of market and market trends. Base Skill: 40% + 5% per level of experience.

Editor

This is the understanding of editing certain types of media, the character will have to choose from one of the selections below: (Reminder that video editing and film is learned under TV/Video: Advanced, Expert.).
 Books: The person can edit and construct books. Books of all types, including ones like this one. A successful roll means no problems and the job is complete. On the other hand a failed roll means that the job is incomplete and can take weeks to fix and/or finish. Base Skill: 30% + 5% per level of experience. Requires: Literacy, writing, and Language are required; Journalism will help to become a professional.
 Newspaper/Magazine: The person can edit newspapers and magazines as well as layout design. A successful roll means no problems and the job is complete. On the other hand a failed roll means that the job is incomplete and can take weeks to fix and/or finish. Base Skill: 30% + 5% per level of experience. Requires: Literacy, writing, and Language are required; Journalism will help to become a professional.

Engrave

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

Farming

This skill is the techniques used to farm properly. You know how to till your land, when to leave it fallow. Also know rudimentary knowledge in herbicides, and fertilizer. You know which ones work but not why. Can estimate when it is going to rain and so on. Base Skill: 30% + 4% per level of experience.

Farming, Undersea

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

Fasting

The ability to go for long periods of time without food. So long as the character has sufficient water, two weeks without food will be pretty easy. After that the character will have to roll under the Skill to avoid becoming weakened or sick. Base Skill: 54% + 4% per level of experience.

Fishing

These are the fundamental methods (and enjoyment) of the relaxing sport of fishing. Areas of knowledge include the use of lures, baits, poles, line, and the cleaning and preparation of fish for eating. This includes fresh and salt water. Base skill: 60% + 5% per level of experience. Spending two skills will

produce professional quality fishing skill, example: a pro bass fisherman. One time bonus of 10% if this is the case.

Flint Working

The ability to chip flint and obsidian into useful tools. The character can recognize useful rocks and knows how to locate flint and obsidian in the wild. Actually making useful tools, like blades, needles, and arrowheads, is incredibly difficult. Even experts will waste a lot of stone before creating exactly what they want. Base Skill: 15%
+4% per level of experience.

Floral Arrangement

The artful and creative arrangement of flowers appreciated by everyone throughout the orient. A painstakingly difficult art that takes years to really master. The creation of a good floral arrangement is a matter of honour to those who practice Ikebana; a bad job will be scorned even if done by the most heroic of warriors. This 'art' is appreciated in modern and traditional Japan. Base Skill: 30 + 3% per level of experience.

Game

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

Gaming

Characters may pick this skill repeatedly, once for each game they wish to be proficient in. Games can be anything from ping pong to chess or go.

Characters will know all basic rules, many strategies, and will be able to be competitive players. Base Skill: 30% + 5% per level of experience.

Gardening

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

General Repair & Maintenance

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

Juggling

This skill is the simple ability to keep three or more objects in the air at once. The characters P.S. will determine the

weight of the objects. A weak character will only be able to juggle eggs, bullets, etc. , while a strong character can try his luck with chainsaws and other heavy items. Base Skill: 55% + 5% per level of experience.

Leather Work

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

Lighting Technician

This is the rudimentary understanding of lights, wattage, how to set mood, in the various types of media. The character must choose from one of the categories below:

Film: The character can recreate sunlight, moonlight, and various other forms of light, with actual studio lighting and shading. The character can even set the lighting up at the dead of night and recreate the sun's light with this specialized ability. This helps cut down on costs of having to do location shots during the day. Base Skill: 30% + 5% per level of experience. A failed roll means that the lights are in correct and have to readjusted taking an extra 1 to 2 hours.

Live Shows: This is the technique of using lights in live performances, such as a Yellow Dancer concert. This enables the character to add a visual aid with the sound. The character can use various colours to express the music. The character can add a whole new dimension to the performance if done correctly. Base Skill: 25% + 5% per level of experience. A failed roll means the character has fouled up and could

possible darken the stage while in the middle of the bands performance.

Photography: The character can set up the lights on a model shoot and be able to light their hair properly, or not cast face shadows, etc. Base Skill: 30% + 5% per level of experience. A failed roll means that when the pictures come back the shots are incorrect, due to lighting problems, for what the photographer wanted.

TV: TV is different than film in the fact that film reproduces colours and lighting techniques better than a TV camera can. The character is taught three point lighting techniques. With video the character doesn't have to be pin point accurate. Base Skill: 40% + 5% per level of experience. A failed roll means that the lighting was improper done for that scene or shot and only requires 30 to 60 minutes to correct.

Live Engineer

This is the art of reproducing sounds as they happen, in a live show environment. This skill will enable the character to create sounds live. The best example is when band performs live the character would be behind the main house console, set up a P.A. system, constructing the stage, operation and maintenance of the power amps, and knowledge of speakers and how to aim them in order to achieve the best sounds covering the most area. This skill also, enables the character to work the monitor console behind the stage. The character will also have knowledge of mixing consoles, effects, equalizers, crossovers, etc. This skill is separate from Recording Engineer, because the recording engineer 9 times out of ten is working in a building which has separate rooms, all of which are sound proof. Live is dealing with the acoustics of a

building or an out door show. In order to become a professional at this, the skill must be picked three separate times, plus adds a one time bonus of 20%. Requires: Basic Electronics, Basic Math, and Literacy. Base Skill: 15% + 5% per level of experience.

Meteorology

The branch of science that deals with the atmosphere of a planet. The character will have the knowledge of weather patterns, cold fronts, Low systems, etc. The technical way to forecast weather is to use weather satellites, radar, computers, and the almanac. On today's earth the technological way is not available, but the barometers, weather balloons etc. still exist and sometimes you can find almanacs to help as well. Base Skill: 30% + 5% per level of experience for those on Earth; 50% + 5% per level of experience for the Sentinels. A failed roll means that the character's prediction on the weather is wrong. A reminder you do have to wait the allotted time to see if the prediction is correct.

Mountaineering

Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and also knows all the skills of survival in the rugged high- altitude environment. To become a professional mountaineer, the character must have been on at least two high-difficulty, high-altitude expeditions. Base Skill: 40% + 5% per level of experience. Bonuses for professional skill: +1 P.S. & P.E., +2D6 SDC, +10% to Climb, Climb Rope and Repelling. Requires: Climbing.

Music – Composition

Is the practiced study of musical arrangements, lyrics, rhythm, aesthetic consideration and creativity. Base Skill: 32% + 4% per level of experience. The writing will be competent and pleasant to listen to, but two skill selections in this same category must be taken for the writing to be of professional quality. Add a one time bonus of 15% if this is done. Note: If the character starts off at the Amateur level the character must reach 98% before they can move on. When reaching the Professional level the skill gets reduced to 50%.

Music: Play Musical Instrument

A character with this skill has the ability to play a particular musical instrument and to read music. Each specific type of instrument counts as an additional skill selection. This means that a character who can play a guitar must select the musical instrument skill a second time to play a violin and a third time to play the drums. However, skill in a guitar includes all types: acoustic guitar, electric guitar, etc. Some specific categories of musical instruments include: guitar, banjo, violin/fiddle, piano and organ, electric keyboards and synthesizers, drums and cymbals, flute, harmonica, horns, saxophone, and trombone. In order to be a professional, the character must pick the skill three separate times, unless otherwise stated. Base Skill: 30% + 5% per level of experience. The playing will be competent and pleasant to listen to, but two skill selections in the same instrument must be taken for the playing to be of professional quality. Add a one time bonus of 15% if this is done.

Music: Sing

The simple ability to read music and carry a pleasant tune. Base Skill: 40% + 5% per level of experience. The character's singing ability is nice, but not of professional quality, unless two skills are spent. Add 20% if this is done.

Philosophies

Characters educated in religious institutions (monasteries, temples, religious schools, etc.) can learn that school's philosophy. While this is typically one of the oriental philosophies it can also be a western one.

Eastern Philosophies include - Confucianism, Buddhism (choose subtype), Tibetan Lore, Taoism, Shinto, Bushido, Zen and Hinduism.

Western & Mideastern Philosophies include - Christian (Choose from Catholicism, Eastern Orthodox, Conservative Protestant and Liberal Protestant), Judaism, and Islam (choose from Sunni, Shiite or Sufi). Rarer types are up to the GM (such as tribal beliefs, voodoo etc.). Base Skill: 80% + 2% per level of experience.

Painting

Oil/acrylic/watercolour: The character is familiar with the tools and techniques of painting. Types of paints include are oil, acrylic, and watercolour. The same conditions apply as noted under drawing. Base Skill: 30% + 6% per level of experience.

Poetry

Creating good, and sometimes a inspirational, poetry. Haiku" are short, three line, seventeen syllable poems that are the national poetry of Japan. Poetry often accompanies important events in society. For example, a samurai compelled to commit ritual suicide is

expected to compose a "death poem." Base Skill: 35% + 5% per level of experience.

Recording Engineer

This is the art of putting sounds on tape. The character will be able to take acoustical sounds and put them on cassette, reel to reel, multi-track, etc. The character will also have a limited knowledge on microphones and placements to get the best sounds. The character will also have a limited knowledge of sound equipment, such as, mixing consoles, effects, equalizers, etc. There's more to it than what is stated, but the character will have a limited knowledge on sound and how to reproduce it. This also gives the character the ability to work with TV, video, and movies. A reminder that TV/Video is a separate from this skill. In order to become a professional at this, the skill must be picked three separate times, plus adds a one time bonus of 20%. Requires: Basic Electronics, Basic Math, and Literacy. Base Skill: 15% + 5% per level of experience.

Note: You do not have to be a musician to have this skill. Note: If the character starts off at the Amateur level the character must reach 98% before they can move on to the Intermediate. When the character gets the Intermediate the skill goes down to 25%. Of course the process repeats it's self in order to achieve the Professional level, the skill gets reduced to 35%.

Recycle

Recycling covers everything, not just oxygen, but also waste matter, scrap metal and plastic. It is not like the Jury-Rig skill; a character with Recycle cannot make something out of odd components but, given some time and

equipment, can reduce the components to their basic elements and may be able to build something new out of that. Base Skill: 30% + 5% per level of experience.

Sculpture

This person is familiar with the variety of clays, tools and techniques used in sculpting figures or images. The same conditions of success apply as noted under drawing. Base Skills: 36% + 6% per level of experience.

Sewing

The practiced skill with the needle and thread, to mend, layout, cut and sew simple patterns, and do minor alterations. This is not a tailoring ability unless the player spends two skills. One time bonus of 20% if this is the case. Base Skill: 40% + 5% per level of experience.

Spelunking

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

Sports

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

widely. Bonuses: Adds 2D4 SDC. and +1 to roll with a punch or fall.

Urban Survival

This skill is like the Wilderness Survival except it is for cities, this skill differs from streetwise in the fact that you know more than the illegal parts of the city is, you know how to survive on minimal amounts of credits, know where the best restaurants, where cops are, how the city is run. Basically this skill is like if you live in the city all your life you know where things are, you know how people are going to react to you or how you look. Base Skill: 35% + 5% per level of experience.

Weaving

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

Electrical

Artificial Intelligence

A character with this skill is able to understand how artificial intelligence systems work, how they "Think" and "Understand" the world around them, how to communicate with them and how to reprogram them, either directly or by argument. This skill is also required to build and program such intelligences.

Requires: Computer Programming, Electrical Engineer and Computer Repair. Base Skill: 30% +5% per level. Bonus: Adds +5% to all computer skills.

Avionics

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

Bionics/Cyber

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

Chronal

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

Computer Engineer

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

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

Electrical Engineer

Knowledge of electricity. Characters can diagnose and locate electrical problems, repair complex electrical devices, wire entire buildings or vehicles, and build electrical equipment. The character can also attempt to bypass security systems, alarms, and surveillance systems, but at a penalty of -20% for simple systems and -50% for complex systems (reduce these penalties by half if the character also has the surveillance systems skill). Base Skill: 30% + 5% per level of experience. Requires: Math: Advanced and literacy. Note: There is a -30% penalty when working on alien or extremely unfamiliar electronics. This includes techno-wizard devices. The electrician may be able to puzzle out some of the basic aspects of a device created by techno-wizardry, and may be able to figure out how to operate the machine, but will not be able to fully fathom how it works nor repair it.

Electronics, Advanced

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

Electronics, Basic

This enables a character to understand simple wiring and diagrams. These characters can do basic wiring in a home or building, and can even do some basic

wiring for TVs VCR's, etc. If it relates to circuit boards and/or anything more complicated than simple and basic wiring, the character will have to seek a professional. GM's remember there is a difference between the military use and the civilian use of electronic systems and their functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. Base Skill: 50% + 5% per level of experience.

Gizmoteer

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

Hotwiring

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

Hyperspace Drive Electronics

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

Jump Drive Electronics

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

Navionics

This is the specialized skill in repairing the electrical, navigational and control

systems in aquatic and submersible craft. Base Skill: 30% + 5% per level of experience.

Planar Electronics

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

Robot Electronics

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

Satellite Systems

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

Starship Electronics

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

Warp Drive Electronics

This skill is needed to design, build, repair, and install Warp Drive Engines. Requires: Math: Basic and Advanced, Basic Electronics, Advanced Electronics, and Electrical Engineer.

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

Espionage

Brainwash

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

Concealment

Is the practiced ability of hiding something on ones body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width and weigh 10lbs or less. The smaller and/or lighter the item, such as a knife, gem, small sack, etc., the easier it is to conceal (add a bonus of +5%). Larger items such as a book or club or statue or other similarly larger and heavier objects are more difficult to conceal on ones person for obvious reasons. A penalty of -5% applies to items over 7 inches (remember 14 inches maximum) because it is more difficult size. Larger than 14 inches are impossible to conceal. Base Skill: 20% + 5% per level of experience.

Detect Ambush

Training which develops an eye for spotting locations and terrains suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla tactics used by the enemy. Base Skill: 30% + 5% per level of experience.

Detect Concealment

This is a skill which enables the individual to spot and recognize camouflage, concealed structures/buildings and vehicles, as well as the ability to construct unobtrusive

shelters, use camouflage and blend into the environment. Base Skill: 25% + 5% per level of experience.

Disguise

The character knows how to apply make-up, wigs, skin putty, dyes, and other special effects in order to alter his appearance or that of somebody else.

Base Skill: 25%

+ 5% per level of experience.

Drugs

This skill gives the character the ability to recognize characters addicted to drugs, street corner pushers, big time dealers, drug smugglers, juicers, Japes, and undercover agents looking to bust dealers. Similarly, the character has a good idea what drugs cost, how to use them and where to buy them (even if he doesn't use them himself). The character also knows most of the "street names" of common drugs, recognizes the drug when he sees it and know the general effects and dangers it represents. He can also recognize the symptoms in others and can guess what drug a user may be high on with reasonable accuracy (roll under skill ability). Note: This additional street knowledge can be included as part of the regular streetwise skill or used as an additional rogue skill; G.M.'s choice. Base Skill: 25% + 5% per level of experience.

Escape Artist

The methods, principles, and tricks of escape artists. Includes muscle control (tensing and relaxing muscles), flexing and popping joints, knowledge of knots, and the ability to conceal tiny objects on the person. The character can try slipping out of handcuffs, ropes, straitjacket, etc. Note: Picking locks is a

separate and distinct skill. Base Skill: 30% + 5% per level of experience.

Forgery

The techniques of making false copies of official documents, signatures, passports, I.D.s, and other printed material. The forger must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits at -10%. Base Skill: 20% + 5% per level of experience.

Hand to Hand Assassin

This is taught to character trained by secret organizations (CIA, Mafia, etc.), this is the specialized science of killing. It includes learning Automatic Parry, Pull punch, roll with punch/fall, kick attack, knock-out/stun, critical strike and death blow. It does NOT include the ability to do Jump kick or leap attack.

- | | |
|----|---|
| 1 | +2 to strike (one attack per melee). 2 +2 additional attacks per melee. |
| 3 | +3 to pull/roll with punch/fall |
| 4 | +4 to damage. |
| 5 | +1 additional attack per melee. |
| 6 | +3 to parry/dodge. Entangle. |
| 7 | Knock-out/stun on an unmodified roll of 17-20. |
| 8 | +1 additional attack per melee. |
| 9 | Kick attack does 1D6 damage. |
| 10 | Critical strike on an unmodified roll of 19 or 20. |
| 11 | +2 to strike |
| 12 | Death blow on a roll of a natural 20. |
| 13 | +1 additional attack per melee. |
| 14 | +2 to damage. |
| 15 | +2 to strike. |

Imitate Voice

Character can, with practice, attempt to imitate the voice, accent and expressions

of another person. Base Skill: 45% + 5% per level of experience.

Impersonation

This skill enables a person to impersonate another person or type of soldier (in general). This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This is likely to include a knowledge of enemy/subject of impersonation, military procedure, dress, command, rank, and will usually require speaking the language fluently. This means the character can convincingly impersonate a general type of person/soldier/advisor by accurate disguise, proper action, and language. Base Skill: 40% to impersonate general personnel and 20% to impersonate a specific individual (which may require weeks of study and special disguise), + 4% per level of experience. The success of one's impersonation/ disguise can only be determined after exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of his first, THREE encounters. Afterward, the character must roll under his skill for each encounter with an observer. If interrogated/questioned, he must successfully roll for every other question or be revealed as an impostor. A failed roll means his impersonation has failed and is recognized as an impostor and is in immediate danger.

Intelligence

This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures and proper procedure. This includes the

practical assessment of sights and sounds, estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leader or proper authority). This means the character will be able to accurately estimate ranges, the number of enemies, direction, purpose, and assess the importance of specific information. Further intelligence training includes a working knowledge of indigenous guerrilla warfare, enemy practices, appearance, and current activities. This enable the intelligence officer to recognize suspicious activity as guerrilla actions and identify guerrilla operatives. For Example: A particular booby trap, or weapon, or mode of operation, may be indicative of guerrilla activity in the area. It may be up to the character to confirm the existence of the enemy and their strength, number, and location. Another area of training made available to intelligence is the identification of enemy troops, officers, and foreign advisors. This means the person learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid. Note: A failed roll in any of the areas of intelligence means that evidence is inconclusive, or that the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the person has dismissed it entirely as being meaningless (GMs, use your discretion). Base Skill: 32% + 4% per level of experience.

Interrogation

This skill includes training in the questioning of prisoners, captives and informers, and the assessment of that information. Base Skill: 40% + 5% per level of experience.

Investigative

This area of study involves the techniques, principles, and theories of investigation. It trains a person to look for and recognize clues systematically examining details with care and accuracy. This is applicable to environments, events, the spoken word, and body language. Research and interrogation techniques are also learned. The interrogation of a person involves a series of questions which will probe unobtrusively or bluntly into the area in question. The tact of the interrogator may be gentle, quiet and calming or violent, intimidating and unnerving. All of these tactics are verbal and emotional and do not suggest physical abuse/torture. Note: If a character refuses to talk he/she can reveal little. However, body language/movement may tell the interrogators all they need to know. Generally, a person with this skill will uncover at least one or two leads/clues per each hour of investigation. Of course many of them may be false leads, dead ends, or non-conclusive. Game Masters use your discretion in each case, as circumstances can be very different each time, perhaps revealing many clues or none at all even after hours of investigation. Base Skill: 30% +5% per level of experience.

Land Navigation

This skill enables the person to stay on course while travelling over land by means of observation. It includes mentally marking/recognizing

geographic landmarks, estimating distance and movement, recognizing sounds, night travel, and other navigational tricks. The player should roll once for approximately every three miles travelled. A failed roll means the character is drifting off course; 2D10x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction.

Note: A group of average men can cover about five miles an hour at a brisk, but relaxed, pace through grassland, along dirt roads or pavement. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile an hour. Heavy rain or snow, fog, swamps, etc., will also reduce speed. Base Skill: 36% + 4% per level of experience.

Microfilm/Microfiche/Microdot Technology

Knowledge of producing, storing and reading of micro-sized text and pictures. This also involves learning to use the cameras, developing equipment and display devices. The character is also capable of developing or detecting hidden microdots. Base Skill: 40% + 4% per level of experience.

Palming

Simply the ability to pick up and seemingly make a small object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in one's hand. Adds a bonus of +5% to pick pocket skill. Base Skill: 25% + 5% per level of experience.

Pick Locks

The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not

include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. Base Skill: 30% + 5% per level of experience.

Pick Pockets

An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. Base Skill: 25% + 5% per level of experience.

Tracking

Visual tracking is the identification of tracks, and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), and so on. By this means, the tracker can estimate the person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he is being followed. Other methods of tracking require recognizing other telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, ration cans, candy wrappers, soiled bandages and campfire remains), and even odours carried by the wind. Tracking also includes the recognizing of dangerous animals by their tracks, habits, and faeces.

Likewise, tire tracks made by vehicles can reveal much, such as size and type of vehicle, the weight of its load, etc. Counter-Tracking techniques are also

known, such as covering one's trail, misdirection, parallel trails, avoiding obvious pitfalls like littering and others. A failed roll means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three consecutive failed rolls means the tracker has completely lost the trail. Roll once every 40 yards/meters when following a trail. Persons attempting to follow a skilled tracker are -25% when following his trail if he is deliberately trying to conceal that trail (however, his rate of travel is reduce by half). Base Skill: 25% + 5% per level of experience.

Mechanical

Advanced Mechanics

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

Aerospace Engineering

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

Aircraft Armour and Weaponry

A specialized skill for mounting aircraft weapons and repairing battle damage. Base Skill: 40% + 4% per level of experience.

Aircraft Mechanics

This the understanding on the conventional aircraft. This enables the character to repair, rebuild, and redesign, modify conventional aircraft with gas powered engines, except any and all mecha. This includes turbine and diesel engines, Also includes single and twin engine, fan-jets, jet fighters, helicopters. GMs remember there is a difference between the military use and the civilian use of aircraft and functions. Please keep this in mind when the characters are using this skill. This means this person can repair, modify, convert or sabotage aircraft. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging anything dealing with aircraft. Base Skill: 20/35% + 5% per level of experience.

Automotive Mechanics

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

Basic Cybernetics

This skill is similar to the M.D. in Cybernetics skill but scaled down. This skill gives the character a basic knowledge of the function and application of various cybernetic mechanics, their structure, function and repair. This is best applied to external bionic and cybernetics such as a bionic arm, leg, eye, body armor, etc. to make "field repairs." The character can also make (or help make) repairs on loose, uninstalled implants. However, they are

not Cyber-Docs and can not perform surgery to remove or install any internal cybernetic. Nor can they attach or detach bionic systems to the body. Repairs can only be made to the external machine, i.e. arm, hand, weapon, etc., not the attachment to the nerves or flesh and blood body. Likewise, the character cannot perform medical procedures of any kind, he's a basic cybernetic mechanic or assistant mechanic/Operator. Base skill: 25% +5% per level of experience. Penalties: -5% if bionic part is attached to a living being. -10% if repairs are made under-fire or other stressful conditions. -30% if of alien manufacture and design! Requires: Mechanical Engineer, Literacy and Advanced Mathematics skills.

Basic Mechanics

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

Bioware Mechanics

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

Blacksmith

Use of a forge and ironworking tools, plus the ability to work with animals. Characters with this skill can make and repair horseshoes and a variety of other small iron tools and appliances. Aside from general usefulness, a skilled

blacksmith can earn a good living just about anywhere and any time throughout recorded history. Note: Blacksmith requires a minimum P.S. of 10, and a minimum Size Level of 8 is recommended. Base Skill: 40% + 4% per level of experience.

Build Enhanced Vehicle

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

- 10% adding armour and/or turrets
 - 10% on any electrical wiring
 - 10% installing weapons
 - 5% increasing vehicle speed
 - 10% installing hi tech item
 - 5% complex aircraft modifications
 - 15% adding VTOL
 - 25% installing hover systems
 - 25% underwater capability
 - 50% space capability
 - 50% alien technology
 - 10% using own experimental design on a ground vehicle
 - 15% using own experimental design on a sea vehicle
 - 20% using own experimental design on an aircraft
 - 25% using own experimental design on a spacecraft
 - 30% using own experimental design on power armour or mecha
 - 20% rush job
- Base Skill: 84% +2% per level of experience.

Build Mechanized Armour

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

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

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

Chronal Mechanics

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

Construction Engineer

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

Cybernetic/Bionic Repair

A character with this skill can repair damage to the complex systems involved

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

Damage Control

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

Fashion Tools and Weapons

Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone.

The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc. Base Skill: 20% + 5% per level of experience.

Helicopter Mechanics

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

Locksmith

The study of lock designs and the ability to repair, build, modify and open locks. The methods, techniques, and tools of lock picking include the old style key and tumbler, combination, and modern electrical locking systems. Time requirements: 1D4 melees to open an antiquated key type lock or simple tumbler/combination type, 1D4 minutes to open an elaborate tumbler type, 2D4 minutes to open a simple electronic lock (usually by patching in a bypass system), and 1D4 hours to break a complex, state-of-the-art electronic lock system such as those used in high security and restricted areas. Super high-tech systems, such as those used by the Coalition's military and government, will require 3D4 hours and have a skill penalty of -20%. If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll again. A second failed roll means that the lock is irreparable damaged and can not be opened! Base Skill: 25% + 5% per level of experience. Requires: At least Electronics: Basic (-5% penalty when

working on complex or high-tech locks) or Electrical Engineer (+5% bonus).

Marine/Naval Engineer

Engineers who have the overall responsibility for designing and supervising construction of ships are called navel architects. The ships they design range in size from ocean going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size, ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. To accomplish this, a navel architect must be familiar with the variety of techniques of modern shipbuilding, and must have a thorough grounding in applied sciences, such as fluid mechanics, that bear directly on how ships move through water. Marine engineering is a specialized branch of mechanical engineering devoted to the design and operation of systems, both mechanical and electrical, needed to propel a ship. In helping the navel vessel architect design ships, the marine engineer must choose a propulsion unit, such as a diesel engine or geared steam turbine, that provides enough power to move the ship at the speed required. In doing so, the engineer must take into consideration how much the engine and fuel bunkers will weigh and how much space they will occupy, as well as the projected costs of fuel and maintenance. Base Skill: 30% + 5% per level of experience.

Mechanical Engineer

Characters with this training have an understanding and knowledge of mechanical tools/equipment, and the principles and terminology of practical design, construction, operation and care

of machinery. Study includes of motion, kinetics, variable mass, equations of motion, momentum principles, work energy, vibrations, friction, inertia, thermodynamics (energy conversion); analysis and design of common mechanical elements (gears, springs, clutches, brakes, shafts, bearings, etc.); materials (strengths, structures, stress, etc.), evaluation techniques, metal working (coolants, welding, cutting, etc.) analysis (functions/problem finding), combustion systems; fundamental vehicle design, and hydraulic repair. This means this person can repair, modify, convert or sabotage machinery; as well as build and design his/her own engines/generators and mechanical devices. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging mechanical devices. Requires: Mechanical Engineer: Basic, Basic Math, physics, and Literacy; Writing and metallurgy is not required, but may be useful. Base Skill: 40/30% + 5% per level of experience. Special Bonus: +5% to Locksmith skill and +5% to Surveillance Systems Skill.

Metallurgy

This is the science of separating metals from their ores and preparing them for use by smelting, refining, etc. Study include the behavior and properties of metallic, ceramic, polymeric and composite materials (observe mechanical, thermal, electrical and chemical behavior). This also includes work with plastics (polymeric) analysis, brazing, extraction of metals from areas; transformations (liquid-solid systems),

fabrication and joining processes (metal alloys, structural changes/combinations) and the use of tools, equipment and methods. Base Skill: 30% + 6% per level of experience.

Planar Mechanics

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

Rail Mechanics

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

Robot Mechanics

This is the specific study of advanced mechanics as it applies to robotics. Those skilled in this discipline can repair, modify, build, and sabotage robots, including the creations of the Coalition, power armour, and exoskeletons. There is a 30% penalty when working with alien or extremely unfamiliar mechanics. Base Skill: 20% + 5% per level of experience. Requires: Mechanical engineering and Basic Electronics.

Seacraft Mechanics

Training in the diagnosis and repair of all aquatic vehicles, including ships, submarines, underwater robots, probes and stations. The ships they design range in size from ocean going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size, ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. The character is familiar with

modern shipbuilding, and has a thorough grounding in fluid mechanics needed to propel a ship. Base Skill: 35% +5% per level of experience.

Spacecraft Mechanics

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

Welding

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

Medical

Bioengineering

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

Bionics/Cyber

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

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

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

Criminal Sciences & Forensics

Basic knowledge of police skills including basic criminal law, fingerprinting, ballistics (matching bullets to weapons and angles of impact), and general investigative techniques. Forensic medicine is the methods and techniques which enable the character to find evidence regarding the cause of death, time of death, and other details when examining a corpse. Base Skill: 35% + 5% per level of experience. Requires: Biology, Chemistry, Chemistry Analytical, Math Advanced, and Literacy.

Doctor of Veterinary Medicine

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

Field Surgery

This skill reflects training in emergency, life-saving surgical procedures that can be performed in the field to keep critically wounded characters alive. Given the proper tools, the surgeon character can perform amputations, suture torn arteries, check internal bleeding, cauterize wounds, give blood

transfusions and even install cybernetic implants (penalty of -15% except if character has basic cybernetics skill). Field expedient surgery is a dangerous proposition that too often results in the death of the patient. Because of the risk involved, field surgery is attempted only when it is the only chance the wounded character has for survival.

If the operation is successful, the patient lives and can be evacuated to a hospital, but a failed roll results in the immediate death of the patient. Base Skill: 16% + 4% per level of experience. Optional Guidelines for Fatal Injury Treatment: In the violent world of Rifts, regular human and similar non-mega-damage beings are at an extreme disadvantage. Once a human's body armor is destroyed, a single MD blast will usually obliterate him/her. These guidelines are provided to give player characters a chance, however slight, to survive a blast that would normally evaporate the character. If the GM agrees, the character can survive a mega-damage intensity wound if a trained medic makes a successful field surgery skill roll.

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

was beyond saving and dies an instant later.

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

First Aid

Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics and common anti-inflammatory drugs and pain killers. Base Skill: 45% + 5% per level of experience.

Genetics Engineer

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

Genetically engineered products include bacteria designed to efficiently break

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

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

Holistic Medicine

Training in the recognition, preparation, and application of natural medicines usually made from whole plants and/or their parts (roots, leaves, fruit). The holistic doctor is basically a natural pharmacist and naturalist who creates drugs from vegetation and studies common ailments. He can find and use plants to create salves, balms, ointments, and lotions, to soothe burns, boils, rashes, and insect bites, reduce swelling, as well as create local anaesthetics, and to heal wounds faster (twice as quick as normal). Potions and tonics are created to settle upset stomachs, induce drowsiness, or hallucinations. The individual can also make alcohol and poison (hemlock and mandrake for example). The student of herbology also has a good knowledge of plant lore and

when and where to find healing plants, edible fruit, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set and mend bones, bandage cuts, and suture cuts. Note: Plants are seasonal and the right root or leaf may not be readily available in certain times of the year/season, or may be found exclusively in remote regions. Game master should use a certain amount of common sense and drama with this skill. Base Skill: 20% + 5% per level of experience. A failed roll means the treatment or concoction did not work.

Medical Doctor

The medical doctor is a trained surgeon and has a doctorate in the medical sciences. Areas of training include: clinical skills, medical discipline, code of ethics, physiology (muscle, respiratory, blood, body fluids), pathology (diseases, their structure and function), rudimentary pharmacology (use, reaction, and interaction of drugs), laboratory skills, and techniques and methods of data collection. The medical doctor (M.D.) is also a trained surgeon and has a basic knowledge regarding cybernetics. This means the M.D. can remove and attach most cybernetic mechanisms (although at a penalty of -10%, and -40% on bionics). Base Skill: 60/50% + 5% per level of experience. The first percentage number is the doctor's ability to accurately diagnose the problem. The second percentage number is the doctor's skill at successfully treating the problem. Requires: Biology, Pathology, Chemistry, Math Basic or Advanced and Literacy.

M.D. in Cybernetics

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

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

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

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

Microbiology

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

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

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

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

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

Nurse

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

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

Paramedic

An advanced form of emergency medical treatment which includes all first-aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency medical equipment, administering of drugs, knowledge of how to move a critically injured person, the removal of cybernetic prosthetics, and other life-saving techniques. A failed roll means the patient has not responded to treatment or that the treatment has been improperly administered. Note: For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successful out of three means the wound has been

properly treated or that the patient's condition has been stabilized. Failure means the patient's condition is unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after the character has spent six minutes for reexamination and/or concentration on the problem. Base Skill: 40% + 5% per level of experience.

Pathology

This branch of medicine deals with the nature of diseases, their cause and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human diseases, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments and equipment. Base Skill: 40% + 5% per level of experience. Requires: Biology, Chemistry and Literacy.

Psychology

The study of the human mind and human behaviour. It scientifically tries to unravel the psychological process by considering the effects of such intangibles as attitude, desires, thoughts, memories, stress, environment, dreams and emotion. The psychology skill provides the character with a complete, broad understanding of the principles, practices and theories of psychology. Thus, he or she will recognize abnormal behaviour (phobias, psychoses, obsessions, neuroses, etc.), stress and exhaustion, as well as suggest therapy. The character will also be able to recognize the use/presence of unnatural

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

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

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

Radiation Tech Medical

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

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

Sea Holistic Medicine

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

Xenology

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

Zoology

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

Military

Demolitions

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

Fighter Combat Training

For use only with Jets, airplanes, this does not include power armors, Veritech, Space Ships, etc..
 One extra attack per round at level one.
 +2 to strike (in addition to other bonuses).
 +3 to dodge attacks while flying.
 +1 to dog-fighting rolls (or +5% on d%)
 Critical strike chance as in pilot's HTH.
 One additional attack at level six.
 One additional attack at level eleven.
 Fighter Combat "Elite" Training: For use only with Jets, airplanes, this does not include power armors, Veritech, Space Ships, etc..
 Two extra attacks per round at level one.
 +2 to strike (cumulative with other bonuses).
 +5 to dodge attacks while flying.
 +3 to dog-fighting rolls (or +15% on d%).
 Critical strike chance as in pilot's HTH.
 One additional attack at level five.
 One additional attack at level ten.

Flight System Combat

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

Bonuses:

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

+2 to dodge when flying.

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

Fortification

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

Note that even defensive structures that are SDC can still provide varying levels of protection from MD attacks. Barriers such as ditches and walls slow robot vehicles as much as they did World War I troops and vehicles, resulting more time for the defenders to concentrate fire

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

HALO Parachuting

The skill of parachuting includes the methods, procedures and techniques of parachuting, packing the chute, skydiving techniques, precision landing, landing without injury, and practice of jumping from a high altitude aircraft. The advantage of parachuting is secrecy, since the trooper's insertion into enemy territory is silent and often goes unnoticed. The following three methods are the ones most commonly used by modern paratroopers:

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

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

Low-Altitude-Low-Opening (LALO) drops are the most dangerous method. The jump is made at the mere height of 300 to 500 ft. If there are any

complications (a failed roll) the paratrooper is likely to be injured (broken bones) or killed (30% chance).
Base Skill: 40% + 5% per level of experience.

Mecha Combat

Each mecha has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type.

Base Skill: 56% + 3% per level of experience.

Military Construction Engineer

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

Naval Engineer

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

fluid mechanics, that bear directly on how ships move through water.

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

Pilot Drone, Combat

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

Operating a drone version is akin to flying on instruments, without the

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

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

Factors in Drone Piloting:

-Time Lag---Depending on how far away the pilot is operating the drone from, signal turnaround can be an issue. Most RPVs have a 'loiter' capability that allows them to fly on autopilot, or station-keep if and when signal is lost, until they receive fresh commands, but signal lags of 10-20 seconds(or more) can be the inability to respond quickly enough to attacks or catastrophes to dodge in time. General rule of thumb: -3% to Piloting skill for every 5 seconds of time lag.

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

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

Pilot Helicopter, Combat

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

Pilot Jet, Combat

Training includes flying, maneuvering, aerial combat strategies, and typical fighter jet weapon systems. Base Skill: 40% + 5% per level of experience
 Fighter Combat Training: For use only

with Jets, airplanes, this does not include power armours, Veritechs, Space Ships, etc.

Two extra attacks per round at level one.

+2 to strike (cumulative with other bonuses).

+5 to dodge attacks while flying.

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

Critical strike chance as in pilot's HTH.

One additional attack at level five.

One additional attack at level ten.

Pilot Power Armour, Combat

Characters with this skill are taught the fundamentals of maneuvering giant robots and power armour. These robot exoskeletons and vehicle type robots that require a pilot and crew. Each Power Armour, Robots, and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select separate mecha combat skill for each specific mecha type to enjoy its maximum combat effectiveness (bonuses). Base Skill: 65% +5% per level of experience.

Pilot Spacecraft, Combat

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

Pilot Space Fighter

Typically one to three man fighter vehicles specifically designed for fighter to fighter, fighter to power armour, fighter to ship, or fighter to robot space combat. These vessels engage in reconnaissance, military support, close

combat, dog-fights, surgical strikes, and rescue missions. Some resemble atmospheric jet fighters or shuttle crafts (and may have transatmospheric capabilities) while others may look like rockets, geometric shapes or resemble animals (typically fish) and insects. Base Skill: 50% +3% per level of experience.

Pilot Submersible, Combat

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

Sniper

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

The wind is going to deflect the bullets at long ranges. You can measure it and adjust for it, but it will impact the flight.

Calm (under 5 MPH) no modifier.

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

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

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

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

Note: The above modifiers assume a wind blowing 90 degrees to flight of bullet, adjust for other directions.

less then three a -1 is applied.

Level Advancement Bonuses:

1 +3 to Strike on aimed shots.

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

Pilot Tanks and APCs

Tank: The piloting of armoured assault vehicles includes armoured all terrain vehicles, amphibious recon, and other armoured heavy vehicles and construction vehicles. Base Skill: 50% + 5% per level of experience.

APC: Military vehicles often have unconventional controls and handle differently than conventional vehicles, especially the many ton, armoured combat vehicles such as armoured personnel carriers (APC). Thus, special training is required to pilot them. Base Skill: 36% + 4% per level of experience.

Pilot Warship

This includes destroyers, aircraft carriers, battleships, etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, such as a freighter, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. Note: This does not include the submersible ships, this is a separate skill. Base Skill: 50% + 5% per level of experience.

Weapon System

This is the complete understanding of weapon units and systems incorporated

into military vehicles. It includes lasers, particle beams, rail guns, missile and grenade launchers, cannons, and vehicle/robot weapons. Adds a special bonus of +1 to strike when using these types of weapons; this does not include hand-held weapons. Base Skill: 40% + 5% per level of experience.

Weapons Engineer

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

Physical

Acrobatics

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

Level Advancement Bonuses:

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

Aerobics

The character stays in shape through regular aerobic workouts.

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

Athletics

Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance and agility.

Provides the following:

+1 to Parry & Dodge, +1 to Strike w/body block/tackle; does D4 damage
 +1 to roll with Punch or fall, +1 to P.S., +D6 to Spd., +D8 to S.D.C.

Blind-Fighting

The skill of fighting in conditions of poor or no light. The character only suffers half the normal penalties for fighting in complete darkness or when blinded, and only suffers one quarter the normal penalties of blindness when fighting under starlight (characters without the skill normally only suffer half of the normal penalties). Also when dealing with invisible opponents, the character only suffers half the normal penalties. To receive these benefits the player must roll under the blind fighting skill percentage. Also the character has a chance of detecting the presence of an invisible creature, equal to half the skill proficiency. Base Skill: 10% +5% per level of experience.

Body Building

The building of muscle tone and body strength through weight lifting and exercise. Provides the following: +2 to P.S., +10 on S.D.C.

Climbing

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

Contortionist:

Skill in the ability to relax muscles and twist joints beyond normal comfort tolerances. Contortionism teaches many of the same techniques as Escape Artist, but has more of a gymnastics bent to it; skilled contortionists can twist, bend, and squeeze themselves into seemingly agonizing positions without harm. Besides being able to squeeze through narrow openings, a well-practiced contortionist can seemingly compact themselves into small spaces or twist themselves into decidedly painful-

looking configurations (like being able to bend one's legs up behind their back and touch their forehead with their toes).

Base Requirement: Must have a P.P. of 13 or greater.

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

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

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

Bonuses:

+1 to Roll with Punch, Fall, or Impact

+5% to Spelunking

+10% to Escape Artist

+2 to Save Versus Pain, +4 if that pain is caused by dislocation of the limbs or twisting of the body.

EVA

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

Gymnastics

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

+2 to PS, +1 to PP, +2 to PE, +2D6 to SDC. Also provides a special bonus of +1% per level when the character is

using the Climb skill to climb a rope.
This bonus is cumulative with
Acrobatics.

Level Advancement Bonuses:

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

HTH Boxing

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

Level Advancement Bonuses:

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

- 17 Knockout on 17 (for 2d6
melees).
- 18 +1 strike.
- 19 +1 parry and dodge.
- 20 Critical strike on a 17.

HTH Brawling

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

Level Advancement Bonuses:

- 1 Two attacks per melee, +1
damage, +1 strike.
- 2 +1 parry and dodge.
- 3 +1 attack per melee.
- 4 +1 to roll with punch/fall/impact
and +1 strike.
- 5 +1 pull punch.
- 6 +1 attack per melee.
- 7 +1 strike.
- 8 +1 initiative.
- 9 Critical on 19.
- 10 +1 damage.
- 11 +1 attack per melee.
- 12 +1 to parry and dodge.
- 13 +1 to strike.
- 14 +1 to damage.
- 15 Death blow on natural 20 and +1
attack per melee.
- 16 Knockout/stun on 19.
- 17 +1 strike.
- 18 Critical on 18.
- 19 +1 attack per melee.
- 20 +1 dodge.

HTH Expert

This is an advanced form of self-defense
and unarmed combat usually taught to
police officers, soldiers, bodyguards,
thieves, and anybody else who will be
expected to live by violence. While it
lacks the mastery of the Hand To Hand:
Martial Arts, an Expert fighter knows
how to scrap quickly and efficiently.

Level Advancement Bonuses:

- 1 Starts with 4 Hand to Hand

- attack/actions per melee round.
Kick attack; does 1D8 damage.
+2 Pull Punch and Roll with
Punch/Fall/Impact.
- 2 +3 Parry and Dodge, +1 Pull
Punch.
- 3 +2 Strike and Disarm. Karate
punch/strike; does 2D4 damage.
- 4 +1 Additional attack/action per
melee round.
- 5 Karate Kick; 2D6 damage.
- 6 Critical Strike on unmodified roll
of 18-20.
- 7 W.P. Paired Weapons. Backhand
Strike; D4 damage
- 8 +2 Body flip/throw; D6 damage
(victim loses initiative and one
attack/action).
- 9 +1 Additional attack/action per
melee. +1 Disarm.
- 10 +3 Damage.
- 11 Knockout/Stun on unmodified
roll of 18-20.
- 12 +2 Parry and Dodge.
- 13 Critical Strike or Knockout from
behind (triple damage).
- 14 +1 Additional attack/action per
melee round.
- 15 Death Blow on roll of natural 20.

HTH Martial Arts

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

Attacks per Melee: Two (2)

Escape Moves: Roll with
Punch/Fall/Impact

Basic Defense Moves: Dodge, Parry,
Automatic Parry

Hand Attacks: Strike (Punch), Knife
Hand, Power Punch

Foot Attacks: Kick Attack (Does 1D6
Damage), Roundhouse Kick, Drop Kick

Jumping Foot Attacks: Jump Kick
Special Attacks: Deathblow, Leap
Attack

Weapon Kata: W.P. Nunchaku

Modifiers to Attacks: Pull Punch,
Critical Strike, Critical Strike From
Behind, Knock-Out/Stun,
Knockout/Stun from Behind
Character Bonuses: +1 to PS and PE, +2
to Spd, +2D4 to SDC.
Additional Skills: Select one Ancient
Weapon Proficiency.

Level Advancement Bonuses:

- 1 Add two additional attacks per
melee, +1 on initiative, +3 to roll
with punch/fall/impact, +3 to pull
strike, critical strike on 20.
- 2 +2 to strike, +2 to parry and
dodge, +1 to disarm.
- 3 Front Kick Attack does D8+2
damage and can learn any four of
choice (as many as two can be
exchanged for hand attacks,
locks, or holds, if desired), +1 to
body flip/throw.
- 4 +1 attack per melee, +1 on
initiative.
- 5 Learns Entangle, Learns Jump
Kick (automatic critical strike),
+1 to entangle.
- 6 +1 to parry, critical strike on
natural 18 to 20.
- 7 Select one ancient Paired
Weapons skill, +2 to disarm.
- 8 Leap attacks (automatic critical
strike).
- 9 +1 attack per melee.
- 10 +1 to body flip/throw (2D4
damage), +1 on initiative, +1 to
entangle.
- 11 +4 to damage.
- 12 +2 to parry and dodge.
- 13 Knock-out/stun on natural 18
to 20, +1 to entangle.
- 14 +1 attack per melee, +1 on
initiative.
- 15 Death blow on natural 20.

HTH Wing Chun Kung Fu

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

Skill Cost: 10 years

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

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

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

Everything else remains unchanged.

Level Advancement Bonuses:

- | | |
|----|---|
| 1 | +1 Strike, Parry and Damage. |
| 2 | +1 Dodge, +1 Attack, +2 to maintain balance. |
| 3 | +1 Martial Art power from any area, +2 Roll. |
| 4 | Critical on 19, +1 on Paired Knives. |
| 5 | Knockout on 20, +1 Attack. |
| 6 | +1 Martial Art power from any area, +2 Roll, +1 Leap. |
| 7 | Critical on 18. +1 Strike, Parry and Damage. |
| 8 | +1 Dodge, +1 Attack, +2 to maintain balance. |
| 9 | Knockout on 19. Existing Chi x2. |
| 10 | +1 Martial Art power from any area, +2 Roll. |
| 11 | +1 on Paired Knives, +1 Leap. |
| 12 | Knockout on 18, +1 Dodge, +2 to maintain balance. |
| 13 | +1 Strike, Parry, Attack and Damage. |
| 14 | +1 Martial Art power from any area, +2 Roll. |
| 15 | Deathblow on 20, +1 on Paired Knives. |
| 16 | +1 Dodge, +1 Attack, +2 to maintain balance. |
| 17 | Existing Chi x2, +1 Leap. |
| 18 | +1 Strike, Parry and Damage. |

19 +1 Dodge, +1 Attack, +2 to maintain balance.

20 Deathblow on 19, +1 Leap.

HTH Wrestling

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

Level Advancement Bonuses:

- | | |
|----|--|
| 1 | Two attacks per melee, Pin/Incapacitate on a roll of 18, Crush/Squeeze does 1D4 damage, Body Block/Tackle does 1D4 damage. |
| 2 | +2 parry and dodge. |
| 3 | +2 strike, +2 damage. |
| 4 | +1 attack per melee, +2 pull punch. |
| 5 | Kick attack (1d6 damage), bear hug (1d6 damage per melee attack, replaces the crush/squeeze attack). |
| 6 | Critical strike on 19, +2 roll. |
| 7 | Automatic body flip/throw (defensive move), choke attack, and +2 to grapple. |
| 8 | +1 strike, +2 parry and dodge. |
| 9 | +1 attack per melee. |
| 10 | +2 pull punch and roll with punch/fall/impact. |
| 11 | Knockout/stun on 19. |
| 12 | Critical body throw/slam (2d6 damage plus PS bonus, victim loses initiative and two attacks, and uses two attacks). |
| 13 | +1 strike. |
| 14 | +1 attack per melee. |
| 15 | Critical strike on 18. |
| 16 | Pin/Incapacitate on a roll of 17. |
| 17 | +1 pull punch and roll. |
| 18 | +1 parry. |
| 19 | +1 dodge. |
| 20 | Knockout/stun on 18. |

Juggling

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

Mountaineering

Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and also knows all the skills of survival in the rugged high-altitude environment. To become a professional mountaineer, the character must have been on at least two high-difficulty, high-altitude expeditions. Base Skill: 40% + 5% per level of experience. Bonuses for professional skill: +1 PS and PE, +2D6 SDC, +10% to Climb, Climb Rope and Repelling. Requires: Climbing.

Parkour

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

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

Level Advancement Bonuses

1	+1 to Vault and +2 to Back Flip
2	+2 to Vault, +1 to Back Flip
3	+1 to Roll with Punch/Fall/Impact
4	+2 to Vault, add +1 to Roll with Punch/Fall/Impact and +1 to Somersault
5	Add +1 to Spd and +2 to Balance
6	Add +1 to Grab and +1 to Vault
7	Add Wall Flip. This special move uses the Back Flip bonus but must be done off a wall and must require having the initiative or as a dodge. The character can Wall Flip into a standing position and can dodge melee attacks as long as the Wall Flip is successful. A failed Wall Flip dodge can not be negated for damage by a Roll with Punch/Fall/Impact and the fall does 1D6 damage plus the character takes full damage from the opponents attack.
8	+2 to Vault and +1 to Grab
9	+1 to Automatic Dodge
10	+1 Balance and +1 to Roll with Punch/Fall/Impact
11	+1 to Back Flip and +1 to Somersault
12	+1 to Vault and +2 to Balance
13	+1 to Vault and +2 to Roll with Punch/Fall/Impact
14	+2 Balance
15	+1 to Grab and +1 to Somersault

Vault is a skill where the character runs, gains enough acceleration over a certain obstacle and uses either a hand or foot to “vault” over the obstacle. Timing is critical in the use of a vault but it can propel the character either up to gain a hand or foothold, or over an obstacle that a character without this skill cannot climb.

Prowl: This skill helps the character to move with stealth; quietly, slowly and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. Base Skill: 46% + 8% per level of experience.

Running

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

SCBA

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

SCUBA

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

Skydive

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

Sports Choose one individual or team sport which is taken at a professional

level. Base Skill: 30% +5% per level of experience. Pro Bonus: +2D4 SDC, +1 PP and PE, +D4 SPD and +1 to roll.

Spelunking

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

Sports

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

Swimming

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

Tumbling

This skill builds and strengthens the body for feats of strength, agility, and endurance. Abilities include a variety of gymnastic-type rolls, leaps, tumbles, falls, cartwheels, somersaults, and handstand type exercises. These differ from the acrobat in that they are performed on the ground and involve rigorous exhibitions of speed and

strength involving elaborate tumbles, back flips, body throws, and so on. Note that these abilities can be combined with martial art styles that allow them into their systems.

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

Level Advancement Bonuses:

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

Zero Gravity Movement and Combat

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

Pilot

Airplane

The skill includes old propeller, single and twin engine types. Base Skill: 50% +4% per level.

Automobile

The skill in automatic and manual transmission; includes dune buggies, jeeps, and small trucks. Base Skill: 60% +2% per level.

Bicycle

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

Chronal Transport

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

Construction Equipment

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

Farm Equipment

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

Freight Hauler

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

Heavy Machinery

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

Helicopter, Commercial

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

Horsemanship

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

Jet Aircraft: Commercial (Large)

are the large passenger type aircraft used by airlines, such as the DC-10, DC-9, 747, etc. Base Skill: 40% + 4% per level of experience.

Jet Packs

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

Lighter than Air Vehicles

Includes skill in both hot-air/helium balloons and powered blimps & dirigibles. Character can pilot, steer, raise & lower, and land/dock all airships. Can also locate problems, sew up or glue torn fabric, repair control linkages (including pedal driven propellers), and attach ropes and rigging. Note that engine repair is a separate skill,

requiring Aircraft Mechanics. Base Skill: 50% +5% per level of experience.

Mecha, Civilian

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

Motor Boats and Hydrofoils

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

Motorcycle

This skill includes the piloting of all two and three wheeled vehicles such as motorcycles of all types, dirt bikes, and mopeds. Base Skill: 60% + 4% per level of experience.

Navigation

Training in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes land, air, and water navigation, as well as piloting by instruments alone. A failed roll means the pilot is off course. Roll 2D6x100 for most aircraft, 4D6x100 for jets, and 2D6x10 for ground vehicles to determine how many miles/kilometres they are off course. Roll for every hour that one is off course. Base Skill: 40% + 5% per level of experience. Requires: Math Basic, Read Sensory Equipment and Literacy.

Navigation, Chronal

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

Navigation, Planar

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

Offensive Driving

Practice and theory of wheeled combat. This adds the base skill below to Combat or Control Rolls for all ground vehicles. The big advantage of this skill is that there is no limit on how high the skill can go. If the bonus puts the chance of the stunt succeeding over 100%, then the stunt will automatically succeed. However, this skill is not eligible for improvement by any type of bonus, be it from OCC, race, MOS or IQ bonuses. Also includes specialized knowledge of operating high performance vehicles at high speed. Using these vehicles, at any speed, requires this skill. All Control Rolls in high-powered vehicles are done with the rating from this skill. Base Skill: 55% +5% per level of experience. Requires Pilot Automobile. NOTE: Any wheeled vehicle capable of 200+ MPH is considered to be a Race Car for purposes of piloting at high speeds.

Planar Transport

This covers all forms of dimensional machines. Base Skill: 40% +5 per level. Power Armour, Commercial Characters with this skill are taught the fundamentals of maneuvering giant robots. These robot exoskeletons and vehicle type robots that require a pilot and crew. The training focuses on piloting, not combat thus, robot combat

is a separate distinct skill (see Robot Combat Skills). Base Skill: 65% +5% per level of experience.

Power Armour Commercial

Characters with this skill are taught the fundamentals of manoeuvring power armour (utilized by the Coalition). The training focuses on piloting, not combat thus, robot combat is a separate distinct skill (see Power Armour Skills). Base Skill: 65% + 5% per level of experience.

Read Sensory Equipment

Individuals with this training can operate, maintain, understand, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancements, instrument panels, and so on. Note: Characters without this skill cannot understand nor operate aircraft, radar, or detection/surveillance equipment. Base Skill: 40% + 5% per level of experience.

Ride Animal

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

Sail boats

Small sailing and medium-sized sailing yachts, and fishing boats. Base Skill: 60% + 5% per level of experience.

Shuttle/Small Spacecraft, Commercial

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

Snowmobiles

Skill in the use of vehicles designed to operate on the snow like snowmobiles

and snow tractors. Base Skill: 50% + 5% per level of experience.

Spacecraft Large, Commercial

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

Starship, Commercial

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

Submersibles, Commercial

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

Truck

Manual or automatic transmission; includes pickup trucks, cargo trucks, trailers, eight to sixteen-wheeler transport trucks. The biggest of these trucks can easily haul mecha (weight capacity -- 60 tons). Base Skill: 42% + 4% per level of experience.

Science

Agriculture

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

Anthropology

This is the behavioural study of man and other intelligent life-forms and their environments. Studies include societies, customs and beliefs, religions, political structure, as well as rudimentary history and archaeological background. It is important to note that anthropology is more concerned with the study of modern races and societies than it is with ancient ones. This is especially important when dealing with other races and cultures in the present time in order to avoid accidentally breaking taboos or codes of behaviour. It will also tell the anthropologist whether he may be dealing with a dangerous people (hate humans, fear technology or magic, are cannibals, worship demons, etc.). The skill can also be used in the examination of items/artifacts and ruins to identify the probable people/race, purpose, and technological level. The character can identify the period in which the item was used (contemporary or ancient), but is not skilled enough to tell whether an item is an authentic artifact or a forgery. In the world of Rifts, few humans and fewer non-humans know much about humankind or the world before the rifts. The anthropological student is one of the few who is well versed in the legends and few facts about the "Time of Man." As a result, he can often identify pre-rifts technology and man-made creations. He is also knowledgeable in their black market value and the many laws that prohibit the possession, sale, and

scavenging of ancient artifacts. Base Skill: 20% + 5% per level of experience.

Archaeology

This is the scientific study of relics of ancient civilizations by excavation and other means. Studies include proper excavation (digs) techniques, analysis, preservation, restoration, and dating methods (including carbon dating), as well as a rudimentary history and anthropology background. Like the anthropological student, the archaeologist is one of the few who is well versed in the legends and few facts about the "Time of Man." He is an expert in the identification of pre-rifts technology and man-made creations, from books and clothing to vehicles and buildings. The character can ascertain whether the item is an ancient artifact or of recent construction, and therefore, if an item is an authentic or a forgery. He is also well versed in their black market value and the many laws that prohibit the possession, sale, and scavenging of ancient artifacts. For example: The possession of books (even comic and children's books), video discs, or other pre-rifts educational or technological data is illegal by the decree of the Coalition. Failure to turn such items over to the government is a serious crime punishable by imprisonment or death. Base Skill: 20% + 5% per level of experience.

Architecture

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

Astronomy

The study of the stars and other celestial bodies, their movements, positions,

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

Biology

Basic understanding of cells, anatomy, physiology, evolution, and genetics. The character will know how to use a microscope, cultivate bacteria, and how to classify new organisms. Base Skill: 30% + 5% per level of experience.

Biotechnology

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

Botany

Plants, their categories and functions, are studied extensively, Characters will know the basics of cross-fertilizing and germinating, as well as growing experimental plants. Base Skill: 25% + 5% per level of experience.

Chemistry

The basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures of analyzing and synthesizing chemical compounds to act as competent assistants. Base Skill: 30% + 5% per level of experience.

Chemistry, Alchemical

A combination of modern chemistry (organic and analytical), botany (a lot of elixirs require different herbs, flowers and roots), and history, with a little cryptography thrown into the mix. The character can interpret ancient alchemical texts, formulas and directions, and knows how to substitute modern ingredients for their ancient counterparts, and can use high-tech versions of the primitive equipment. A successful roll means the character succeeds in interpreting an alchemist's formula (even if written in code). Depending on the complexity of the procedure, it could take from one to six additional rolls to accurately reproduce an actual elixir. Base Skill: 25% +5% per level of experience.

Chemistry, Pharmaceutical

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

Also people with this skill are trained in the use of poisons and toxins of all types. This includes the use and preparation of poison from plants, roots, mushrooms, animals and insect venom, and other deadly substances, as well as antidotes. Types of poisons include ingestive (must be eaten), contact (is absorbed through the skin) or blood (enters the bloodstream by cut or injection). The use of poison can be dangerous. The first percentile number indicates the success ratio of using and administering poison carefully and properly. If the person fails to make his success ratio, there is a 1-30% chance of having inflicted himself (is an antidote handy?). The second number in indicates the character's ability to recognize food, drink or items that have been poisoned. Base Skill: 24%/16% +4% per level of experience. Add +4% if the character also knows holistic medicine.

Computer Hacking

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

Computer Programming

Designing, programming, debugging, and testing computer programs/software. This includes; Artificial Intelligence (the

study and research of man made thinking systems), web designing, security and encryption, and Virtual Reality. Base Skill: 40% +5% per level of experience.

Engineer, Aerospace

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

Engineer, Civil

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

engineering. Base Skill: 30% +5% per level of experience.

Engineer, Industrial

Gas and arc welding, cutting, brazing, spot welding, forging, heat treatment, electroplating, forming and casting techniques. Use of lathes, mills, shapers, grinders, weld and other related tools. Base Skill: 35% +5% per level of experience.

Engineer, Mining

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

Engineer, Spacecraft

The ability to design from the ground up any craft that flies in space. The

character can design a fully interconnected system that includes propulsion, life support, navigation, living quarters, etc. It includes detailed knowledge of all known forms of propulsion and their benefits. Base Skill: 25% +5% per level of experience.
Engineer, Undersea The ability to design structures and vehicles designed to withstand the pressures of the deep ocean. Base Skill: 25% +5% per level of experience.

Laser Technology

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

Mathematics

Knowledge of all basic and advanced mathematics, including algebra, geometry, trigonometry, calculus, and techniques for using advanced mathematical formulae. Base Skill: 45% + 5% per level of experience.

Meteorology

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

Nanotechnology

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

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

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

Oceanography

The study of the sea integrating marine applications of geography, geology, physics, marine biology, and meteorology. Oceanography is important

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

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

Parapsychology

Study of paranormal or psychic phenomena not explainable by accepted principles of science. Modern

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

Physics

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

Physics, Chronal

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

Physics, Planar

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

Politics

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

Psychology

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

broad understanding of the principles, practices and theories of psychology. Thus, he or she will recognize abnormal behaviour (phobias, psychoses, obsessions, neuroses, etc.), stress and exhaustion, as well as suggest a therapy. The character will also be able to recognize the use/presence of unnatural influences, such as drugs, hypnosis and other mind control (like magic, psionics and possession). A failed roll means that an abnormality has not been recognized or that an incorrect judgment has been made. Base Skill: 30% + 5% per level of experience. Requires: Research, Computer Operations and Literacy. Restrictions: This is a very rare skill on Rifts, studied by few. Therefore, it is unlikely anyone but a Rogue Scientist would have learned it.

Radiation Tech, Industrial

Study of the components, structure, and behaviour of the nucleus of an atom. It is especially with the nature of matter and with nuclear energy. This includes the study of radioactivity, the study of fires between nuclear particles and the study of the transformations among subatomic particles in reactions produced in a particle accelerator. This helps the character to understand the fusion turbine engine, how our sun produces its energy and can apply this knowledge to building nuclear devices. Base Skill: 25% +5% per level of experience.

Radiation Tech, Military

This includes knowledge of safety regulations, practices and procedure; radiological physics, interaction with matter, radioactivity and characterization and development of neutron beams and heavy particles for use in combat/weapons. In experimental stages

of research, the ion beam is the only success thus far in use of energy as a weapon (laser is amplified light). Base Skill: 30% +5% per level of experience.

Sociology

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

Toxicology

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

Undersea Agriculture

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

Xeno Ecology

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

Technical**Accounting**

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

Advertising

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

Brewing

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

Bureaucracy

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

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

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

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

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

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

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

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

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

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

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

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

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

The difficulty is modified for: (All are accumulative)

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

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

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

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

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

Construct Basic Weapons and Tools

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

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

The following penalties apply;

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

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

Construction

Knowledge in the methods for building houses, roads, bridges, towers, etc. This includes knowing what building materials should be used, knowing how to set frames, what tools and techniques are appropriate, and accurately reading architectural plans to build some sort of

structure. Will also know how to use most construction equipment, mix cement, drill holes, etc. Note: Having the Armourer skill will enable him to build structures out of M.D. metals, as well as wood and concrete. Base Skill: 30% + 5% per level of experience.

Economics

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

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

Gem Cutting

The ability to evaluate and cut gemstones. The monetary value of a

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

Glassworks

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

History

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

per level of experience. A failed roll means failure to recall details.

Jeweller

Skill in identifying and appraising the value of precious metals (silver, gold, etc.) and stones (jade, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the item is fake or real, or its value is grossly under or overestimated. Also the ability to evaluate and cut gemstones. The monetary value of a gemstone can be determined by a thorough examination where any flaws, chips or imperfections will be observed. In addition, the character can cut gem stones to increase their value or cut one stone into several smaller ones. The first percentile number is to appraise gemstones while the second is used to cut stones. When a cutting roll is failed the stone is damaged, which decreases its value. However, the stone can be cut again to repair the flaw; although the stone will be smaller and of lesser value than the original. Base Skill: 25/10% +5% per level of experience.

Language

Characters with a language skill can understand and speak in a language other than their own native tongue. Language is one of the few skills that can be selected repeatedly in order to select several different languages. Each selection gives the character knowledge of a different language and costs one skill selection each time. Base Skill: 50% + 5% per level of experience.

Law (General)

The character knows what constitutes a criminal act, the typical punishment and

many legal precedents, procedures and decisions common throughout a particular nation or region (e.g. North America, including the CS and all major kingdoms, but not each specific, small independent kingdom or town, nor tribal law). This can be an invaluable skill when trying to determine if someone is breaking the law, how grave or petty the criminal act is, as well as determining the likely punishment. The skill is also important for making a criminal charge stick, setting bail, using legal protocol, and defending those unjustly accused. The character also knows the legal protocol and proper conduct for conducting searches, police investigations and other aspects of law enforcement. Base Skill: 35% +5% per level.

Lip Reading

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

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

Lore – Animal

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

Lore - Artifacts

This character has detailed knowledge of any object made or modified by a sentient culture. Mythological artifacts are also known to the character most of which are alarmingly powerful, of ancient and obscure origin, and nearly indestructible. Base Skill: 25% + 5% per level of experience.

Lore - Astral

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

Lore - Astral: An in depth knowledge about the Astral Plane, Outer Plane,

Inner Plane, Void, and major kingdoms, as well as a general knowledge about astral travel, methods of travel and navigation, astral beings, domains and dangers. Having this skill will add an additional +2% per level to the Astral Navigation psionic power (see Nightbane: Between the Shadows; New Psionic abilities). Astral Lore can only be learned from the few individuals and organizations who regularly venture into the Astral Plane. Base Skill: 26% + 4% per level of experience.

Lore – Chronal

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

Lore - Conspiracy

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

Lore - Cults and Sects

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

Lore - Demons and Monsters

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

Lore - Dimensions

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

Base Skill: 25% + 5% per level of experience.

Lore - Dreamscape

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

Lore – Dreamstream

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

Lore - Extraterrestrial

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

Lore – Farm

This skill is not to be confused with the science of botany in which the character can farm, and identify and grow plants. Farm lore is a knowledge of myths and legends about real and mythological plants, roots, herbs and farming. It also includes a very basic knowledge of how to grow and care for plants, where notable plants (usually poisonous or

medicinal/herbal) and mythical plants are said to be found, and adds a bonus of +2% to the skills of botany, holistic medicine and faerie lore. Base Skill: 25% + 5% per level of experience.

Lore - Fey

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

Lore - Geomancy

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

the locations of major ley lines in distant regions. Base Skill: 30% +5% per level of experience.

Lore - Ghosts and Faeries

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

Lore - Magic

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

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

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

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

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

Lore - Metahumans

This is the study of Mutants and their subtypes, what their special abilities are and how they work. Also a fairly good knowledge of the most prominent metahumans on earth. Base Skill: 30% + 5% per level of experience.

Lore - Mythology

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

Lore – Nightbane

This is a comprehensive study of the Nightbane species, their powers, limitations, and the myths and beliefs associated with them. Very few non-Nightbane have the crucial pieces of evidence that would allow them to have this skill, and those fortunate few usually gained the knowledge from a Nightbane who was willing (or forced) to pass the knowledge on. Base Skill: 30% + 5% per level of experience.

Lore – Nightlands

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

Lore - Religion

A comprehensive study of the world's religions, past and present, their beliefs, rituals, holy places, pantheons, supernatural creatures (demons, spirits,

angels), stories of creation, myths and legends. The skill will help the character recognize specific rituals, their purpose, the deity'(s), icons, and similar information. Base Skill: 30% +5% per level of experience.

Lore - Undead

A study of reports, myths and legends regarding the supernatural, ghosts, apparitions, haunted houses and places, death cults, necromancy (rituals and purpose), mediums/séances, and near death experiences, as well as the undead, their habits, origins, powers and weaknesses. The skill will help a character determine if a person is under the sway or control of a vampire, or whether or not a victim has been killed by the undead. It will also aid in differentiating fact from superstition regarding the vampire's vulnerabilities and strength, the few ways to truly destroy them, and basic vampire-hunting tactics. At the higher levels of knowledge (65%+), the character may have some idea about vampire intelligences, the Wampyr sub-race, and other detailed information.

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

recalls the wrong information. Base Skill: 35% +5% per level of experience.

Lore – Witches

This skill enables a character recognize the handiwork, enchantment, rituals, and influence of witchcraft. He or she can also positively identify a witch by physical examination, recognize the evil familiar, and to tell whether it is an animal or demon. The character also knows about pacts, basic abilities, weaknesses and similar data about witches. Roll to recognize witches, familiars, rituals, or enchantment. A success means positive identification. A failed roll means inconclusive evidence, which may mean the suspect may be the innocent. Note about evil witches: All suffer from the same weaknesses: Holy water acts like acid doing 2D4 per application to a witch, twice that for demons and devils. Salt is a lethal poison which does 2D4 damage per ounce (28 gm). Immersion in salt/sea water causes 4D8 per melee round (aquatic witches (for example mermaid witches) are the exception). Magic and psionics deal full damage, as do most normal weapons. Base Skill: 10% + 5% per level of experience.

Lore – Wormwood

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

Masonry

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

Photography

Training in the art of still photography, the use of lighting, cameras, lenses, filters, and other camera equipment, as well as storage, development, enlargement, and duplication of film/photos. Base Skill: 35% + 5% per level of experience.

Photography – Film

These characters have studied and analyzed films, direction, editing and story telling techniques of the motion picture. Includes: cinematography (use of cameras, lenses, film, stock, lighting, composition), editing (screen continuity, sound interlocking), budgeting, shooting, production, sound mixing and use of super 8 mm and 16 mm equipment (35 mm principles are studied). Base Skill: 40% + 5% per level of experience. Photography - Video: This is the study and use of video film equipment and filming techniques as they apply to video. The same basic type of film techniques (editing, lighting, lenses, etc.) as listed under film are explored. Base Skill: 30% + 5% per level of experience.

Plumbing

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

Pottery

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

Pyrotechnics

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

Research

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

Salvage

The character knows how to locate and identify objects (ships, armour, gold, etc.), recognize salvageable components and materials (valuable parts, electronic equipment, E-clips, weapons, coins, magic items, precious metals and gems, etc.), retrieve (with minimal damage and effort), evaluate (estimate approximate resale value based on the item's condition), clean/restore (restoration gets top salvage price), and sell salvaged artifacts, equipment, parts, and scrap metal. This skill is based on the environment of the character; there are separate land, space and aquatic versions.

This skill also offers methods of exploiting and capitalizing on some of the simple resources of said environment, such as rudimentary mining, excavation, cutting tools suited to the environment, cranes, pulleys, and

tow lines, and can strip/cut apart and retrieve wreckage and machinery for use as scrap metal. Those with mechanical engineering can salvage working parts, make repairs on slightly damaged items, and (in the case of the aquatic or space versions) even raise or restore small ships! Also gives the skill of recycling which covers oxygen, waste matter, scrap metal and plastic. Base skill: 30% +5% per level of experience; add a bonus of +5% if a mechanical engineer.

Speed Reading

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

Survival

Techniques for living off the land, getting water, food, shelter, and help when stranded in wild forests, deserts, or mountains. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness once their supplies run out. Base Skill: 30%. +5%.

Urban Survival

This skill goes far beyond Streetwise. As well as an understanding of the darker side of city life and the scum who roam the streets, the player knows how to survive while homeless. He knows how to find soup kitchens, shelter during bad weather, recognize gang members by their actions, gang colours, dangerous locations, recognize potential brawl situations, assess a gang member's rank in the organization, recognize and locate black market dealers/organizations, illegal clinics, drugs and arms dealers, and similar criminal outfits. 50% +5% per level of experience.

Writing

The ability to write prose (stories), poems, or journalistically (articles, reports, news). Scholastic training indicates a professional quality, while the secondary skill indicates a talented amateur. A railed roll means an awkward and poorly written work that is boring and difficult to understand. Try again. Note: The written word can be a powerful tool in the ignorant and oppressed society of the Coalition. Base Skill: 25% + 5% per level of experience. Requires: Literacy.

Weapon Proficiencies

All Modern WPs provide the following bonuses:

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

Burst: +1 to strike.

Wild: No bonus or penalty.

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

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

Archery

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

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

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

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

Armour Mastery

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

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

Artillery

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

Axe

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

Black Powder

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

Blade

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

Blunt

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

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

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

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

Build/Modify Armour

Repair, modify and construct all forms of body armour. Any known armour can be made at 1/10th the normal cost. Ancient armours require 12hrs of work per 10 SDC while modern armour requires 24 hours per 10 SDC. Existing armour can also be modified adding up to +25% SDC. Base Skill: 84% +2% per level of experience.

Chain

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

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

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

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

Clay Shot

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

Crack Shot

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

Crossbow

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

Energy Pistol

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

Energy Rifle

This modern WP includes all long range energy firing rifles.

Fast Draw

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

Fast Reload

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

Fast Shot

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

Flame Thrower

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

Garrote

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

Heavy Energy

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

Heavy Gun

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

Make/Modify Weapons

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

Modern;

- 5% for each moving part
- 5% if explosives are involved
- 5% if electronics are involved
- 10% if miniaturization is involved
- 10% if the character is using his own experimental design
- 15% if unfamiliar with the weapon
- 25% if rush job
- 30% if unfamiliar technology

Ancient;

- 10% to increase parry by +1
- 10% to increase damage by +1
- 10% if own design
- 20% if rush job

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

Mouth Weapons

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

Off Hand Weapon Use

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

can be taken twice to cover both types of weapons.

Paired Weapons

This is an extra skill that, combined with an ancient weapon allows for the use of two weapons simultaneously. Paired Weapons: This training involves a particular type of hand to hand fighting technique. This training is reserved for special military personnel and is in the use of training the character to use two weapons at once with a deadly accuracy. This only applies to the Ancient W.P.'s, but adds an additional attack to the characters arsenal. The character will be able to fight with one arm and defend with another without the loss of attacks. In other words the character will can attack and parry in one attack, instead of using two separate attacks to achieve the same results. The advantage is that the character while parrying an attack can him/her self attack the character he/she is parrying. Where a normal character can not do such a thing with out calling a simultaneous attack and even then both characters connect with their blows.

This is a tactic in which a one-handed weapon is held in each hand to be used in any combination of combat moves simultaneously. For example, two short swords, a short sword and broadsword, sword and knife, mace and shield, and so on. Two-handed weapons can not be paired weapons. Characters with the W.P. Paired Weapons may use any weapon that can effectively be used with one hand (i.e. one suitable weapon in each hand). A character who gains this W.P. skill from a level advancement may use it with any one-handed melee weapon that they are currently proficient with (has a W.P. in). However, any weapons being used which the wielder

does not have a W.P. in or which is too heavy or large effectively negates the Paired Weapons skill, making it impossible to use both hands and weapons simultaneously, and can only attack one opponent and each swipe of the weapon counts as one melee attack. Characters with this skill can either parry multiple attackers or parry an incoming attack and then get a counter-attack, but can not do both. Of course, a character with W.P. Paired Weapons can parry an attack and strike simultaneously only if they still have attacks left. A character who has already used up their attacks can not counterstrike (hit back) until the next melee round begins, but they can parry until then.

A character with this W.P. using both attacks simultaneously is vulnerable to attack from a second opponent. When fighting three (or more) attackers, the character would be able to parry two of them, but any other attacks would be unopposed.

Four-armed characters need to take W.P. Paired Weapons once, not once for each pair of arms. A character who already has this skill would not gain any additional bonuses or benefits by taking the skill a second time. Only weapons in which the character has a W.P. can be used with W.P. Paired Weapons. This skill is designed for melee weapons like knives, swords, clubs, etc. not guns. When shooting two guns at once there is a -2 penalty to strike with the regular hand and a -6 to strike with the off hand. Users of Paired Weapons can:-
Strike and parry simultaneously. In other words, those skilled in W.P. Paired Weapons can often perform two actions for every one melee action/attack.

Twin, simultaneous strikes against the same target. Both weapons hit the same opponent or target at once, making it one melee attack/action (roll only once to strike for both weapons). The defender under attack can only try and parry one of the two weapons coming at him for his defensive parry. The other will strike unless they too have the W.P. Paired Weapons skill and is using two weapons, or a weapon and a shield, to try and block both simultaneous attacks; needs to roll one parry.

Strike two different targets (or strike one and parry another incoming attack), simultaneously; both must be within reach.

Parry two different attackers, one with each hand.

A character with W.P. Paired Weapons needs to make only a single roll if they are:-

Striking the same opponent twice.

Parrying the same opponent twice.

A character with W.P. Paired Weapons needs to make two separate rolls if they are:-

Striking two different opponents.

Parrying attacks from two separate opponents.

Striking once and parrying once against the same opponent.

Striking one opponent and parrying against another.

Pistol

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

Reflex Mastery

This skill confers several abilities;

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

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

3) You are skilled at moving through a melee and striking foes as you go. Normal penalties don't apply.
Rifle Includes all hunting and assault rifles like the M-16 and AK-47.

Rifle

A familiarity with the very accurate, single shot, bolt-action style of rifles used for hunting and sniping, and automatic and semi-automatic, military assault rifles like the M-16 and AK-47.

Sharpshoot, Ancient

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

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

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

only applicable when that particular type of weapon is used.

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

The Trick Shot: Pick one or roll D10.

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

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

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

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

5) Roll or somersault and come up shooting (normally a wild shot)

6) Ricochet shot, can bounce arrows off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a

different/second target (inflicts only one point of damage to the first surface and full damage to the second).

7) The Foot Shot: In some situations, an archer may find one of her arms unable to grip the string or shaft of a bow. The shooter must have a secure place to rest her hind side and at least one arm free. Using the feet as a base against which to pull, the shooter aims the bow and pulls back the string with the free hand (or both, if possible). Although there is a -1 penalty to strike, the damage is increased by +1 because of the extra pull granted by using his feet.

8) The Hanging Tree Shot: In this shot, the archer wraps his legs around a sturdy tree branch and drops downward while simultaneously firing right into the faces of his oncoming enemies. Unfortunately, the disadvantages to this shot are numerous. The most obvious is that anything on the archer that isn't tied down or strapped in (arrows, daggers, loose change, et cetera) will fall to the ground.

9) The Stapling Shot: When an archer wants to disarm or otherwise incapacitate someone, he can attempt a stapling manoeuvre. By making a called shot, the character can staple some part of the target's clothing to a nearby object, as long as that object is of a material that is reasonably subject to penetration by an arrow (such as wood or plaster). The target must spend a melee action tearing free, although this requires no roll. Pinned targets defend with a -2 to defensive rolls and to strike. After one melee round, if they have not taken the time to free themselves, they break free due to exertion. During the melee round, the penalties to defence and strike still apply.

Sharpshoot, Modern

The character must have first spent one skill selection on a desired WP skill before the Sharpshooting skill can be selected. Once the WP type has been selected, the sharpshooting skill can be added to it at a cost of two "other" skill selections. The sharpshooting skill bonuses are then added to those of the normal weapon proficiency for that specific type of weapon.

The sharpshooting skill can be combined with all the modern weapon proficiencies, except WP Heavy and WP Heavy Energy Weapons.

All bonuses are in addition to conventional WP bonuses of +3 aimed, +1 burst.

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

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

Quick Draw: +1 to initiative with a P.P. 18 and every additional four (4) P.P. points above 18, but the bonuses are only applicable when the appropriate type of weapon is used.

The Bonus Attack: +1 additional shooting melee attack when using that

specific weapon for the entire melee round.

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

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

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

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

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

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

Shield Mastery

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

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

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

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

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

Siege

An understanding of the use and mechanics of siege weapons, including ballista, catapult, onager and trebuchet. +1 to strike at levels 2, 5, 9 and 12.

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

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

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

Staff

Combat skill with large and small staffs. Bonuses: +1 to strike and parry at level one. +1 to strike at levels 4, 7, 10 and 14. +1 to parry at levels 2, 5, 8, 11, and 14. +1 to throw at levels 4, 8 and 14.

Submachine Gun

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

Target

Includes the use of grenades, shuriken, katars, boomerangs, hand axes, spears, slingshots, throwing knives and spikes. +1 to throw at levels 4, 7, 10 and 13.

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

Weapon Mastery

This skill is applicable only to weapons that rely on the strength of their wielder to cause damage, or their modern,

magical and psionics equivalents. Thus vibro-blades, flaming swords and psi-swords can all benefit from this skill, while bows, slings and pistols cannot. Spears, knives, and other throwing weapons can be used with this skill, but all bonuses (save those to initiative) are halved, and the Riposte ability cannot be used. A character must be proficient in the weapon to be mastered, and must purchase mastery separately for each WP.

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

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

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

The Expanded Proficiency; Finally, a Weapon Master gains a bonus to all manoeuvres involving that weapon, such as strikes, parries, disarms and entangles, but not dodges, rolls or holds. This bonus is a +1 at a PP of 20, with an

additional +1 per 5 points of PP thereafter.

Weapon Specialty

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

Section 3: Totem

Powers

The natural power of animal totems has not been lost. They still hold the power and the knowledge we can use. Only we must remember how to be one with nature and all that is, has been, and will be. We must not lose this connection now that we are 'cultured'. For what was will always be and all those cultures could not have been wrong. There is a reason that Spirit has put all of us together, has given us so many healing stones, and has given us medicine, for the body and the spirit. We are all one. Using Animal Totems will allow you to see and love the earth better, to know life better, to know yourself better, and to commune better with Mother and Spirit. You can be healthier and happier physically, mentally, emotionally, and spiritually in understanding and honouring your animal totems.

Amphibious

Dolphins, Porpoises,
Fish, Seals, Sharks, Turtles, Tortoises
and Whales.

This totem favours endurance and patience, as well as determination and creativity

Summoned Bonuses

ME +4, PE +4

Summoned Abilities

Swim at 100% normally but use PP roll instead of percentage for extremes

Breathe Underwater(salt or fresh water)

Reach depth of PE x100mtrs

SPD underwater = PS x5kph

Nightvision equal to normal vision when underwater

Avian

Chickens, Condors, Crows, Ducks,
Eagles, Falcons, Geese, Hawks,

Hummingbirds, Ostriches, Emus, Owls, Parrots, Peacocks, Pelicans, Penguins, Ravens, Roadrunners, Swans, Turkeys and Woodpeckers.

This totem favours speed and cunning, and values freedom and agility

Summoned Bonuses

IQ +4, SPD +8

Summoned Abilities

Glide at 20kph +2kph per level with sufficient wind

Vision x2 normal range + x1 per level, +3 to strike with modern weapons, add +5 to strike with thrown objects

Can also see small objects clearer

Canine

Coyotes, Dingoes, Domestic Dogs, Foxes, Hyenas and Wolves.

This totem favours speed and endurance and loyalty.

Summoned Bonuses

PE +4, SPD +8

Summoned Abilities

Heightened Hearing of 100mtr radius +5 per level. At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels & at 100% cant hear below 39 decibels. +6 Initiative, +2 Dodge, +1 Parry.

Heightened Smell of 27mtrs +1 per level. Recognize/Identify specific odour/scent of anyone that have met.

Track by smell so long as know scent.

Feline

Domestic Cats, Cheetahs, Cougars, Pumas, Jaguars, Leopards, Lions, Lynxes and Tigers.

This totem favours stealth and cunning

Summoned Bonuses

IQ +4, PP +4

Summoned Abilities

Nightvision equal to normal vision.

+10% on dexterity skills

Hoofed

Buffalos, Camels, Cows, Bulls, Deer, Donkeys, Elephants, Giraffes, Goats, Hippopotami, Horses, Moose, Pigs, Boars, Rhinos, Sheep and Zebras.

This totem favours strength and speed.

Summoned Bonuses

PS +4, SPD +8

Summoned Abilities

+50% per level to normal leap range. +1 Attack, +2 Initiative & Strike, +6 Parry & Dodge, and +4 Roll.

Mustelid

Armadillos, Badgers, Bats, Beavers, Hedgehogs, Meerkats, Moles, Mongooses, Mice, Otters, Porcupines, Possums, Rabbits, Raccoons, Rats, Skunks, Squirrels, Weasels and Wolverines.

This totem favours strength and cunning.

Summoned Bonuses

IQ +4, PS +4

Summoned Abilities

Nightvision equal to normal vision.

The hero can travel swiftly through the earth by burrowing a tunnel at his normal walking rate. Normally the tunnel the hero makes collapses within 10 minutes of the hero's passage at a specific spot. The exception is the tunnel within 3mtrs of the hero's current location. This allows the hero to occasionally stop. A tunnel never collapses on the hero, unless a higher intensity force is applied. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make reinforced walls. The hero may burrow through materials with lower material strength than his damage ability. Materials with equal or greater material strength are obstacles to be detoured around.

Reptile

Alligators, Crocodiles, Frogs, Lizards and Snakes.

This totem favours cunning and patience and is well versed in survival and stealth.

Summoned Bonuses

IQ +4, ME +4

Summoned Abilities

Vision x2 normal range, +3 to strike with modern weapons, add +5 to strike with thrown objects.

Swim at 100% normally but use PP roll instead of percentage for extremes.

Hold Breath for x4 normal duration.

Reach depth of PE x50mtrs.

+6 PS when underwater.

SPD underwater = PS x5kph, if taken with extra speed can swim at incredible speeds.

Ursine

Grizzly and Polar Bears.

This totem favours strength and endurance but is also known for its introspectiveness and self knowledge.

Summoned Bonuses

PS +4, PE +4

Summoned Abilities

Lifting, Carrying and Throwing capacities are doubled.

Section 4: Saving Throws

Save	Roll
Allergic Reaction	11
Disease, Lethal	17
Disease, Non Lethal	13
Drugs/Toxins	15
Electrocution	17
Extreme Pain	14
Extreme Temperature (heat, cold, humidity)	14
Insanity	12
Knockout	15
Magic Ritual	16
Magic Spells	12
Pain	14
Poison, Lethal	16
Poison, Non Lethal	14
Psionics (characters with no psi powers)	15
Psionics (characters with psi powers)	10
Stun	12
Coma/Death	Percentage equal to PE
Horror Factor	Equal to monster's Horror Factor

Section 5: Traumatic Injuries

Your character's just taken a nasty wound. Now just how dangerous is it?

Shocks

A great many injuries will induce hypovolemic shock, a complex set of reactions evolved to compensate for loss of blood pressure. In shock, blood is diverted from skin and muscles to vital organs, and platelet aggregation is increased. Note that septic shock has essentially the same symptoms.

Mild to Moderate Shock

10%-25% of blood lost. The patient will be pale, have rapid, shallow breathing and have a high heart rate, will sweat and will feel quite weak. He will be thirsty, his extremities will be cool and his senses will start to cloud. Even the most stout of heroes will start to feel a rising panic from purely physiologic hormonal reactions.

Severe Shock

30%-50% of blood lost. Platelet aggregation in the lungs will lead to respiratory failure. Failure of cellular processes will lead to sequential systems failure, frequently starting with the heart and kidney. Basically you stop breathing, your heart stops, everything else fails and you die. This can take anywhere from hours to days after the initial injury.

Extremities

Arms and legs. Minor damage will make the extremity painful or difficult to use; major damage will make it impossible to use. Major blood vessels may be damaged, leading to heavy hemorrhage. Joints can be dislocated, bones broken,

muscles and tendons cut. Note that damage to the shoulder blades or clavicles will make the arm nigh on unusable.

Sepsis

Fever, shock, decreasing mental status can easily lead to death if untreated. A common problem especially with poor medical care in the days and weeks after injury.

Unconsciousness

What makes you fall unconscious is either direct injury to the brain, or inability to feed it enough blood or oxygen. If you lose all blood supply to the brain you fall unconscious in seconds. Massive hemorrhage can lead blood pressure to drop fast enough that unconsciousness follows in seconds to minutes. If you lose oxygen supply, you fall unconscious in 4-30 minutes, depending upon how restricted your air supply is. Poisoning as from sepsis can also cause unconsciousness.

Chest (Thoracic) Injuries

Trauma that is inflicted on the chest can result in damage to the chest wall, lungs, trachea, major bronchi, oesophagus, thoracic duct, heart, diaphragm, mediastinal vessels, and spinal cord. Any combination of these injuries may occur.

Abdominal and Pelvic Injuries

The principal immediate danger resulting from abdominal and pelvic trauma is profound hemodynamic instability resulting from injury to the spleen, pancreas, liver, kidney, or tributaries of the aorta. Most abdominal injuries result in poorly localized and non specific pain, nausea and reflex vomiting. In general blunt injuries to the

abdomen are more dangerous than penetrating injuries.

Aorta and Arteries

With modern medical care, 85% of patients with multiple aortic ruptures will die at the scene, 20% of the survivors die within six hours, and 72% of the remainder will die within a week. Massive hemothorax and loss of blood pressure are the most common symptoms for penetrating injury. However for blunt injury initial manifestations are pain behind the sternum or between the shoulder blades, difficulty in swallowing, hoarseness, and difficulty breathing, leading to a left hemothorax and increasing levels of shock.

Blood Vessels

Injury to major blood vessels in the abdomen may cut off the blood supply for the legs, making it impossible to stand in very short order. Depending upon where they're damaged, they make drain into the upper legs, causing extreme swelling.

Collar Bone or Shoulder Blade Fractures

Until it's splinted; pain in moving at all, inability to use the arm effectively, pain in attempting to use the arm. Can't really be fatal.

Diaphragm

A penetrating chest wound at or below the level of the nipple is likely to enter the chest, pierce the diaphragm, and enter the abdominal cavity. Since the diaphragm is the muscle you use to breathe, injury to the diaphragm results in respiratory distress, often associated with hemothorax, pneumothorax and shock.

Flail Chest

The ribs or the sternum are broken in such a way that breathing moves air from one part of the lungs to another, rather than in and out. This will usually result in unconsciousness from low oxygen in fifteen minutes to an hour, but not death.

Heart

Damage to the heart may result in massive blood loss, heart failure, and death in short order. However, less severe injuries can result in bleeding into the pericardial sack. When this fills up with blood it will put pressure on the heart, making it more difficult to beat, lowering blood pressure. The patient will initially feel very tired, leading to increasing stages of shock shortly.

Intestines

Abdominal pain and peritonitis. Peritonitis is an inflammation of the tissue that lines the abdominal cavity. Starting a day or so after the injury, it will lead to severe abdominal pain and distention, fever, vomiting, thirst, and if left untreated death in a week or two. It is easily treatable. Injury to the duodenum leads to more severe symptoms (severe abdominal tenderness in the upper right quadrant, severe vomiting), rise of fever within hours, and may have hemodynamic instability with time. Note that evisceration isn't automatically fatal. In the absence of major hemorrhage, especially if the intestines aren't otherwise damaged, but that with poor medical care sepsis will probably be a killer.

Pelvis Fracture

Besides making it impossible to stand, it is likely to cut one of the major blood vessels leading into the legs. Pelvis

fractures are commonly associated with massive hemorrhage.

Pulmonary Parenchyma

Lacerations of the lungs may cause pneumothorax as well as bleeding into the lungs. Contusions (blunt damage) will cause swelling of interstitial tissues and bleeding into the small airways. In either case, the patient will have difficulty breathing and will probably be coughing blood or exhaling blood. If this is severe enough low oxygen may lead to unconsciousness and death.

Rib Fractures

The main symptom of rib fractures is that it hurts to breathe which will make exertion difficult. The amount it hurts depends on how many ribs are broken (a broken sternum is especially painful). Beyond this unless the patient has flail chest, hemothorax, the ribs have damaged the lung, or the ribs are displaced to such an extent that their motion damages surrounding tissue, the ribs will probably be held in place by the surrounding muscle and are largely ignorable.

Spleen or Liver

Abdominal pain in the upper left (spleen) or upper right (liver) quadrant, severe hemorrhage rapidly leading to increasing shock and death. The mortality rate without intervention is near 100% for splenic injuries and almost as high for blunt injuries of the liver.

Sepsis (inflammation or infection) is a major postoperative complication for liver injuries. Splenic rupture can also occur up to two weeks after the initial injury, as an initial clot dissolves, or the splenic capsule ruptures under pressure of an initially small hemorrhage.

Stomach Muscles

Damage to the stomach muscles will make it difficult or impossible to stand.

Sucking Wounds

A person inhales by moving a muscle called the diaphragm, creating a vacuum in the chest, which pulls air in through the mouth down into the lungs. However if there is a hole in the chest wall, air can enter through that hole instead, preventing air from entering the lungs. The patient will feel short of breath, air will visibly be being sucked in through the hole in the chest wall. The resulting low oxygen will usually result in unconsciousness in fifteen minutes to an hour, but is unlikely to be fatal on a short time scale.

Tension Pneumothorax

Sometimes, a hole in the chest wall acts as a one way valve, letting air in, but not out again. Sometimes the lung is punctured without the chest wall being punctured (from a broken rib, for instance). Alternatively if a wound that punctured both the chest wall and the lung is treated with a tight compress, air will still escape from the lung but not from the chest cavity. In these cases the increasing air pressure in the chest cavity will cause hyperinflation of the chest, preventing the patient from breathing. The patient will have rapid, shallow breathing. He will fall unconscious from low oxygen in fifteen minutes or so, and will probably suffocate if left untreated. Tension Hemothorax is a similar problem but in this case it results from blood filling up the chest cavity. The patient will probably be suffering from shock, as well as suffocation. This will usually result from multiple rib fractures damaging internal tissues. Frequently

seen together with tension pneumothorax.

Urinary Tract

Abdominal pain, back or flank pain, inability to void or blood in the urine. Some kidney injuries will result in massive hemorrhage, but others will not. In the long term, damage to the kidney may lead to renal failure (this can also be caused by shock and sepsis.) The course of renal failure can last weeks to months. This is fatal more than 50% of the time.

Head Injuries

Face

All sort of bones can be broken in the face; the face plate, sinuses, cheekbones, the orbits of the eye, and of course, the nose. There are a wide variety of possible symptoms, but severe facial injury usually results in progressive swelling, resulting in difficulty breathing, inhalation of blood, frequently eventually (1 hour) completely closing off the airways, resulting in suffocation. There may also be numbness or paralysis in some part of the face. Facial injuries can also lead to extreme hemorrhage and shock.

Jaw

A broken jaw is associated with numbness, bleeding from tooth sockets, fractured or missing teeth, inability to close the jaw properly (teeth don't come together right), pain on moving the jaw, and sometimes with bleeding from the ear. Fractures of the jaw also allow the tongue and other soft tissues to intrude into the airway, leading to suffocation.

Scalp

Scalp wounds bleed copiously, making it a major source of hemorrhage and

shock. They may also be incidental to damage to the skull.

Skull

Skull fractures in different places have rather different effects, but symptoms include one or more of the following; a mixture of blood and cerebrospinal fluid leaking from the ears, nose, or throat, blood in the whites of the eyes, loss of the sense of smell, loss of vision in one eye, a dilated, fixed pupil, a worsening in the patient's level of consciousness. These last symptoms are indicative of pressure on the brain, caused either by swelling of the brain or bleeding into the skull. Swelling of the brain can cause serious damage or possibly death on its own, but has the advantage that it is self-limiting (and in a modern setting, usually controllable with drugs). On the other hand, hemorrhage will almost always lead to continued degradation and death if left untreated.

The patient may have a headache localized at the injury. He may be lucid for a period after the injury, but this will rarely be a period of normalcy. He will usually feel drowsy, and may thereafter slip into a coma. The patient will lose one set of reflexes after another. He may gradually lose the use of one of his arms or legs, or become completely paralyzed on one side of the body. This will happen gradually as pressure increases starting with a slurring of speech and clumsiness. His breathing may become uneven, and some part or all of his body may begin shaking uncontrollably (seizure activity.)

The time course for these degradations can be hours or days and the condition can worsen dramatically in minutes.

Even the most minor head injury will result in the character being stunned for D4 rounds (all abilities halved).

Neck Injuries

There are a lot of important things passing through the neck, including the spinal cord, larynx and trachea, phrenic nerve, brachial plexus, carotid artery, jugular vein, cranial nerves, oesophagus and pharynx, thyroid gland, and stellate ganglion. Of course, many of these may be damaged simultaneously. Possible symptoms for damage to each of these are listed below. Not all will necessarily be present.

Brachial Plexus

Numbness and/or partial paralysis in an arm.

Carotid artery

Decreased level of consciousness, heavy bleeding (which may compress the trachea causing difficulty breathing), and hypovolemic shock.

Cranial nerves

Inability to shrug a shoulder or rotate chin to opposite shoulder, paralysis of the tongue, hoarseness, and difficulty in swallowing.

Jugular vein

Heavy bleeding, hypovolemic shock.

Larynx and trachea

Spitting blood, a sucking neck wound, hoarseness, difficulty breathing, high pitched, noisy respiration.

Oesophagus and pharynx (connects to your stomach)

Difficulty swallowing, bloody saliva, sucking neck wound.

Spinal cord

Partial or total paralysis.

Stellate ganglion

Dilated pupil.

Thyroid gland, phrenic nerve

No special short term effects. Also, damage to the muscles in the neck will mean that the patient is unable to hold his head upright.

Section 6: Experience Rules

Revised rewards Table

Using the current system would take a player a couple of years just to reach 7th level. It also has no rewards for good roleplaying and this is a roleplaying game. Likewise it doesn't offer points for completing a required task which may be crucial to the storyline. So, anyway here is what I consider a fairer reward system;

<u>Points</u>	<u>The Action</u>
50	Performing a Skill
50	Clever, but futile idea
200	Clever, successful idea
200	Quick thinking idea or action
400	Critical plan that saves the character's life, or a few comrades
+400	For each additional person that critical plan saves
400+	Endangering one's life to help others
2000+	Potential Self Sacrifice to help others
300+	Deductive reasoning or insight
150+	Good Judgment
500+	Playing in Character
200+	Daring or Heroic
100	Defeating a Minor Menace
500	Defeating a Major menace
2500	Defeating an Extreme Menace
500+	Completing module/mission objective
500+	Good roleplaying

Villain Experience Points Table

Not everyone wants to play a hero. Sometimes for a change of pace your players may want to be villains. Here is a table for them to use;

<u>Points</u>	<u>The Action</u>
50	Performing a Skill
50	Evil or Selfish but futile plan

Points	The Action
200+	Evil or Selfish successful idea
500+	Complicated and brilliant plan
200	Quick thinking idea or action
400	Critical plan that humiliates a hero or forces him to assist you
+400	For each additional hero that Critical plan involves
400+	Forcing a hero into endangering his own life to help others
2000+	Forcing a hero to sacrifice himself to save others
300+	Deductive reasoning or insight
150+	Good Judgment
500+	Playing in Character
200+	Daring or Malicious
100	Defeating a Minor Hero
500	Defeating a Major Hero
2500	Defeating an Extreme Hero
200+	Defeating or killing the above Hero in a spectacular way
500+	Completing module/mission objective
500+	Good roleplaying

Section 7: Range

Modifiers

Listed here are what bonuses and penalties apply when making a ranged attack.

Blind or total darkness

-10 to strike, parry, dodge, disarm, pull punch, and similar combat moves.

Called Shot

12 or better to hit.

Invisible Target

-6 to strike, parry, or dodge him.

Opponents with Extraordinary Hearing or other sensory enhancements are only -3 to strike, parry, and dodge against an invisible assailant. Opponents with heat or infrared sensors or vision suffer no penalties and see the character to counter and strike back. No WP with the weapon being used -6 to hit.

Partial Blindness

-5 on initiative, -3 to parry and dodge (loses automatic dodge if they had it), and all other combat rolls are reduced by half.

Ricochet Shot 15 or higher to hit.

Point Blank Range

3 mtrs or closer. Automatically hit if the target is immobile or otherwise prone. If not the shot needs 5 or better to hit.

Short Range

10-25% of maximum range. 5 or better to hit.

Medium Range

26-50% of maximum range. 8 or better to hit.

Long Range

51-100% of maximum range. 12 or better to hit.

Extended Range

Firing beyond a weapon's effective range is possible but incurs a -1 penalty to the shot for every 5mtrs beyond its maximum range.

Shooting Up

Weapons firing up have only one half their normal range, because the bullets are fighting gravity. All shots made from the ground are at -4 to hit penalty.

Shooting Down

Anyone firing down is at a natural advantage with weapons having double range.

Shooting Wild

Not aiming, shooting a rifle one handed, can't see target and when spraying a general area. -6 to hit.

Normal fog

-4 to hit anything beyond 10 metres.

Dense fog

-8 to hit anything beyond 3 metres.

Misc

Small Target	-2 to hit.
Tiny Target	-5 to hit.
Large Target	+2 to hit.

Giant Target	+5 to hit.
Target Dodging	-2 to hit.
Target running-1 to hit per 16kph.	
Target behind partial cover	-3 to hit.
Target behind dense cover	-6 to hit.
Black Powder +1 to hit with Arquebus, Matchlock or Wheel lock guns. +2 to hit with Flintlocks. +3 to hit with any guns equipped with Percussion Caps.	

Section 8: Sight and Audio Ranges

Presented here is a table with the maximum distance a person can see clearly. It is divided into how far away a person can see a jumbo jet, a car, a man and finally full details on an object. All ranges are in metres unless specified otherwise.

Visibility Conditions	Jumbo	Car	Man	Detail
Clear day	48kms	2700	1350	18
Cloudy or overcast	32kms	2160	1080	18
Mist or light rain	24kms	1800	900	9
Light fog, snow or heavy rain	12kms	450	450	9
Moderate fog, snow or torrential rain	4.8kms	225	90	9
Dense fog or blizzard	180	45	9	2.7
Twilight	16kms	900	450	9
Clear night with full moon	24kms	800	90	4.5
Clear night with half moon	16kms	720	67.5	4.5
Clear night with stars	8kms	540	45	2.7
Overcast night with full moon	3.2kms	450	31.5	2.7
Overcast night with half moon	1.6kms	360	22.5	1.8
Overcast night with no moon	900	450	13.5	1.8
Mist or light rain at night	900	450	9	.9
Light fog, snow or heavy rain at night	90	90	4.5	.9
Moderate fog, snow or torrential rain at night	36	18	2.7	.9
Dense fog or blizzard at night	1.8	1.8	.9	.9
Scrub, brush or bush	Reduce all ranges by half			
Light forest	Reduce all ranges by one fourth			
Jungle or dense forest	Reduce all ranges by one eighth			
Indoors	Visibility limited to line of sight			

Hearing Ranges

Presented here is a table with the maximum distance a person can hear clearly. It is divided into how far away a person can hear a sound, distinguish what that sound is and an example of that sound.

Decibel	Hear sound	Distinguish sound	Example
0	1 centimetre	Lowest threshold of hearing	
10	3 centimetres		Light whisper
20	7 centimetres	1 centimetre	Normal whisper
30	15 centimetres	3 centimetres	Murmuring in office
40	30 centimetres	7 centimetres	Subdued conversation
50	60 centimetres	15 centimetres	Average office
60	2.5 metres	30 centimetres	Average conversation
70	10 metres	60 centimetres	Busy street
80	19 metres	2.5 metres	Acoustic guitar
90	77 metres	10 metres	Heavy traffic
100	308 metres	19 metres	Subway/train
110	615 metres	77 metres	Power tools
120	2458 metres	308 metres	Thunder, rock band on stage
130	5 kms	615 metres	Airport

Decibel	Hear sound	Distinguish sound	Example
140	10 kms	2458 metres	Sonic boom
150	20 kms	5 kms	Permanent damage to hearing begins here
160	40 kms	10 kms	Jet engine
180	80 kms	20 kms	Rocket engine
220	160 kms	40 kms	Cannon

Section 9: Secret Identities

Watch any of the countless detective shows on television like CSI or Law and Order. It is not difficult to find someone in the information age. So how hard is it for a hero to maintain his secret identity?

Can someone get a picture of the heroes? Masks are probably not going to be very effective, and don't disguise height, build, or race. Add descriptions of prominent facial features, hair colour, voice and you've enough for a profile. Run it on TV and the heroes won't want to go outside. Maybe they search driver's license registrations too.

Also, one would assume the heroes need specialized services or goods. Gunfight between heroes and villains? The cops will start checking emergency rooms and clinics. Your costume got shot up? There has to be some place you'd get it fixed or replaced.

Even worse if the law gets a hold of any identity information: address, phone number, name. Now they can find your credit information, credit card purchases, phone calls, etc.

Then, there's simple detective work. Plot where the Crusader has been spotted. Maybe he lives somewhere in that area?

Along more homeland security lines: recently they've tested software that matches face-shots from security cameras (ubiquitous nowadays) with mug-shots of known criminals. In fact if you were to be completely realistic, I suspect your players would give up in frustration. So just choose some clever methods, allow the players

to foil a few, and hand wave the rest away.

There aren't cameras everywhere but probably more than you think. Traffic lights, ATMs, stores, some apartment buildings. Then there are the ones that will be mounted on police helicopters, dashboards of patrol cars, etc. If you're really determined, you'll start plotting his activities and lying in wait where he's likely to be.

You can pretty much count on eventually figuring out someone's skin colour and maybe eye colour. Once you've got that, if he has a driver's license, all you need is time. And forensics will tell you a lot. Blood and even sweat reveals a lot of information. It won't necessarily point you to the suspect, but it will let you identify him for sure once you have him. Triangulation is also your enemy.

It would take between probably one and six months to figure out where a superhero is based if he hangs out mostly in one area. Basically, short of some really weird cases (like being physically transformed such as with a Mystically Bestowed character) it's just about impossible to maintain a dual identity in the modern world.

That said, here are a few dodges you might take:

- Sympathetic Officials: If the Mayor, the Chief of Police, or some other major figure is secretly on the heroes' side, he can deflect some of the trouble they would get in. Files are "misplaced." DNA results are "inconclusive." The heroes have some measure of protection as long as they don't mess up too bad.

- Mission Impossible: Maybe the Paranormal Enforcement Bureau, or whatever isn't totally committed to shutting down supers. Maybe super terrorism and super crime is so epidemic that they (at least under the table) are recruiting them to act as deniable assets.

- Untraceable: This one's pretty hard, but if your group has the means to wreck detection methods they'll have some breathing room. You'd need someone who can disrupt electronics to knock out the surveillance cameras, someone who can "cloud men's minds" or some such to make sure any eye witnesses are unreliable, and some way to acquire medical care, fresh spandex, and whatever equipment they need under the table (which means they'll all be criminals).

Does it really matter what Captain Liberty thinks about the Red Demon if police refuse to investigate him, grand juries refuse to indict him, and judges will throw out cases against him on the slightest technicality?

Don't forget if the heroes create enough commotion, the press is going to get involved. Press helicopters following the heroes along on their attempt to escape make it even harder.

If they make the description public, then someone is going to call the police on their cell phone when they see him, or someone like him, in costume or out. Just another thing making the police's job easier. Somebody might even try to make a citizen's arrest creating a whole new dilemma for the hero.

You might take the tack of *The Fugitive*: one elite group whose mission is to track

down the supers. But they're a small group and there are numerous supers to hone in on, which means they have to carefully allocate their time and resources. So you ask yourself: are they going to go after the villains or the vigilantes first? Also, the government is going to want these supers as friendlies since there's this war of terrorism thing going on.

Or you might take the direction that the government is after these metas (because they can't control them), but there's another group of non metas who provide smoke and mirror cover for the good supers. They like having vigilantes out there to clean up the streets, etc. Maybe the metas know about this support group ... maybe they don't.

A lot of supers also have super genius friends (or members). That means that, whatever technology one might use to film and identify supers can be thwarted. White noise generators that are powerful enough to affect cameras, ad nauseum. Maybe there's even one super intelligent hero who's made it his hobby to hide superheroes from information technology.

And finally, let the people who are playing the supers figure out how they're going to evade the law. If the law is a factor you're going to put into the game, then your players will need to know that up front and figure out how to deal with it. Just keep in mind: if you make the law too big brotherish (too large, too technological, too powerful) then you'll be in danger of sucking the life out of the hero side of the game.

Also, don't do dumb stuff. Your civilian identity should not be the person most

identified with the hero. You should have people who can legitimately cover for you and you should have good excuses ready. Your Hero Identity should work in specific areas other than where he lives or specifically work to spread the busts out to avoid making a pattern. Only don the mask when needed, and do detective work in disguise, never in costume or in your mundane identity. Break into the police communication system.

Have a movement superpower that will allow you to elude helicopters and a dozen police cars at a time. Have a way to get to a home base that is not traceable. Take advantage of the unreliability of witnesses. Use decoys, simple disguises, and move quickly, quickly, quickly. Mouths are pretty distinctive, so either cover your mouth or wear lipstick.

There are certain things to keep in mind when dealing with Law enforcement; The first is jurisdiction. City officials have far less resources than the average Federal agency. State agencies have a lot of resources, but even those have limits. Federal agents have access to a vast array of resources (though there are hierarchies in their departments) but there are priorities and pecking orders within each of these agencies. Are they just 'low level' FBI agents, X-files level or ultra secret director elite level?

The second is political. This is always a very complex thing, and can make the campaign interesting; indeed there could be a whole web here the characters do not even know about. For example; what is the ultimate motivation/ attitude of the local DA vs. Superheroes? What about the mayor? Are these separately elected

positions? What about the governor? What about the President?

The third is practical. Noting the above two questions (which basically entails that if you're serious about this on a complicated level you should populate the city, state and local federal officials and their various attitudes)...what do the characters do? How many supers are there?

If there are at least a hundred masked crime fighters in every major city, the government simply won't have time to track them all down properly. It will focus on the flashy ones, the ones that cause the most property damage, and the ones that are the most likely to get them prestige in the news media (in that order). Flashy being easy to find (less work), property damage causing the most complaints, and prestige in the media equals more budget for their department.

If the hero's don't hang around and give interviews but disappear into the night, descriptions will be *very* bad ("He was 12 feet tall, sir!"). People get it wrong all the time. They might even finger the wrong dude ("The Crimson Avenger saved me!" when really it was the "Red Devil"). If a known, registered, trusted hero vouches for you, the authorities back off.

Section 10: Advantages

An advantage is a physical, social, intellectual, or other enhancement to a character. In contrast, a disadvantage is an adverse effect. Advantages are also known as virtues, merits or edges and disadvantages as flaws or hindrances, or by the abbreviation "disads". Players take disadvantages for their characters in order to balance their advantages or other "positive" statistics. Disadvantages also add flavour to a character that can't be obtained solely by a list of positive traits. Advantages and disadvantages often have a thematic element to them. They often provide a direct relationship between how someone wants to role-play their character and a tangible "in-game" enhancement to skill or ability rolls.

Acceleration Tolerance

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.

Age Well

The character has a very youthful complexion, retaining the smooth looks and robust body of someone in the prime of their life. People often assume the character to be younger than they actually are, and the character's CHA does not diminish with age. Costs 5 points.

Alcohol Tolerance

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. Costs 5 points each time bought.

Ally

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 that 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.

Ally, Unwilling

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). Because Unwilling Allies are less reliable and probably hate your guts they are cheaper than regular Allies of the same power. An Unwilling Ally is half the cost of a normal one to create.

Costs 5 points to buy the Ally + however much else to buy his abilities, powers, magic, etc but at half cost. Just like creating a player character.

Alternate ID

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. Costs 5 points per new ID bought.

Approachable

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. Costs 5 points to buy this.

Bland

This is a combination of a physical and psychological benefit. The character knows how to blend in any environment or circumstance. As long as he is dressed

to blend and is doing nothing out of the ordinary no one will notice him. And even once noticed people will only be able to describe you as "average looking, about normal height, no distinguishing features..." Costs 5 points to buy this.

Contact, Corporate

Executives, secretaries even temps can provide information on the corporation they work for and sometimes other organizations. Costs 5 points for temp or typist with limited knowledge, 10 points for an important secretary or accountant and 15 points for an executive.

Contact, Law Enforcement

This includes anyone connected with law enforcement and criminal investigation such as patrolmen, detectives, forensics specialists, coroners, and federal agents and even superhero organizations. Costs 5 points for a cop or clerk, 10 points for a detective, coroner or federal agent and 15 points for a senior administrator, captain or well known superhero.

Contact, Military

This includes anyone from enlisted grunts up to the Joint Chiefs of Staff. Military contacts can provide information on troop movements and assignments, missions and goals, details on secret weaponry and contractors, or Pentagon level strategy. Cost depends on the rank (and thus amount of access) of the character: 1 point for a buck private or new recruit (effective skill 12), 2 points for an NCO (effective skill 15), 3 points for officers anywhere up to major (effective skill 18) or 4 points for a general or member of the Joint Chiefs (effective skill 21). Costs 5 points for a non officer, 10 points for an officer

below general and 15 points for a joint chief or someone of similar knowledge.

Contact, Other

This includes journalists, lawyers, special interest groups, religious organizations, gun shop owners, hospitals, a supplier, etc. Costs 5 points for someone low level, 10 points for someone with middle level knowledge and 15 points for a senior administrator or someone well connected.

Contact, Street

These are minor criminals, derelicts, shoeshine boys, street entertainers, fences and other streetwise NPCs who provide information on illicit activities, local criminal gossip, upcoming crimes and so forth. Costs 5 points for contacts who are not part of the local criminal organization or 10 points for contacts who are.

Cultural Adaptability

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 INT roll to understand what's going on and respond correctly. Costs 5 points to buy this.

Double Jointed

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). Costs 5 points to buy this.

Eidetic Memory

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. Costs 5 points to buy this.

Endure Cold

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. Costs 5 points to buy this.

Endure Heat

The character is able to withstand extremes of heat, 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. Costs 5 points to buy this.

Endure Hunger and Thirst

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. Costs 5 points to buy this.

Faith

The character possesses a deep-abiding faith in some concept or notion, which they believe is greater than themselves. This concept needn't be religious in nature: the character could have faith in the law or science, faith in the non-existence of God, faith in another person or group. The character is able to use this conviction to their advantage; it preserves their psychological stability and brings them peace of mind. +1 on any Will and Sanity saves. Costs 5 points to buy this.

Famous

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%.

Fast Healer

The character's body heals quicker than most people, cutting the recuperative times of injury and illnesses in half. The character is still susceptible to infection, however, and all other effects of wounds. Costs 5 points to buy this.

Fast Learner

The character catches on quicker than many. Skills cost one point less. Costs 5 points to buy this.

Favour

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.

Hard to read body language

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. Costs 5 points to buy this.

Inherent Skill

The character is unusually adept at one skill. He may buy it at half cost and gains +1 on all rolls with it. Costs 5 points per skill.

Intimidate

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. Costs 5 points to buy this.

Lightning Calculator

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 computer. +1 on any maths rolls. Costs 5 points to buy this.

Lightsleeper

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. Costs 5 points to buy this.

Minor 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. Costs 5 points to buy this.

Pain Tolerance

The character is incredibly resistant to the sensation(s) of pain. For some this is a nervous disorder, for others its the

result of many years of body modification or self-denial. +1 to any saves vs. pain or torture. Costs 5 points to buy this.

Patron

A patron is a NPC that is created by the player but ultimately controlled by the GM. A patron is usually a individual or organization that employs, teaches, grants favours or helps the player in his adventures. A patron can be a friend, mentor, advisor, or employer. e.g.. a crime lord who freelances thieves or assassins, a crime fighter or politician who feeds information to a news reporter, or an intelligence organization who provide resources to a secret operative.

Costs 5 points for a patron who is of minor help, 10 points for major help and 15 points for extremely helpful.

Patron, Secret

This is similar to the standard Patron Advantage but the character doesn't know the identity of the individual or organization that has taken him under his wing. This means there's no way to directly call upon the Patron for help. If the character broadcasts his predicament in such a way that the GM judges the Patron gets the message the Patron may (or may not) take action. Cynics might not fully accept that they've got a Secret Patron. The only evidence might at first be minor incidents or lucky breaks. All the while however the Secret Patron is watching over the individual protecting him to some degree while also possibly testing him and grooming him for greater things. He might gain information, equipment, even direct aid but only when it suits the Secret Patron, and almost certainly in an untraceable way.

In many cases the Secret Patron is a corporation or other large/powerful organization. Such groups don't give gifts, they make investments and will expect to get some return. The character could be manipulated, bribed or otherwise coerced into carrying out a task for the Patron. It could just as easily manifest itself more subtly: the person is used as an unwitting pawn by the organization.

Costs 5 points for a minor patron, 10 points for a major patron and 15 points for an extremely powerful patron.

Resist Illness

The character has an extremely robust immune system and rarely becomes ill, taking only half the effects and time to recover. Costs 5 points.

Temperature Tolerance

This character can function normally at a wider range of temperatures than a normal human. For game purposes the character can withstand an additional 1C of temperature per 5 CON. Costs 5 points.

Wealth

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.

How Contacts work

A Contact is an NPC like an Ally or a Patron. However the Contact only provides information. A Contact may be anything from a wino in the right gutter to the chief of state of a country depending on the character's

background. The Contact has access to information and he already knows the character and is likely to react favourably.

Of course offering a price in cash or favours is never a bad idea. The Contact is always played and controlled by the GM and any price he asks will be set by the GM. The GM may assume that a Contact is in general well disposed toward the player. However the Contact is not an Ally or Patron and is no more likely to give special help than any other generally friendly NPC.

A Contact doesn't have to be created when the PC is first developed. Contacts may be added later. When appropriate the GM can turn an existing NPC into a Contact for one or more players possibly in lieu of character points for the adventure in which the Contact was developed and encountered.

During the adventure, if a PC wants to talk with his Contact the GM determines the availability of that Contact. If the Contact is available then the GM determines the Contact's effective skill for each general piece of information the player requests. No Contact may be reached more than once per day even if several players share the same Contact. If the character has several questions to ask he should have them all in mind when he first reaches his Contact. A Contact can never supply information outside his particular area of knowledge. Use common sense. Likewise the GM must not allow a Contact to give information that short circuits the adventure or part of it. Contacts are not guaranteed to know anything useful and are not guaranteed to be truthful.

Section 11: **Disadvantages**

Disadvantages may be taken to gain points which may then be used to spend on the character. Difficult disadvantages are worth 5 points, Severe are worth 10, and Extreme are worth 15.

Absent Minded

The character has difficulty paying attention to anything not of immediate interest. An absent-minded person suffers a penalty on any INT roll except those for a task he is currently interested in and concentrating upon. If no engaging task or topic presents itself, his attention will drift to more interesting matters in five minutes; he will ignore his immediate surroundings until something catches his attention and brings him back.

Once adrift in his own thoughts, an absent-minded character must roll against INT minus penalty in order to notice any event short of personal physical injury. The absent-minded person may attempt to rivet his attention on a boring topic through sheer strength of will. To do so he must make a WIS minus penalty roll once every five minutes. Absent-minded individuals also tend to forget trivial tasks (like paying the bills) and items (like car keys or reloading a weapon before a mission). Gain +1 point for each -1 penalty to the listed rolls.

Addiction

The character is addicted to a drug or alcohol which he must use daily or suffer the penalties of withdrawal (see below). Gain +10 points for how many times a day the character needs his fix.

An incapacitating or stimulating drug will render its user unconscious (or uselessly drowsy) for about two hours. A hallucinogenic drug renders its users useless for work or combat, though they may be active and talkative. Some drugs (e.g., tobacco) have none of these effects and some drugs have unique effects, side effects are also possible.

Sometimes voluntarily or otherwise an addict may be deprived of his addiction. This may happen if he is imprisoned if he travels to a place where his drug is not available or just because he can't afford it. Withdrawal is a painful process requiring two weeks (14 days) of successful Willpower rolls (the GM may vary this time as he thinks appropriate for a particular drug).

Amnesia

The character has lost his memory. He can't remember any of his past life including his name. There are two levels to this disadvantage: Partial and Total. If Partial Amnesia the player can see the character sheet but the GM may reserve up to half his creation points for use as he sees fit for disadvantages. Other than these secret disadvantages the character knows that he can do certain things and use certain skills, but have no idea where he learned how to do them. He is likely to have enemies and possibly friends that he can't remember. Gain +10 points for Partial Amnesia.

Total Amnesia is much more serious. Physical skills are unaffected, but the GM makes all rolls for the character (because he has no idea what he can do until he tries it). He has no idea what advantages, disadvantages and skills he has. If a player designs a character with this disadvantage, the only things he can

choose are those things that can be seen in a mirror. The GM assigns everything else (and holds the original character sheet until memory returns). If he is playing a character with Total Amnesia the GM knows what his quirks and mental disadvantages are and the player doesn't. So from time to time he will overrule the player's statements about what the character is doing. For instance the player won't know he has the Berserk disadvantage until he goes berserk. Gain +20 points for Total Amnesia.

This disadvantage can only be bought off if there is some rationale for the victim recovering his memory. Meeting an old friend, reliving some fateful event, or the ever-popular blow-to-the-head are all reasonable. In most cases, the cure will be related to the cause of the memory loss. Particularly twisted GMs might enjoy considering people with Total Amnesia to have been brainwashed. One of the character's hidden disadvantages will probably be an Enemy with sufficient resources to have brainwashed him in the first place.

Attribute Maximum

The specified attribute can never rise beyond a certain level. Gain +5 points if max is 12, +10 points if max is 9 and +20 points if max is 6.

Bad Back

The character has suffered an accident that has somehow hurt his spine. Every time the character needs to make a STR roll, he must roll against his CON. On a failed roll he is in agony for the next D4 rounds. If he was trying to lift something he fails. Gain +10 points.

Bad Karma

Improbable and unlucky things happen to this character. The GM should require a roll when the character is winning easily in a fight, depending on a sure thing, succeeding easily, taking a simple task for granted, and so forth. Gain +5 points; slip during a fight, equipment malfunctions, lose a vital clue, a complete stranger picks a fight, etc. Gain +10 points; bystanders block his way or interfere, a stray shot hits a different target, the weapon's ammo clip falls out, etc. Gain +20 points; stunned by debris, another enemy shows up, downed enemy wakes up, airlock opens accidentally, the plane runs out of fuel, all the ammunition are duds, etc.

Bad Odour

The player exudes an appalling odour that cannot be removed. It causes a -2 reaction from most people and animals. The smell may be masked with heavy colognes or perfumes, but the overpowering amount that must be used still causes the negative reaction modifier with most humans. Pests or carrion-eating scavengers may also be unusually attracted to him. Gain +5 points.

Berserker

This character is not in full control of his emotions. In any stressful situation he must make a Willpower roll. A failed roll means he loses his temper and must insult, attack or otherwise act against the cause of the stress. Gain +5 points for this.

Or for +10 points you can take Berserker. In this case the Willpower roll is made with a -5 penalty and upon failure must make frenzied attacks against whoever or whatever he sees as the cause of the trouble. Gain +20 points

if take Berserker with a -10 Willpower roll penalty.

If the player has a gun he will fire as many shots as he can every turn until his gun is empty. He will not reload and when his gun is empty, he will attack with his hands or another weapon. He may never aim and may not use any combat roll bonuses. While berserk, he cannot be stunned, and injuries cause no penalty to his MR or ThacO. All rolls to remain conscious or alive are made at a +4 bonus. If he doesn't fail any rolls he remains alive and madly attacking until knocked out or killed. Any friend attempting to restrain the berserker will be treated as a foe.

Blind

The player cannot see at all. Many actions and abilities too many to list are impossible to the blind, and is at -10 on any combat or skill roll. However skills like Blindfighting are still possible. GMs should use common sense. Gain +20 points.

Cant Learn

A character with this disadvantage cannot improve his INT or WIS by spending points, nor can he ever improve his skills. He is stuck with whatever abilities he started out with. Gain +20 points for this.

Chronic Pain

The character has an injury, disorder, or illness that leaves him in severe pain on a regular basis or perhaps even constantly. Examples include arthritis, bone cancer, migraines, and pieces of shrapnel embedded in the body. The timing of this attack is up to the GM but it usually occurs during waking hours, he might wake up with it, or it might be

set off by stress (fatigue, exertion, etc.) during the day. While in pain reduce DEX and INT by the amount bought. Reduce self control rolls to resist disadvantages such as Bad Temper and Berserk by the same amount, someone in pain is more likely to lose his cool. If the GM rules that the attack occurs while trying to sleep the character suffer penalties for sleep deprivation instead. Chronic Pain attacks endure for a fixed interval, after which you may attempt a HT roll to recover.

If you succeed, you have dealt with your pain . . . today. If you fail, the attack continues for another interval, after which you may attempt another HT roll. Gain +5 points per amount of times a day it happens. Gain an additional +5 points per -2 penalty incurred during the period of pain.

Clumsy

The character must make a DEX roll to get through the day without tripping, dropping books or knocking over shelves filled with fragile items. Its not life threatening but is very inconvenient and often expensive. The GM should be creative in inventing minor torments. Maximum DEX is 15. Gain +10 points. For +20 points the character suffers a -5 penalty on all DEX, ThacO and AC rolls. Critical hits are still possible but rare.

Compulsive Liar

This character lies constantly for no reason other than the joy of telling the tale. A compulsive liar delights in inventing stories about his deeds, lineage, wealth whatever might impress his audience. Even when exposed as a liar, he will cling tenaciously to his stories, calling his accuser a liar and a

scoundrel. In order to tell the pure, unvarnished truth a compulsive liar must roll against Willpower -5. Gain +5 points.

Coward

Any time the character is called on to risk physical danger he must roll against his Willpower. If he fails the roll he will refuse to endanger himself unless he is threatened with greater danger. Otherwise he will try to flee the scene. Gain +5 points, +10 points if -5 penalty and +20 points if -10 penalty.

Cyber Incompatible

The player's immune system resists any bionic or cybernetic implant, his body automatically rejects such things as foreign. This includes chip sockets, interface jacks, etc. If he loses any part of his body it must be replaced with a strap on prosthesis or a vat grown clone. This Disadvantage is only available in settings where cybernetics are a common part of everyday life. Gain +5 points.

Deaf

The character cant hear anything. Any information he receives must be communicated in writing (if he is literate) or through sign language. Gain +10 points.

Deep Sleeper

This character could sleep through an earthquake followed by an explosion and takes twice as long to come fully awake. Gain +5 points.

Delusions

The character believes something (or several things) that are simply not true. This may cause others to consider him insane. They may be right. If he suffers from a delusion, the player must roleplay

his deflationary belief at all times. Gain +5 points if its a trivial delusion that does not affect everyday behaviour, and is not likely to be noticed by a casual acquaintance. Gain +10 points if it affects his behaviour and is likely to be noticed quickly by anyone around him but it does not keep him from functioning more or less normally. Gain +20 points if it affects his behaviour so much that it may keep him from functioning in the everyday world. Others will react to at -5 though they are more likely to fear or pity him than to attack.

Dependence

The character requires some special substance to survive. Without it he will weaken and die. The value of a Dependency depends on how common the substance is: gain +5 points if it is common and available anywhere. Gain +10 points if it is uncommon and not easy to find. Gain +20 points if it is rare and difficult to get.

Distinctive Features

Distinctive Features could be such things as bright red hair, a facial scar, unusual height (large or small), a peculiar walk, a strange voice, an unusual odour, extra arms, green skin, being a mutant, and the like. Gain +5 points if its concealable, +10 points if its concealable with makeup or disguise and +20 points if its completely unconcealable.

Easy to read body language

The character's body language, face or stance betrays his true intentions. All uses of detecting lies, psychology and empathy against him as well as non-combat uses of body language are made at +5 by anyone who can see him. He is also at -5 on all attempts to bluff, either

while gambling or attempting intimidation. Needless to say, this disadvantage would be crippling for a spy or con man. Gain +5 points.

Easily Intoxicated

This character becomes intoxicated twice as fast as normal. Gain +5 points.

Epilepsy

This character is subject to seizures, during which his limbs tremble uncontrollably and cannot speak or think clearly. Whenever he is in a very stressful situation (especially if your life or the life of a friend is threatened) he must under his Willpower. A failed roll will bring on a seizure lasting for D4 minutes. Needless to say he can do nothing while the seizure goes on. Gain +10 points.

Evil Twin

An Evil Twin is someone who looks like the character, sounds like him and occasionally uses a name similar to his but who acts completely the opposite. The evil twin may even be the character's identical twin brother. Naturally the character will get blamed for anything his twin does but the twin's reputation will also be affected by anything the character does. Gain +5 points if the twin is a minor thug, +10 points if a moderately well know villain and +20 points if an infamous terrorist or world conqueror.

Fear of success

The character will sabotage himself at a critical moment. Gain +5 points if incur a -3 penalty in combat and skill rolls, +10 points if -6 penalty and +20 points if -9 penalty.

Flashbacks

In a stressful situation the character may experience a flashback. These are vivid hallucinations, full participation replays of memories, or any other similar phenomena. The player may choose at the time of character creation what type of flashback will be experienced but the content of each episode is up to the GM. Gain +5 points if the flashback lasts 10 seconds, +10 points if it lasts 1 minute and +20 points if 5 minutes.

Fragile

This is a rare disorder which causes bones to break easily. Gain +10 points if bones fracture more often than normal, have a slight spinal curvature, loose joints and poor muscle tone. Gain +20 points if bones fracture easily, have bone deformity, severe respiratory problems, spinal curvature, loose joints and poor muscle tone in arms and legs.

Frightens Animals

Animals of all kinds have an innate dislike of this character. He will find it extremely difficult if not outright impossible to befriend any animal with horses rolling their eyes in terror and throwing their riders, dogs snarling or whimpering and shying away if possible (or attacking savagely if not), and his mere scent enough to panic most creatures. It also makes it almost impossible for the character to train an animal to do anything. It has no effect on sentient or unintelligent creatures. Gain +5 points in a modern or high-tech campaign, but is worth +10 in a low tech world where animals are more commonly encountered and riding beasts are the primary form of overland travel.

G-Intolerance

This disadvantage is the reverse of Acceleration Tolerance. It gives a -1 on any roll to avoid the effects of acceleration and G forces. Gain +5 points per -1 taken.

Guilt

The character is consumed with feelings of guilt over some past misdeed for which they feel responsible. These feelings cause problems for the character and may cause them to desire punishment. At 5 points the character has vague feelings of guilt, and worries about everything from the ozone layer to what baby Jesus thinks of them. At 10 points he feels personally responsible for those who play a significant role in his life.

If anything bad happens to someone like this, he will be wracked by anxiety and guilt – even if there was nothing he could have done to avert the disaster. At 20 points the character either has committed or believes they have committed some reprehensible act in their past which they are unable to let go of (this may be tied in with a character's dark secret). Guilt can be the root of many other disadvantages, such as Depression, Drug addiction or even Death wish.

Hemophiliac

Even a small wound unless well bandaged will not heal and the character may bleed to death. Any untreated wound will bleed at a rate equal to its original damage every minute. A hemophiliac may not have a basic CON over 12. First Aid will be satisfactory to treat most wounds. However any impaling wound to the torso will cause slow internal bleeding and will continue

to do damage equal to its original damage once per day until properly treated. Only a surgeon or magical/psychic healing can cure this injury, if proper treatment is not available he dies. Gain +20 points.

Homicidal

This is an overwhelming urge to commit murder. Killing in self defence does not count, the character has to stalk and attack somebody (this can be mitigated slightly by killing enemies and potential threats instead of any innocents, like in the TV show Dexter). The murder has to be committed in cold blood and the victim must be within eyesight of the killer, preferably but not necessarily at arm's length (bombs are too impersonal, although using a sniper rifle wouldn't be).

Upon committing the crime the addict feels a surge of almost sexual pleasure as the fleeting spirit of his victim momentarily touches him. The sufferer can never hope to live a normal life; at best he must lead a double life to satisfy his cravings. Generally the character will spare anybody toward whom he feels a sense of duty but if left with no other available victims he must make a Willpower roll at -1 per day (cumulative) to avoid giving in to his murderous urge. Gain +20 points.

Hunchback

This spinal deformity is not crippling but it is restrictive. The hunchback cannot hide his deformity and will be noticeable in a crowd, he is also likely to be considered physically unappealing. A person with this disadvantage must pay double for the CHA attribute and cannot take better than 12. He can wear normal clothing or armour but it will fit badly

unless he has specially made garb. Gain +10 points.

Hunted

A character with this Disadvantage is pursued by some person or group. The Hunter may show up during adventures and attempt to do something to the character. This can range from monitoring his activities, interrogating him, arresting him, or even trying to kill him. The GM must approve all Hunteds and write them up himself. The player (with the GM's help) should figure out why his character's being Hunted by that particular individual or group.

The Hunters may be involved with the character's background or some part of his early (nonplayed) career. Gain +5 points if the character is followed by a reporter, private investigator, police, mafia, etc who turn up once per adventure at most. Gain +10 points if actively pursued for questioning and knowledge turning up 2-4 times per adventure. Gain +20 points if they want the character captured or killed and will not leave the character alone.

Insomniac

The character has difficulty sleeping or is plagued by constant nightmares. He must make a successful Willpower roll each night in order to fall asleep. Failing this he is constantly tired, reduce CON by half, also actions which require endurance and prolonged concentration suffer a -3 penalty. Gain +10 points.

Kleptomania

The character compulsively steals things. He may not realize what he has done until the shop alarms go off. Gain +5 points.

Lame

The character has one bad leg with his MR, AC and any Dodge being reduced by 3. Gain +5 points.

Low Pain Threshold

You have no tolerance for pain, none whatsoever. Double the effects of shock and are always at -5 to save vs trauma. Any injury will also cause him to cry out and possibly give away his presence. Gain +10 points.

Manic Depressive

This character's moods see-saw, bouncing back and forth between bubbling enthusiasm and morose withdrawal. At the beginning of each play session, roll a D6. On a 1-3 he is extremely upbeat; a 4-6 indicates depression. Every five hours of game time thereafter roll another D6; a 1-3 indicates that he begins a mood swing.

Over the next hour he will shift from his current phase into its opposite. In the character's happy phase he suffers from overconfidence, will be sickeningly friendly, outgoing and excited about whatever it is anyone's doing. In the depressive phase the overconfidence is replaced with apathy and gloominess. He will not be interested in doing anything other than lying in bed, sitting in a dark room and moping or other equally exciting pastimes. Gain +5 points.

Migraine

The character is plagued by severe headaches that hamper his life. They can happen as often as once a day, and while they last your abilities are reduced and you are not a fun person to be with. Once a day roll against the Migraine's frequency of appearance number, if roll below the number he suffers a migraine

attack. DEX and INT are reduced by D6; Will rolls to resist Berserk and similar disadvantages are reduced by the same amount, someone in pain is more likely to lose his cool. Gain +5 points if the Migraine lasts one minute, +10 points if lasts 5 minutes and +20 points if lasts 10 minutes.

Missing Digit

You are missing a finger or thumb. The loss of a finger decreases DEX in that hand by -1 point and is worth +5 points, the loss of a thumb decreases it by -5 and is worth +10 points.

Mistaken Identity

The character looks similar to someone else and is often mistaken for him. His "double's" allies will approach him and tell him things he doesn't wish to know. His enemies will be after him too, and his acquaintances will treat him in strange and irritating ways. Note that if the other person is aware of this resemblance and maliciously uses this fact to take advantage of him then he has an Evil Twin instead. Gain +5 points.

Motion Sickness

This character is miserable whenever you in a moving vehicle whether an automobile, train, airplane, balloon, ship or spacecraft. A character with Motion Sickness must roll vs. Willpower as soon as the vehicle's speed exceeds 20 kph. He vomits on a failure and is incapacitated for the rest of the journey; all die rolls are at -5. On a successful roll, he is merely miserably queasy and suffers a -2 penalty to DEX and INT. Gain +5 points.

Multiple Personalities

The player has two or more distinct personalities, each with its own set of

behaviour patterns. They may interpret their memories differently and even use different names.

For each personality;

- 1) Roll stats for INT and WIS.
- 2) Select or roll an alignment and disposition.
- 3) Select skills. They may be totally different from each other or there may be overlap.
- 4) Select any mental based advantages and disadvantages.
- 5) Select any powers or spheres of magic. These may be available to all personalities or all separate.
- 6) All the personalities have the same physical traits and may share some skills.

The dominant personality is the one who is usually in control, he is the main force behind the character and the one who has decided to become who he is.

Another personality takes over under the following circumstances; extreme stress, trauma, being knocked out (but not falling asleep naturally), or a near death experience. In any of these instances a Willpower roll must be made. If he fails the roll then randomly determine which personality takes over. Gain +5 points per personality.

Mute

The character cannot speak. All his communications with others must be in writing or via sign language. Gain +5 points.

Night Blindness

This is the inability to see well in the dark causing a disadvantage in a fight in dim lighting. Double all combat penalties for poor lighting. He may not possess Night Vision or any ability to see in the dark. Gain +5 points.

Nightmares

Each night brings a torment of horrible nightmares. These dreams come in the character's sleep, and they haunt him while he's awake. Sometimes they're so harrowing they actually affect efficiency during waking hours. A character with this disadvantage must make a roll vs. Willpower every morning upon awakening.

If this roll is failed he is at -1 to all skill and perception rolls for the rest of the day. Some of the nightmares are so vivid they're indistinguishable from reality, this means that the GM can actually roleplay a nightmare. The nightmare starts out like a normal scenario and steadily becomes more horrible. The character should only gradually come to suspect he's dreaming. Such dreams can have a dramatic effect on the victim's waking activities such as phobias or compulsive behaviours. Gain +5 points.

No Arms

The character has no arms and cannot make repairs, pick locks, tie knots, wield weapons, etc. It may be possible to learn to do some of these tasks with his toes. Artificial or bionic arms will negate this disadvantage. Gain +20 points.

No Legs

The character was born legless or has lost them in an accident or through battle. He cannot kick, cannot be struck in the legs in combat, cannot not wear leg armour, will be a lot shorter than most and will be reliant on his arms for movement. Artificial or bionic legs will negate this disadvantage. Gain +20 points.

One Eye

The player has only one good eye; he may wear a glass eye or cover the missing eye with a patch. He suffers a -1 Thaco penalty on combat and on anything involving hand-eye coordination, and a -3 on anything involving missile weapons, thrown objects, or driving any vehicle faster than a horse and buggy. He also cannot see anything on the side he is blind and is prone to a sneak attack. Gain +5 points.

Paranoia

The character is out of touch with reality, thinking that everyone is plotting against him. He will never trust anyone except old friends, and you keep an eye on them too, just in case. Gain +5 points.

Phobia

A phobia is a fear of a specific item, creature, or circumstance. Many fears are reasonable but a phobia is an unreasonable, unreasoning, morbid fear. The more common an object or situation the greater the point value of a phobia against it. It is possible for a person to control a phobia by a successful Willpower roll at -5, however the fear will persist. If he successfully controls a mild phobia he will be at -2 INT and -2 DEX while the cause of the fear persists. On a failed roll he will react badly and must roll on the fright table.

If a phobia victim is threatened with the feared object he must immediately make a Willpower roll at -10. A rare phobia (eg. a left handed carpenter) is worth +5 points, an uncommon one (eg. bears) +10 points and a common phobia (eg. darkness) is +20 points. Of course all these are mitigated by their frequency in

a campaign (eg. fear of Elves in a game with no Elves isn't worth squat).

Planet Bound

This is only available in campaigns where space travel is common. The character requires certain environmental conditions which cannot be duplicated away from its home planet (or home plane in campaigns with planar travel). Thus individuals must return to the planet periodically or die. The value of this disadvantage depends on the amount of time an individual can stay away from the homeworld and the time that it takes to lose each point of CON after he has been away too long. Gain +5 points if lose -1 CON per month in space, +10 if per week and +20 if per day.

Public ID

No privacy, none. Gain +5 points.

Pyromania

Fire is pretty. The character loves fire, loves setting it, loves watching it burn. When presented with an opportunity to light a fire the character can only resist at a Willpower roll of -5. Gain +5 points.

Quadriplegic

The player is either paralyzed in both arms and both legs or lack limbs entirely and can't move without assistance. Artificial or bionic limbs will negate this disadvantage. Gain +20 points.

Secret

A Secret is some aspect of the character's life or past that must be kept hidden. Were it made public the information could harm his reputation, ruin his career, wreck his friendships and possibly even threaten his life. Gain +5 points for a secret which is embarrassing. If this information gets

around he can forget about ever getting a promotion, getting elected, or marrying well. Gain +10 points for a life changing secret which can result in loss of job and loved ones. Gain +20 points if it could lead to imprisonment for a long period.

Sleepwalk

The character walks in his sleep. This is usually just annoying or embarrassing (unless he falls down the stairs), but can be very dangerous if he sleepwalks while encamped in hostile territory. Gain +5 points if sleepwalk on a roll of 1-5 on a D20, +10 points if a roll of 1-10, and +20 points if a roll of 1-15.

Slow Healer

The player's body heals very slowly. Gain +5 points if heal 25% slower and -1 on all CON saves, +10 points if 50% slower and -2 on CON saves, and +20 points if 75% slower and -5 on CON saves.

Stutter

The player suffers from a stammer or other speech impediment, which the GM may require the player to act out. -2 on all reaction rolls where conversation is required, and certain occupations and skills (e.g., Diplomacy, Fast-Talk, Public Speaking, interpreting, newscasting) are impossible. Gain +5 points.

Watched

A character with this Disadvantage has some person or group keeping an eye on him. The player (with the GM's help) should figure out why his character's being watched by that particular individual or group. The people may be involved with the character's background or some part of his early (nonplayed) career. Gain +5 points if the character is followed by a reporter,

private investigator, police, mafia, etc who turn up every other adventure at most. Gain +10 points if they turn up once per adventure. Gain +20 points if they are constantly around and will not give him a moments peace.

Weak Willed

This character is easily persuaded, frightened, bullied, coerced, tempted and so on. Gain +5 points for every -1 penalty to Willpower rolls including attempts to resist Diplomacy, Fast-Talk, Sex Appeal, Interrogation, Hypnotism, or magical or psionic attempts to take over, read, or affect his mind. Weak Will also affects all attempts to master phobias, to resist hostile magic, to make Fright Checks and to avoid giving in to Addictions, Berserk behaviour, and the like.

Weirdness Magnet

Characters with this disadvantage tend to have strange things happen around them, and even stranger things happen to them. Smart people that recognize a w-magnet for what he is tend to keep their distance. Freak accidents, strange phenomena, and absolutely kooky people tend to cross paths with the character, with improbable frequency. Unfortunately, this happens to those in this character's immediate vicinity, as well, which can lead to tension if the w-magnet is in a team. Gain +5 points if attract weirdness once a week, +10 points if once day and +20 points if every D12 hours.

Section 12: The Environment

Water

Land-based creatures can have considerable difficulty when trying to fight in the water. Water affects a creature's attacks rolls, damage, dodge, and Movement. In some cases, a creature's opponents may get a bonus to attack the creature. Creatures without a swim speed (or a freedom of movement spell, or similar effect) suffer a -2 penalty on attacks and damage underwater. Further, any melee weapon also deals half damage. Water modifiers apply when wading in water at least waist deep, swimming, or walking along the bottom. Off balance creatures lose PP bonuses and give opponents a +2 attack bonus against them. Characters can swim at PS x3 metres per melee, and can maintain this for PE x 1 minute.

Characters swimming, floating or treading water on the surface, or wading in water at least chest deep, have one quarter cover against melee or ranged attacks from landbound opponents. A completely submerged creature has one half cover against landbound opponents.

Non magical fire (including alchemist's fire) does not burn underwater. Fire spells or with spell like effects are ineffective underwater unless the caster makes a successful Spell Strength check. If successful, the spell creates a bubble of steam instead of its usual fiery effect. Supernatural fire effects are ineffective underwater unless their descriptions state otherwise. The surface of a body of water blocks line of effect for any spell.

Creatures have firm footing when walking along the bottom, braced against

a wall, or the like. You can walk along the bottom only if you carry enough to weigh you down. The amount of weight required depends on your size. The items you carry to weigh yourself down must be non-bulky and non-buoyant.

Holding Your Breath Any character can hold his breath for a number of rounds equal to twice his PE. After this period of time, the character must make a PE check every round in order to continue holding his breath. Each round, the penalty to his roll increases by -1. When the character finally fails his PE check, he begins to drown. In the first round, he falls unconscious (0 SDC and HP). In the following round, he drops to negative hit points and is dying. In the third round he drowns. Vigorous activity, such as fighting (but not swimming) strains the character, reducing the time a character can hold his breath.

Thrown weapons are ineffective underwater, even when launched from land. Other ranged weapons, apart from crossbows, suffer a -2 to strike penalty for each 1.5 metres of water they pass through (in addition to the normal penalties for range).

Submerged or swimming creatures may also gain concealment from the water, depending on how clear it is. Even perfectly clear water obscures vision (all Vision types except Xray) beyond 60 metres. All creatures have one quarter concealment at 15 meters (-1 to hit), one half concealment at 30 metres (-2 to hit), three quarters concealment at 45 metres (-3 to hit), and nine-tenths concealment at 60 metres (-4 to hit). Beyond 60 metres creatures have total concealment (-6 to hit), and opponents cannot use sight to locate the creature. Murkier

water allows less sighting distance, and creatures become completely concealed more quickly. The maximum sighting distance in murky water is 30 metres. At half the listed distance creatures have one half concealment, at the listed distance creatures have nine tenths concealment, and they have total concealment beyond the listed distance. For example, if murky water allows vision to 12 metres, creatures have one half concealment at 6 meters, nine tenths concealment at 12 metres, and total concealment beyond 12 metres. Water can be so murky that it allows vision to 1.5mtrs or none at all. Aquatic creatures can see twice as far through the water as other creatures (but twice nothing is still nothing).

Invisible creatures displace water and leave a visible bubble though such creatures still have half concealment (-2 to hit).

Heat

Temp Effect

31C

Discomfort. Shortness of breath.

Sweating.

40C

Blurry vision. Breathing is difficult. 50% chance of fainting every 8 minutes. -1 strike, dodge, etc.

50C

Can't open eyes. 80% chance of fainting every minute. D6 damage every 2 rounds. -3 strike, dodge, etc.

110C

Blind while in the area. 80% chance of fainting every 30 seconds. 2D6 damage per round. Can't do anything.

150C

Unbearable pain. Can't breathe. 90% chance of fainting per round. 3D6 damage per round. Anything combustible ignites in 4 rounds.

Extreme heat also reduces IQ thinking ability by -1 point per 10C over 40C when in direct exposure.

Thermal and Infravision is useless once the temperature reaches over 50C due to all the thermal drafts in the air.

Water boils at 100C causing steam within the immediate area and reducing visibility to 15 metres or less.

Humidity

The body attempts to maintain a constant temperature of 37C at all times. In hot weather, the body produces sweat, which cools the body as it evaporates. As the humidity or the moisture content in the air increases, sweat does not evaporate as readily. Sweat evaporation stops entirely when the relative humidity reaches about 90 percent. Under these circumstances, the body temperature rises and may cause illness.

Humidity	Effect
50-59%	30C to 36C; Heat rash, or prickly heat, occurs when blocked sweat glands become inflamed. This painful rash reduces the body's ability to sweat and to tolerate heat. -1 on all combat rolls, -5% on skill rolls.
60-69%	37C to 39C; Heat cramps are painful spasms of the muscles. The muscles used in doing the work are most susceptible. The spasms are caused by the failure of the body to replace its lost body salts and usually occur after heavy sweating usually in the leg or abdomen muscles. -2 on all combat rolls, -10% on skill rolls.
70-89%	40C to 45C; Heat exhaustion results when the body loses large amounts of fluid by sweating during work in hot environments. The skin becomes cool and clammy. Symptoms include profuse sweating, weakness, dizziness, nausea, and headaches. The pulse becomes weak. Fainting and vomiting accompanies heat exhaustion. -5 on all combat rolls, -25% on skill rolls.
Over 90%	Over 45C; Heatstroke is the most serious condition and requires immediate medical attention. The body stops sweating, and its temperature becomes

ColdTemp Effect

0C

Shivering. Uncomfortable.

-10C

Rasped breathing. D4 damage per minute. 50% chance of fainting every 8 minutes. -1 strike, dodge, etc.

-30C

Eyes half shut. 70% chance of fainting every minute. D6 damage every 2 rounds. -3 to strike, dodge, etc.

-50C

Can't open eyes. 80% chance of fainting every minute. D10 damage every 2 rounds. -5 and -50% to do anything.

-75C

Breathing slow. Can't move. 90% chance of fainting per round. 2D6 damage per round. cant do anything. For every 1C below -3C reduce PP and IQ by 1.

Reduce temperature by an additional -2C if wet, and -1C for every 1kph of wind speed.

Treat normal clothes as reducing the effects of cold by +1C, heavy clothes +2C, a parka +3C, winter garments +4C, military winter garments +6C, and eskimo clothing +10C.

Weather

Weather is the state of the atmosphere as measured on a scale of hot or cold, wet or dry, calm or storm, clear or cloudy. Most weather phenomena occur in the troposphere, just below the stratosphere. Weather refers to day-to-day temperature and precipitation activity whereas climate is the term for the average atmospheric conditions over longer periods of time.

Weather occurs due to density (temperature and moisture) differences between one place and another. These differences can occur due to the sun angle at any particular spot which varies by latitude from the tropics. The strong temperature contrast between polar and tropical air gives rise to the jet stream. Weather systems in the mid-latitudes such as extratropical cyclones are caused by instabilities of the jet stream flow.

Because the Earth's axis is tilted relative to its orbital plane sunlight is incident at different angles at different times of the year. On Earth's surface temperatures usually range 40 °C (100 °F to -40 °F) annually. Surface temperature differences in turn cause pressure differences. Higher altitudes are cooler than lower altitudes due to differences in compressional heating. The atmosphere is a chaotic system, so small changes to one part of the system can grow to have large effects on the system as a whole.

There are several good indicators of climatic changes. Birds and insects fly lower to the ground than normal in heavy, moisture-laden air. Such flight indicates that rain is likely. Most insect activity increases before a storm, but bee activity increases before fair weather. Clouds come in a variety of shapes and

patterns. A general knowledge of clouds and the atmospheric conditions they indicate can help you predict the weather. Slow moving or imperceptible winds and heavy, humid air often indicate a low-pressure front. Such a front promises bad weather that will probably linger for several days.

You can smell and hear this front. The sluggish, humid air makes wilderness odours more pronounced than during high-pressure conditions. In addition, sounds are sharper and carry farther in low-pressure than high-pressure conditions. Smoke rising in a thin vertical column indicates fair weather.

Low rising or flattened out smoke indicates stormy weather. You can determine wind direction by dropping a few leaves or grass or by watching the treetops. Once you determine the wind direction, you can predict the type of weather that is imminent. Rapidly shifting winds indicate an unsettled atmosphere and a likely change in the weather.

Rain is liquid precipitation as opposed to non-liquid kinds of precipitation such as snow, hail and sleet. Rain requires the presence of a thick layer of the atmosphere to have temperatures above the melting point of water near and above the Earth's surface.

On Earth it is the condensation of atmospheric water vapour into drops of water heavy enough to fall often making it to the surface. Moisture moving along three-dimensional zones of temperature and moisture contrasts known as weather fronts is the major method of rain production.

If enough moisture and upward motion is present, precipitation falls from convective clouds (those with strong upward vertical motion) such as cumulonimbus (thunderstorms) which can organize into narrow rainbands. In mountainous areas heavy precipitation is possible where upslope flow is maximized within windward sides of the terrain at elevation which forces moist air to condense and fall out as rainfall along the sides of mountains.

On the leeward side of mountains desert climates can exist due to the dry air caused by downslope flow which causes heating and drying of the air mass. The movement of the monsoon trough or intertropical convergence zone brings rainy seasons to savannah climates. Rain is the primary source of freshwater for most areas of the world providing suitable conditions for diverse ecosystems.

A character caught out in the open during a hailstorm may suffer damage from being pelted by the rocklike clumps of ice, but a well-prepared or well-armoured character can often avoid any difficulties. A character who is wearing splint mail, banded mail, or any other armour with a natural armour class of 4 or better can avoid damage entirely by taking the simple precaution of squatting or rolling into a ball and covering his head. (Of course, this makes the character a much easier target to hit in a combat situation.)

A character can also protect himself by squatting or rolling into a ball and covering himself with a large shield. Partial or total protection may be afforded by draping a large skin or canvas over a couple of handy tree

branches and taking refuge beneath this makeshift tent. A character who is not suitably protected has a 50% chance of suffering damage on a round-by-round basis, depending on the type of armour he is wearing and the size of the hailstones. Most hailstones will only do 1 point of damage but may do up to D4.

A lightning storm presents no special hazard to characters who take simple precautions. However, the word “simple” in this context is an expression of complexity and not necessarily a measure of difficulty. For instance, it may not be at all easy for a character to find somewhere to hole up during a lightning storm if he’s in the middle of a flat, featureless plain that extends for hundreds of metres, or kilometres, in every direction. The most important precaution to take against being struck by lightning in the outdoors is to get rid of, and get away from, any metal armour, weapons, and equipment.

If time permits, it is a good idea to scatter individual pieces of metal (the parts of a suit of armour, for instance) over an area at least several yards in diameter to minimize the possibility of lightning hitting the armour and gear. Heaping everything up in a pile for easier access later is asking for trouble, especially if the top of the pile is higher than any surrounding terrain. Second, if solid cover is not available, get as low as possible, either by dropping flat on the ground or lying in a ditch or depression.

Lightning is not immediately absorbed into the ground after it hits; the electrical force may travel some distance (up to several hundred metres, if the stroke is very powerful) along the ground before dissipating, and along its route it will

seek out gullies, ruts, and other such low spots.

Thus, someone lying in a ditch is not entirely safe, but this course of action is still better than presenting oneself as a target above ground level. (Contrary to popular belief, lightning does not travel from the clouds to the ground but rather in the opposite direction; even so, we tend to speak of lightning “hitting the ground” because of the visual impression created when a strike occurs).

Even an apparently safe place, such as a rock overhang, is not necessarily the best place to be. If lightning strikes on a ridge above the overhang, it may travel downward and into the enclosure as described above. Still, an alcove of this sort is much more preferable than a more exposed position.

Taking cover under a lone tree is not a good course of action at all; if the tree is taller than the surrounding terrain, it is a prime target for lightning - and even if the electrical force of the lightning stroke does not travel down through the tree, a character is still vulnerable to damage from falling debris (at the DM’s discretion) if the tree is hit.

Standing beneath a thick cover of trees of equal height is perhaps the best precaution one can take against lightning in the outdoors when no better cover is available. Of course, if an enclosed structure is within running distance, that is the place to head for. If lightning hits the structure, the electrical charge will ground itself through the roof and walls. A structure with an earthen floor is the safest of all, since the ground provides additional insulation against any

electricity that may leak through the structure.

The chance of a character being struck by lightning is a very small one, even considering the possibility of normal foolish behaviour, such as standing out in the open while wearing a suit of plate mail. In contrast, abnormal foolish behaviour is rushing to the only tall tree in sight, climbing to the top, and thrusting your sword toward the heavens.

The suggestions that follow do not take abnormal behaviour into account; the Dungeon Master is free to arbitrate such occurrences, and it is strongly recommended that if a character voluntarily and knowingly engages in such behaviour, he be given exactly what he appears to want the jolt to end all jolts.

Wind

Roll on the following table to determine current wind speed.

Day	Night	Speed
01-10	01-10	No wind; no movement unless have oars.
11-20	11-20	Light Breeze; -48 kms per day.
21-30	21-30	Light Wind; -32 kms per day.
31-40	31-40	Minor Wind; -16 kms per day.
41-70	41-50	Moderate Wind; no change to speed.
71-80	51-70	Strong Wind; +10 miles per day.
81-90	71-85	Major Wind; +20 miles per day.
91-00	86-00	Gale; +30 miles per day.

The type of sail a ship lofts affects the direction it may travel with respect to the wind. Ships that loft square rigged sails may only travel with the wind from beam to beam and may never head into the wind. Other sail types allow ships to tack the wind.

Precipitation

Rain and winds

- 01-19 Clear, Calm, 1 kph
 20-29 Partly cloudy, Breeze, 4-10 kph
 30-39 Mostly cloudy, Light Wind, 11-21 kph
 40-49 Cloudy, Windy, 22-27 kph
 50-59 Misty/Drizzle; Maximum duration 14 days. Heavy Wind; Maximum duration 6 days. 28-33 kph
 60-69 Rain/Sleet; Maximum duration 10 days. Gale; Maximum duration 3 days. 34-55 kph
 70-79 Thunderstorm/Snow; Maximum duration 6 days. Cyclone/Tornado; Maximum duration 6 hours, also fast-moving phenomena. 64-85kph
 80-89 Deluge/Blizzard; Maximum duration 6 hours, also fast-moving phenomena. 74-105kph
 90-00 Hurricane/Monsoon; Maximum duration 1 day. 84-120kph

<u>Semi Arid</u>	<u>Winter</u>	<u>Spring</u>	<u>Summer</u>	<u>Autumn</u>
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D4mm	01-20	01-10	01-20	01-10
D12mm	21-30	11-20	21-40	11-20
D20mm	31-90	21-40	41-50	21-80
D20 +20mm	91-00	41-00	51-00	81-00

<u>Sub Arctic</u>	<u>Winter</u>	<u>Spring</u>	<u>Summer</u>	<u>Autumn</u>
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D4mm	01-50	01-40	01-40	01-00
D12mm	51-00	41-50	41-00	

<u>Sub Tropical</u>	<u>Winter</u>	<u>Spring</u>	<u>Summer</u>	<u>Autumn</u>
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D4mm	01-20	01-10	01-10	01-20
D12mm	21-40	11-20	11-20	21-70
D20mm	41-90	21-30	21-40	71-90
D20 +20mm	91-00	31-00	41-00	91-00

<u>Tropical</u>	<u>Winter</u>	<u>Spring</u>	<u>Summer</u>	<u>Autumn</u>
-----------------	---------------	---------------	---------------	---------------

D4mm	01-70	01-30	01-20	01-30
D12mm	71-80	31-50	21-50	31-40
D20mm	81-90	51-80	51-70	41-50
D20 +20mm	91-00	81-00	71-00	51-00

Section 13: Getting Lost

Monsters, bandits, evil wizards, and villainous knights can all make travel in the wilderness dangerous. But none of these is the greatest hazard characters will have to face. Getting lost is equally dangerous and far more common. Once characters are lost, almost anything can happen. There are two ways of getting lost: There's just lost and then there's hopelessly lost. Each is quite different from the other.

Just Lost

Sometimes, characters are lost because they do not know how to get to a specific place. They know where they have been (and how to get back there), but they don't know the correct route to reach their goal. This occurs most often when following a road, a trail, a map, a river, or a set of directions. Under these circumstances, there is a reasonable certainty that the player characters will wind up somewhere.

After all, roads go from place to place and rivers start and end somewhere. Whether this is where the player characters want to go is another matter entirely. No particular rules are needed to handle these situations, only some confusing forks in the road and the wit (or lack thereof) of the players.

Hopelessly Lost

Hopelessly lost is another matter altogether. This happens when player characters have no idea where they are, how exactly to get back to where they were, or which way to go to get to where they want to be. Although it can happen, player characters seldom get hopelessly lost when following some obvious route

(a road or river). Trails do not guarantee safety since they have a maddening habit of disappearing, branching, and crossing over things that look like they should be trails (but aren't).

The chance of getting hopelessly lost can be reduced by sighting on a landmark and keeping a bearing on it, or by hiring a guide. Darkness, overcast days, thick forests, and featureless wastes or plains all increase the chance of getting lost. Checks for getting hopelessly lost should only be made when the player characters are not following a clear road, river, or trail. Checks should be made when following a little-used trail or when a river empties into a swamp, estuary, or delta.

Checks should also be made when moving cross-country without the aid of a trail, river, or road. One check should be made per day. To make the check, find the entry that best matches the type of terrain the characters are in. This will give a percentage chance to become lost. From this, add or subtract any modifiers. Roll percentile dice. If the die roll is less than the percentage, the characters are lost.

Dealing With Lost Characters

Once a group is lost, no further checks need be made—they're lost until they get themselves back in familiar territory (or until they get lucky and happen upon someone who can help them out. Don't tell players when their characters are lost! Let them continue to think they are headed in the right direction. Gradually veer them away from their true direction. Player characters should realize for themselves that they're no longer heading in the right direction. This

generally comes when they don't get to whatever point they hoped to reach.

Remember that the best defense against getting lost is not to try to go anywhere in particular. There is little point in checking to see if characters get lost if they don't have a goal. It is perfectly possible for characters just to strike out "to see what can be seen." If one has no place to be and no concern about ever getting back, one cannot get lost.

Condition Modifier

Featureless (no distinguishable landmarks)*	+50
Darkness	+70
Overcast	+30
Navigator with group	-30
Landmark sighted	-15
Local guide	Variable**
Poor trail	-10
Raining	+10
Directions	Variable**
Fog or mist	+30

* This would apply, for example, when the characters are sailing out of sight of land.

** The usefulness of directions and the knowledge of a guide are entirely up to the DM. Sometimes these are very helpful but at other times only manage to make things worse.

Section 14: The Player's Goals

1. Define the goal for the players as clearly as possible.

This is essential. If the players don't have a clear idea of where they are going, they may just dither, or even strike out in frustration at the nearest likely looking target. Not only should you convey the goal at or near the beginning of the adventure, you must also take care to give a clear minor goal in each scene of the adventure. The heroes may know they are supposed to stop Doctor Doom's plot to shrink Manhattan to the size of a grapefruit, but if they don't know how to start looking for him, you haven't clearly defined the first scene's goal.

2. Convey to the players the consequences if their PCs fail to reach the goal.

If the consequences of failure don't seem serious, and preferably drastic, rethink the goal. Make it important! "Important" does not always mean world-shaking. The consequences can be completely personal. For instance, if failure in the adventure means that Aunt May dies, a good Spider-Man player will be just as motivated to reach the goal as he would if failure meant the downfall of America. In assessing a goal's importance, be aware that in a role-playing context, threats against a PC's well-being are functionally identical to threats against the city, nation, or the entire world. Both are equally serious. They both involve the players' emotions to the highest degree. This principle is useful when you want to run an adventure with potentially disastrous consequences, but you don't want to materially alter the campaign world. Even though life goes

on, a single death in an adventure can be a disaster.

3. Establish paths to the goal that every PC can use.

If one PC is a sharp detective, a la Daredevil, and another plays a powerhouse like Hercules, give both of them ways to be useful. This is fundamental to all good scenario design. But the heroes should be able to succeed in the goal even when a particular PC is missing, unconscious, or otherwise indisposed. If the PCs can't win without that one character, something is wrong. Ideally, each individual PC could be the key to victory, with the others working as backup and support.

4. If possible, link the goal to distinctive features of the scenario's setting and villain.

This is really just chrome, a way to increase the players' sense of place. You can run a fine generic adventure that has nothing special to do with the setting; you just miss an opportunity, that's all. And some stories work regardless of the ultimate bad guy. The villain's psychology and peculiar motivation are unimportant; he or she is just an opponent to beat up in the last scene. This kind of story is not wrong or inherently bad. It just doesn't take advantage of many colourful possibilities of storytelling.

Clear his Name

Someone has framed a hero or NPC for a dreadful crime. While the accused hero evades public brickbats or the NPC languishes in jail, the heroes must find the responsible villain. Then they must bring back satisfactory evidence of the frame-up, sometimes the trickiest part of the mission. In a continuing campaign,

keep in mind some outcome in case the heroes fail the mission. The accused must stand trial or the group's reputation is ruined. This can give the campaign a new direction for a while. But eventually, of course, you allow the heroes to discover new evidence to clear themselves.

Explore

Not many places on Earth remain unexplored, but there are always the ocean, Subterranea, outer space, and other dimensions. No one can get there but super beings, so a scientist or research society asks the PCs to look around. The heroes must journey there and come back alive. Often the heroes must bring back some legendary artifact associated with the location. Most likely a villain is using the destination as a headquarters or is plotting to strand the heroes at the destination. Whether or not foul play ensues, play up the sense of wonder, the idea that the PCs are heading "where no one has gone before."

Find escaped villain

A prison calls. "Uh, don't exactly know how to explain this, but remember that arch-nemesis you dragged in last month? Well-" A clue or two, of a kind only the PCs can decipher, puts the heroes on the escaped criminal's trail. This goal is straightforward and to the point, and especially suitable when the heroes have a personal grudge against the escaped villain.

Help a friend

A fellow hero, dependent NPC, or childhood friend seeks out a hero's help. The NPC is being menaced by some side effect of the villain's plan. The heroes must quash the plan to get the friend out of trouble. If you prefer to increase the

paranoia level of your campaign, the "friend" could traitorously lure the heroes into the villain's deathtrap. But once stung this way, players will never regard their friends with open-hearted fellowship again.

Personal gain

Super beings are, as a rule, above monetary pressures. But "gain" doesn't have to mean just money. The adventure goal might be procuring advanced technology for a hero's fancy power armour—but the needed gadget was just stolen by the adventure's villain!

Alternatively, the heroes might be looking for information about their mysterious past, or legendary magic spells or treasures. Or they might be trying to "build their rep" as heroes so they can apply for an Avengers franchise.

Protect

The PCs must guard a valuable person or item, such as a witness to a Maggia killing, a priceless Lemurian artifact, the US President and the Soviet Premier during a summit meeting, and so on. Another simple, straightforward goal, protecting something puts the heroes in a passive role until someone tries to do damage to the protected item. So plan on either a slow start to the adventure, or just cut immediately to the exciting scene: "You were called on to guard the ambassador, and for three days, all has gone well. But suddenly—"

Rescue

A ransom note, a whispered phone call that is suddenly cut off, a broadcast appeal by the Mayor—anything can let the heroes know someone has a person or item that the PCs must get back. Usually they know the villain's identity

from the start, but must find the bad guy's stronghold, enter stealthily or invade in full force, and get out alive. (Most self-respecting heroes don't try to get out until they've thoroughly trashed the place.) Often the villain is expecting the heroes and has a deathtrap or two waiting. Only forethought and skillful entry can keep the PCs out of the trap. This goal also appears when the PCs have messed up the "Protect" goal above. "You let this mess happen," some authority figure tells them, "so get out there and make up for your mistake!"

Solve the mystery

Colonel Mustard has been found dead in the drawing room, and a bloody lead pipe lies beside the body. Who did it? Murder mystery plots don't often work well in super-hero stories. Their complicated structures of motive, method, and opportunity call for heavy thinking. Many PC heroes aren't built for that kind of endeavour; or they may have powers that solve the whole case in one turn. For a more appropriate genre example, who turned the Eiffel Tower upside down, and why, and how? How did that minor villain become so powerful? What are those strange rumblings issuing from that new IRT subway tunnel? This kind of mystery suits a heroic campaign much better. The heroes immediately see courses of action. They can solve the mystery through physical means (getting to the end of that subway tunnel, for example) and confront the responsible villain in battle. This is the heroic equivalent of a mystery, and it works well in a scenario.

Thwart the plot

The quintessential goal. The Master has just mind-controlled all of Wall Street and threatens the Western world with

economic chaos. The Loa is turning an entire student population of a downtown high school into drug addicts. Doctor Destroyer has planted nuclear weapons underneath every state capital building. And so on. The heroes must find the bad guy, punch his or her lights out, and destroy all equipment vital to the plot. You can't find a purer version of classic comics than this.

Section 15: Preparing the Players

During a campaign, the heroes will spend a lot of time together, so you have to make sure they can work well as part of a team. Examine each PC with following points in mind.

Motivations:

What does this hero want to do? Do you, as Judge, find that interesting, let alone suitably heroic? Does that goal match (or at least avoid conflict with) those of other PCs in the campaign?

Power level:

Assess the character's abilities, powers, and talents. Are the attacks far more powerful, or less powerful, than other PCs' attacks? Is the character invulnerable to your villains' attacks, or will the character get blown away by the first punch? In the comics, heroes of widely differing power levels work together without a problem; think of Thor and Captain America in the Avengers. But that is because comic writers give every hero careful attention and adjust the story to let them all show off. You can't control your PCs the way the writer controls heroes in the comic books. If your Mega OCC player decides to hog the limelight and wipe out every bad guy in sight, the Vigilante OCC player just has to sit back and watch. Work hard to ensure that all the PCs have about the same power level.

Stepping on other characters:

Every character should have a power, skill, or "flavor" unique to the team. Don't bring in another character who can do the same thing, only better. The first player will feel useless. Also, watch out for the hero who can do virtually

anything, the real jack-of-all-trades. Every well- designed character has weaknesses and lacks, as well as strengths; this makes the character interesting, because overcoming those weaknesses is heroic. Make sure your players understand that.

Psychological profile:

Is this hero not to be too blunt-crazy? Can the other PCs trust the hero? Is the hero going to kill somebody, or go berserk, or just fail to get along with teammates? If so, have the player rethink this character. You won't regret it.

Section 16: Preparing Villains

The opponents your PCs face can be conveniently divided into four categories: major villains, villain groups, organizations, and nuisances.

Major villains:

Every super-hero campaign needs one of these, a villain who creates mind-shattering schemes and drives your heroes to their greatest exertions. Choose this villain with care, and with an eye toward getting PCs to build really personal grudges against him or her. Perhaps the villain is connected with the origins of one of the team members or directly opposes the heroes' goals. Pick a villain that the PCs' powers uniquely qualify them to face. If they can't stop him (or her or it), nobody can. For instance, if your PCs are magicians, choose a magical villain like Tyrannus. If the PCs are experts in robotics, choose a machine intellect that wants to exterminate humanity. Et cetera. Naturally, the villain should be powerful enough to push around an individual PC with ease, and give a good fight against the entire group. You should also keep a couple of lesser villains on hand for variety's sake. Sometimes you can turn a minor villain into a major force just by looking at the character in a new way.

Villain groups:

If one villain is bad news, six will be even worse. The villain group lets you showcase bad guys who, individually, wouldn't stand a chance against your PCs. If he didn't have backup bad guys, any self-respecting hero could squash him in a round. A well-designed villain group operates as an efficient team, with code signals and pre-rehearsed tactics

that should catch your PCs off guard. For example, at a leader's signal, the team's strongest member could grab a non-flying PC, throw the hero high into the air, and all of the villains with ranged attacks could simultaneously fire on the helpless hero. If your PCs don't practice teamwork, a well-oiled group of villains can easily take them out, even when the individual villains are far less powerful than individual PCs. But after one or two of these humiliating defeats, players will get the idea and begin developing their own team tactics. Bravo!

The weakness of any villain group, of course, is the clash of gigantic bad guy egos. Play this up over the course of the campaign. If the heroes take advantage of it, they can manouevres the villain group into smashing itself more effectively than the heroes ever could. These groups are hard to design well. Fortunately, you need only one or two really sharp villain groups as a campaign gets rolling.

Organizations:

What would the old SHIELD stories have been without HYDRA and AIM? In the campaign, bad- guy organizations serve two good purposes:

1. They employ lots of normal-level agents for the heroes to beat up on. A combat between a hero and a slew of ordinary people proceeds much differently from a standard slugfest between super types.
2. Organizations create high-tech equipment, which provides interesting story ideas. "Our Global Encephalizer Satellite will turn Earth's entire population into helpless slaves!"

You should design or adapt two or three organizations as the campaign begins, each with its own style, goals, and scale. "Scale" means the dimension of its operations. For example, the Maggia wants to make money through crime; but HYDRA wanted to conquer the world! These differing scales mean the organizations fulfill different roles in scenarios.

Alien races:

This is really a subgroup of "Organizations." Are your PCs the types who could handle an invasion from space, the sea, or Subterranea? Aliens can be slightly tougher than ordinary agents, and they use even more exotic technology than HYDRA.

Nuisances:

Finally there are the bozo villains. No campaign is complete without the occasional would- be hotshot, the mischievous sprite, and the idiot musclemen. Players exuberantly trash these punks. They provide laughs, relief from grim world-endangering plots, and a chance for the players to feel really superior to lowlife scum. Don't overdo it, but keep one or two of these clowns waiting in the wings when you need a break between serious adventures.

The Villain's Motives

Motives tell what drives your story's villain, the goal his or her plots try to achieve and (often) weaknesses that the heroes can exploit. For example, a villain motivated by greed can be tempted away from his target if the heroes create a convincing illusion of greater gain elsewhere. And a villain who is just crazy has many weak points. Here are some sample motivations.

Some are expressed as goals that the villain strives to achieve.

Corruption

This sinister, often horrific villain works to debase all that is good in humanity. His methods are customarily subtle and insidious. A single defeat does not spell the end of this villain's threat. Such villains may not necessarily be very powerful, but are truly as evil as they come.

Example: Mephisto

Evading Capture

The bad guy has already seen Ryker's Island or Stronghold and has no desire to visit it again. This motive is usually transitory, lasting for an adventure or two until the bad guy reestablishes a headquarters and begins plotting afresh.

Example: Baron Zemo

Ideology

This catch-all category describes villains who do bad things for reasons of personal belief, derangement, or just pure nastiness.

The belief can be a twisted version of an accepted ideology, such as Nuke's super-patriotism. Or the belief can be straightforward hostility to human beings' continued existence, as with Tyrannus.

This category also includes those under the authority of higher agencies that support a specific ideology. For example the Force of July is nominally controlled by the US Government, and the Crimson Storm usually follow the Kremlin's orders. Note that super-powered villains are independent types who seldom follow orders without question.

An ideological or crazy villain works best in one of two ways:

1. A horrific expression of man's darker side. The villain throws away all notions of civilized conduct and the brotherhood of man because of a narrow, distorted doctrine. Play the fanatic carefully; keep him or her scary, not Oust) contemptible.

2. A total bozo. Some of these guys can be funny, in a twisted way. In a humorous adventure, you stress the bad guy's distance from reality, instead of his or her potential threat. Don't let the bad guy kill anybody, or the adventure suddenly turns grim.

Mischief

Life is boring! Time to pep it up a little. And those PC heroes-they're such stiff-necked popinjays. Maybe they should have their lives stirred up a little, or a lot ... just for laughs.

Examples: Mr Myxlpplx

Power

These villains all want to conquer the world, the universe, or at least a part of New York City. In general they have the power to reach their goals, and a single-minded drive that motivates them to remove potential obstacles to conquest. Such as the PCs.

Examples: Dr Doom

Pride

The villain with this motivation thinks he or she is the best in the world at a chosen pursuit. Anyone in the PC group who shows ability of the same kind becomes vulnerable to this villain's challenge.

Examples: Titania

Scouting for Invasion

This bad guy is just the point man (or point thing) for a whole lot of similar bad guys. They all want New York, or America, or Earth, but they want to see how tough the opposition is. When the PCs fight an invasion scout, they must defeat the villain decisively, or the invasion force will just send in another scout later.

Examples: the Super Skrull

Self Preservation

Some villains do what they do just to survive. This sometimes, though not always, lends them a tragic air-that usually depends on how much the bad guy enjoys his or her work. Remorseful villains can arouse heroes' compassion even as the two sides square off. Frequently the general public is unaware of, or not sympathetic to, the villain's self preservation motive. This can mean that, once the immediate threat is defused, the heroes end up protecting the villain from an enraged mob.

Examples: Vampires

Suicide

This extremely offbeat motive makes for a tragic, downbeat adventure. For some reason the villain is unable to die. Tormented by existence and longing for release, this villain dupes the heroes into attacking, in the hope that they can marshal enough force to kill him or her.

Vengeance

The all-purpose villain motive. Every bad guy the heroes have ever fought... enemies of NPC heroes that have turned to fighting the PCs as a kind of dress rehearsal for their revenge on their NPC nemeses ... figures from the forgotten past, attacking friends of the PCs for some barely remembered offense. All of

these long-held grudges are typical of the villain mentality. Anyone who gains power and decides to throw it around becomes bitter and vengeful when that power is foiled.

Examples: Anybody!

Wealth

Almost as much an all-purpose villain motive as vengeance (above), this indicates that the bad guy is just greedy for money, treasures, equipment, Van Gogh paintings, or what ever the villain views as necessary for the good life.

Examples: Speed Demon

The Villains' Methods

These are some of the paths a villain may take to achieve his or her goal.

Extortion

The villain has power over some person or agency, and will use it unless the victim pays up by a given deadline. Usually an urgent summons by the victim brings the heroes into the adventure, but sometimes the flashier villains make their threat known over public airwaves.

Kidnap and Ransom

The victim can be any person of wealth or relative of such a person, but it can instead be a valuable object, such as an objet d'art, a rare chemical isotope, or urgently needed medicine. This scheme has special emotional significance if the heroes desperately need the person or object in question to satisfy another goal. For example, a hero might need medicine to save a dying NPC.

Manipulation

The villain does not care to soil his or her own hands doing the deed, and instead enlists some third party, perhaps an unwitting or mind-controlled dupe. It

can send the heroes on a wild goose chase for the longest time. By the time they find out who is really behind the scheme, they should be ready to thrash the villain soundly.

Mass Destruction

Especially suitable for insane or vengeful villains, this method demands extreme power. The source of power can be a giant monster or robot, a nuclear reactor, or that old standby, the atomic bomb. The heroes learn about the scheme just hours or days before it will occur, and the tension builds as they try to find the villain's headquarters or destructive machine and destroy it, or stop the monster before it achieves widespread destruction.

Murder

Direct and to the point. The motives for murder coincide with those of mass destruction (above), but this is suitable for less powerful villains.

Provocation

The villain tries to achieve his or her ends—a war, perhaps, or a battle between two equally despised heroes by arranging a fraud. The fraudulent scheme lays blame on one innocent party for an attack on another's interests. The heroes often are too late to prevent the scheme itself from being activated. But they can search for evidence to implicate the villain, or find the villain and force him to confess, just moments before the provocation leads to ultimate disaster.

Theft

The standard villain scheme. An early adventure in every campaign is the bank robbery, and attempted thefts of valuables continue on a regular basis thereafter. The players understand their goal and have no trouble telling right

from wrong. And virtually no villain is above an ordinary burglary or robbery.

Vice Peddling

The standard method of the corruption-motivated villain. Gambling, racism, envy, lechery—the usual catalogue of sins are all profitable to the criminal element. The heroes may believe the villain's goal is mere wealth... until a more sinister pattern emerges.

Section 17: Preparing NPCs

This section deals with the role of NPCs in a campaign. There are two important rules:

1. NPCs should not be better than PCs at their chosen pursuits, unless there is a very good reason. Players like to feel that their characters are experts, indispensable to the situation at hand. If you bring in an NPC who can do what they do, but better, the players will wonder why they bothered to show up at all. And next session, they won't make the same mistake again! These heroes' abilities have been established so well that your players can hardly grouse that their characters aren't as good as these hero NPCs. What's more, you have the power to keep these titans out of the campaign, so your heroes don't have to feel upstaged. But other NPCs, the lesser lights should not be superior to the PCs. Think carefully before you give an NPC Ultimate Skill in anything the PCs can do.

2. The NPCs in a hero's life should have some role in the campaign besides their relationship to the hero. In the comics, many heroes have friends, loved ones, or relatives who occasionally figure in adventures usually as hostages, victims, or targets. These "dependents" are often a part of your PC heroes' lives, too. They serve a valuable plot function: By endangering the dependent, you can get the heroes emotionally involved in your adventure, just like in the comics. But here is where comics and games part ways. A hero in a comic is emotionally attached to the dependent and has a stake in the NPC's fate. This emotional attachment is much rarer in a role-

playing situation. Players just don't relate to you, the Judge, as they would to an aunt or husband. The dependent's plot function becomes nakedly obvious. What is the solution? Give the dependent a legitimate function in the campaign. Make the NPC genuinely useful to the heroes, perhaps as a doctor, detective, scholar, or regularly visited source of information. Then when something happens to endanger the NPC, the players' alarm will be genuine, not just role-playing. The NPC should be able to do something the heroes can't or aren't interested in doing. Good jobs to give an NPC include Daily Bugle reporter, FBI agent or government liaison, financial advisor, stoolie, and vehicle pilot. But make sure the NPC isn't better than the players

Stats for average NPCs from ancient, modern and future eras.

Average Civilian

STR	9	CON	9	CHA	9
	DEX		9	INT	9
	WIS		9		
MR	9	HPs	4	AC	10
	Thac0		20		

Average Military Officer

STR	10	CON	11	CHA	10
	DEX		10	INT	10
	WIS		10		
MR	11	HPs	6	AC	10
	Thac0		19		

Average Police Officer

STR	10	CON	11	CHA	10
	DEX		10	INT	9
	WIS		9		
MR	11	HPs	6	AC	10
	Thac0		19		

Average Soldier

STR 10 CON 11 CHA 9
 DEX 10 INT 9
 WIS 9
 MR 11 HPs 6 AC 10
 Thac0 19

Average Thug

STR 10 CON 10 CHA 9
 DEX 10 INT 9
 WIS 9
 MR 10 HPs 6 AC 10
 Thac0 20

Creating a Non Player Character**Alignment (D10)**

1. lawful good
2. lawful neutral
3. lawful evil
4. neutral evil
5. chaotic evil
6. chaotic neutral
7. chaotic good
8. neutral good
9. neutral
0. neutral

Possessions (or wealth) (D10)

1. none
- 2-3. scant
- 4-7. average
8. above average
9. exceptional
10. superabundant

Age (D10)

1. young
2. youthful
3. youthful
4. mature
5. mature
6. mature
7. mature
8. middle-aged
9. old
0. ancient

General (D10)

1. dirty
2. clean
3. unkempt
4. immaculate
5. rough
6. ragged
7. dandyish
8. foppish
9. non-descript
10. imposing

Sanity (D10)

1. very stable
2. normal
3. normal
4. normal
5. normal
6. normal
7. neurotic
8. unstable
9. insane*
0. maniacal*

* Roll again, and if either insane or maniacal is indicated a second time, the character then conforms to that sanity level; in all other cases the second roll stands in place of the first.

General Tendencies (D20)

1. optimist
2. pessimist
3. hedonist
4. altruist
5. helpful/kindly
6. careless
7. capricious/mischievous
8. sober
9. curious/inquisitive
10. moody
11. trusting
12. suspicious/cautious
13. precise/exacting
14. opinionated/contrary
15. violent/warlike
16. foul/barbaric

17. fanatical/obsessive
18. servile
19. cruel/callous
20. practical joker/prankster

Personality (D8, D8)

1-5 Average

1. modest
2. egoist/arrogant
3. friendly
4. aloof
5. hostile
6. well-spoken
7. diplomatic
8. abrasive

6-7 Extroverted

1. forceful
2. overbearing
3. friendly
4. blustering
5. antagonistic
6. rude
7. rash
8. diplomatic

8 Introverted

1. retiring
2. taciturn
3. friendly
4. aloof
5. hostile
6. rude
7. courteous
8. solitary/secretive

Disposition (D10)

1. cheerful
2. morose
3. compassionate
4. unfeeling
5. humble
6. proud/haughty
7. even tempered
8. hot tempered
9. easy going

10. harsh

Intellect (D10)

1. dull
- 2-3. average
- 4-5. active
6. dreaming
7. ponderous
8. anti-intellectual
9. scheming
10. brilliant

Nature (D6)

1. soft-hearted
2. forgiving
3. hard-hearted
4. unforgiving
5. jealous
6. vengeful

Materialism (D6)

1. aesthetic
2. intellectualist
3. average
4. covetous
5. greedy
6. avaricious

Honesty (D8)

1. scrupulous
2. very honorable
3. truthful
- 4-6. average
7. liar
8. deceitful

Bravery (D8)

- 1-3. normal
4. foolhardy
5. brave
6. fearless
7. cowardly
8. craven

Energy (D8)

1. slothful

- 2. lazy
- 3-5. normal
- 6-7. energetic
- 8. driven

Thrift (D8)

- 1. miserly
- 2. mean
- 3. thrifty
- 4-5. average
- 6-7. spendthrift
- 8. wastrel

Morals (D12)

- 1. ascetic
- 2. virtuous
- 3-4. normal
- 5-6. lusty
- 7. lustful
- 8. immoral
- 9. amoral
- 10. perverted*
- 11. sadistic*
- 12. depraved*

* Roll again; if perverted, sadistic, or depraved is again indicated, the character is that; otherwise, the second roll tells the true morals, and the first roll is ignored in favor of the second.

Piety (D12)

- 1. saintly
- 2. martyr/zealot
- 3. pious
- 4. reverent
- 5-8. average
- 9. impious
- 10. irreverent
- 11. iconoclastic
- 12. irreligious

Interests (D20)

- 1. religion
- 2. legends
- 3. history
- 4. nature

- 5. horticulture
- 6. husbandry
- 7. exotic animals
- 8. hunting
- 9. fishing
- 10. handicrafts
- 11. athletics
- 12. politics
- 13. wines & spirits
- 14. foods & preparation
- 15. gambling
- 16. drugs
- 17. community service
- 18. altruism
- 19. collector
- 20. none

Section 18: Character Types

First off here is a guide to the different player types you may encounter.

However keep in mind that some players may be a combination of different types.

The Builder

This player wants to have an impact on the world; to clean up a city, to change things. If your campaign never changes he wont be happy, he must have some lasting successes or will end up frustrated.

The Buddy

This player is present because his friends are. He'd rather be doing other things but so long as his buddies are there so is he. He usually wont be deeply involved or interested and wont cry if the campaign suddenly shut down. You have 2 options; try to find out what he likes and give this to him to draw him in or if he really doesn't like roleplaying, ignore him Its not like he's really contributing.

The Soldier

This player wants to fight and each session must have some sort of battle.

The Copier

This player expects his character to be as good or as respected as the hero he is copying.

The Expert

This player creates characters who must be the best at what they do whether it be in combat, strength, piloting or science.

The Psycho

This player spends a long hard week at work or school and when he gets to the game all he wants to do is kill. When

confronted by a villain he kills him. If the villain uses a hostage as a shield the player shoots right through the hostage to kill the villain. When a cop gives the hero lip, the player kills him.

If all your players are maniacal killers this is no problem but if some of them want to roleplay and not be hunted down then there's going to be problems.

The Thinker

This player loves outwitting the villain. This is good in that he offers interesting solutions to problems which require analytical deduction. Its bad in that the GM has to work hard to keep up and come up with new puzzles each time.

The Romantic

This player is interested in personal relationships and more heavily into the roleplaying side.

The Munchkin

This player wants to create characters which bend and exploit the existing rules.

The Rules Lawyer

Everything must be done according to the existing rules, the player wont deviate in any way or allow any deviation by any of the other players or the GM. He is the exact opposite to the Munchkin, he will always challenge all decisions.

The Showoff

This player needs the spotlight on him all the time and will always try to upstage other players. Unless he changes there's going to be a lot of conflict with other players and you. He has to go.

Section 19: Lethality

If you feel the killings are getting out of control with even minor shoplifters then have the player confronted by the victims family or his own or face the consequences of being hunted by the police, fellow heroes and worse associates of the villain who may go after his family.

Or how about having a member of his family drugged and dressed up as a villain, then involved as part of a group combat killing everyone including the family member. Or even the stray shot which takes out a bystander.

Reasons why a Villain may not kill a Hero

Despite what some people may think not all villains will attempt to kill every hero they meet. There are a number of differing reasons for this;

1) Hunted:

There was an issue of Batman where he was fighting the new Checkmate. One of the Checkmate operatives asks the head why they don't just kill Batman. Their leader replies "Because Batman has friends, a whole league of them, some of whom can destroy mountains with their bare hands. Do you really want people like that coming after us for revenge"? So then here is the first reason for why not to kill a hero; other masks will hunt you down. And if the hero was popular then law enforcement agencies may join in too, and it will be relentless. Not good if you're trying to run a secret organization.

2) Live to fight another day:

There was an issue of the Punisher which was entirely about a group of

thugs who were trying to escape him. In their desperation they kept trying to find Spiderman in order to surrender to him, because they knew Spiderman wouldn't kill them. They kept missing him and the Punisher eventually found and killed them all. Thus the second reason; by not killing a non lethal hero you can always surrender and escape later. Bump off all the normal heroes and you may be left with only killer ones or may traumatize the remainder into becoming killer types, thinking its the only way for them to survive.

3) The Challenge:

Some villains thrive on the challenge of coming up with evil plots and watching as the heroes scramble to defeat them. They enjoy having outwitting the hero and proving their mental superiority.

4) Unwitting Helper:

The hero is doing a damn good job of putting all the villain's rivals into the jail. In effect the hero eliminates the villain's competition without him having to do anything.

5) Honour:

Some villains have a code of honour and will not kill a helpless opponent. Indeed they may not kill period, seeing it as beneath them.

6) Lighter Sentence:

The villain may be in it just for the money and doesn't want to get the chair if caught.

Now this certainly does not apply to people like street gangs or the Mexican mafia who have no regard for any life, and see life as being 'live fast, die young'. They may even see it as a major feat to have killed a hero and expect to go out in a glorious battle. But for most

supervillains, especially masterminds lethality would probably be avoided.

Section 20: Running the Campaign

Getting started

Now that you have a PC hero group, a master villain or two, a couple or three organizations, functional NPCs, and all the bozo villains your players can stand, you are ready to start playing. Or, as often happens, the campaign just grew, and you have been making all of this up on the fly, in the thick of the game. Either way, it is time to discuss matters that arise as play progresses.

Any campaign begins best with an "origin adventure," the scenario that establishes its premise, introduces its characters (and, if necessary, the players) to one another, and explains why these heroes are banding together.

Origin adventures can have unusual power, because they evoke a sense that these characters' lives are changing forever... that nothing will ever be the same again. An ongoing campaign can't sustain that feeling, and shouldn't try. Players would soon get worn out!

When you design an origin adventure, aim for a dramatic statement of the campaign's essential peril, the danger that the heroes have joined forces to combat. A major plot by the campaign's master villain is an obvious and excellent choice.

The PCs may not be together, and perhaps they even don't know one another, as the adventure begins. In any case, a beginning adventure (unlike most comic-book stories) does not have to start out with a dramatic incident. It's better to spend a leisurely 10 or 15 minutes per PC, establishing the

character's current life, attitudes, and perhaps powers. This nonthreatening "trial period" helps a player get the feel of the PC before the real action begins.

In the origin adventure you can play around with players' expectations in a way that takes them by surprise. For example, if the player wants the PC to have a dependent in the campaign, you might establish one early in the origin—but then the master villain disposes of that dependent in horrible fashion!

The adventure later presents a new dependent, the one you intended all along. Meanwhile, the PC has formed a royal personal grudge against the bad guy.

But be careful. Avoid sheer ruthlessness... unless that's the campaign tone your players expect.

Subplots

Though this may sound to outsiders like some repulsive medical condition, GMs know this is the way to foreshadow future conflicts, new villains, and amazing changes in the heroes' powers. This foreshadowing builds suspense and keeps players coming back to the game. Here are several intriguing kinds of subplots.

Mysterious appearances:

Enigmatic notes in the mail or messages on the answering machine at HQ. Enigmatic manifestations of psychic power by a dependent. Enigmatic weather, or animals lurking in an alley, or surveillance drones. The common element is mystery. You need not have a culprit in mind when you introduce the mystery. Listen to the players speculate, and try to pick up on what they find

most intriguing. Then, several episodes later, it turns out they were right-sort of! Throw in a devious twist to keep the players off guard.

Relations with the law:

Some new inspector or precinct captain has it in for super-powered vigilantes. The official makes life hard for the heroes in their every criminal investigation, and attacks them in the media. But does the official have an ulterior motive in the attacks? Is there some darker figure behind the scenes, manipulating public opinion?

Increasing insanity:

This tricky and risky episode requires a player's cooperation if you want to initiate it; or the player's character may already be heading overboard, and you decide to capitalize on the mounting craziness. The hero begins to part ways with the group. The PC's attitude becomes dangerous. At last a specially designed adventure faces the PC with the worst consequences of this new attitude. Probably the hero gets the opportunity to kill a hated foe, or the foe discovers the hero's secret identity and ruins his or her life. At this critical juncture, the hero either gives way to base impulses, or refuses to do so, thus setting the stage for a dramatic return to sanity. If you want to keep the PC in the game, make very sure the player in question is inclined to choose recovery. Otherwise, the corrupted PC should be phased out of the campaign or become a villain's henchman

Criminal trials:

A valued NPC (or even a PC hero!) is on trial for some frame-up. While the trial proceeds, good guys search for evidence to clear the accused, and bad guys plant

more. The verdict is by no means certain. If the accused goes to prison, the heroes may consider drastic actions to free him or her. When this subplot is resolved, the campaign may head in a new direction, with the heroes (at least for a time) on the wrong side of the law.

Character Development

The fascination of campaigning comes in watching relationships appear and mature, people come and go, stories begin and end. This section talks about some of the developments that arise in a successful campaign.

Player characters:

A story is inherent in almost every good character conception. Does the character have a particular goal, such as vengeance or atonement, or wiping out a given organization? Has the PC been troubled by an ongoing psychological problem, such as a fear of intimacy or a berserker rage? Is there some mystery in the PC's past, such as his or her origin, or the identity of the character's parents? All of these imply an eventual resolution to the problem, over the long term of the campaign.

The PC achieves the goal, overcomes the psychological hangup, or solves the mystery. The conflict is resolved. For example, the Human Torch, after years of dead-end romances, finally found true love with Alicia Masters and married her. The Silver Surfer found a way to leave Earth and return to the universe at large. Doctor Strange became Sorcerer Supreme. When a PC achieves the culmination of his or her story, that doesn't mean it's time for the character to retire. By that time, the PC has probably become so entrenched in the campaign that he or she takes on a kind of "elder

statesman" role as an experienced hero, perhaps a leader, although his powers shouldn't be out of balance with the other PCs. Over the course of the campaign, try to develop the PCs' stories. You won't ever have time to resolve them all, but their ongoing progress will give your stories the appeal of the Marvel comics and the players the feeling that they really matter to the campaign.

NPCs:

These, too, can develop in stories. The boyfriend breaks up with the heroine and leaves town, or dies, or marries the PC. The sidekick gets corrupted by the master villain, but redeems himself with a dying gesture that defeats the bad guy. The helpless sister learns to fend for herself, opens a business, and becomes a financial success and a respected citizen. Generally, such an NPC, unlike a PC, exits the campaign at this point. The character simply doesn't inspire stories any more. But he or she may return for guest spots now and then.

Villains:

One of the most interesting aspects of the campaign is the gradual metamorphosis of the heroes' opponents. Master villains are reduced to annoyances, while minor henchmen take over and grow strong. Organizations are destroyed, but their agents go freelance and make further trouble. Just as your PCs have stories, the campaign villains also pass through life-changing events and emerge from them changed. You need not worry about this for the first year or two of play, but don't overlook these possibilities as the campaign progresses.

Aging

If your campaign goes on long enough, eventually age becomes an issue. In Marvel comics, characters age slowly or not at all. This is one of the conventions of the genre. If heroes aged normally, the comics would eventually grow as old and tired as they do. Who could believe a 55 year old hero leaping across the rooftops? Some heroes have authentic explanations for their eternal youth. Dragoon and the Eternal Warrior don't age because they are immortal. Valhalla and Thor are demigods. In general, heroes who start out young age to a kind of "ideal point" that allows the most interesting stories. Then the aging stops, and instead the heroes' past history is revised and updated to make the current version plausible. In the campaign, you and your players can choose to (a) ignore the whole issue; (b) play an adventure that gives a plot justification for retarding or stopping the PCs' aging; or (c) specify, by Judge's fiat, a rate of aging you all can live with—one game-year per year of real time, one game-year per three or six real years, or no aging at all.

NPCs

The heroes are not alone in their world. Give them interesting people and creatures to interact with. The NPCs can help heroes achieve their goals, put obstacles in their path, or just stand on the sidelines looking pretty. But all have a function in the story. Every NPC has a use, even a spear-carrier that the hero defeats in a couple of blows.

The great mass of NPCs are "0-level" (zero-level) characters. They can gain in wisdom and skill, but they do not earn experience points for their activities. These common folk form the backbone

of every world, doing the labor, making goods, selling cargos, sailing oceans, building ships, cutting trees, hauling lumber, tending horses, raising crops and more. Many are quite talented in the various arts and crafts. Some are even more proficient than player characters with the same training. After all, 0-level characters earn their livings doing this kind of work. For player characters such proficiencies are almost more of a hobby.

For the vast majority of 0-level NPCs you create and use in your game, all you need to know is a name, a personality, and an occupation. When the characters deal with the blacksmith or the innkeeper, there's no need to create ability scores, THACO, to-hit adjustments, Armor Class, and the like. This does assume, of course, that your player characters don't go attacking every blacksmith and innkeeper in sight. If they do, you need to know a little more about 0-level characters.

Ability Scores range from 3-18. At best, a 0-level character will have one weapon proficiency, if that character's profession reasonably allows for it. For example, a blacksmith could be proficient with a warhammer and an innkeeper might be allowed skill with a club (the axe handle under the bar...), but there's little chance a clerk is going to be skilled with any type of weapon. In nonweapon proficiencies, 0-level characters have as many as are needed (and reasonable) given their profession and age.

Thus, a blacksmith might be quite accomplished at the forge, having spent several proficiencies on the slot. Novices and incompetent craftsmen have the bare minimum training and skill. Typical

journeymen spend two or three slots on their main skill. Experts and brilliant artists usually devote all their ability to a single proficiency. Masters, who watch over the work of journeymen and apprentices, are normally no more accomplished than journeymen but have additional proficiencies in other business areas. The majority of people have from 1-6 hit points. Dwarves and gnomes average from 1-8 hit points. Adjustments can be made for occupation or condition as indicated on Table 10, below.

In your adventure, think about the characters the heroes will meet while pursuing their goal. Try to make the most important ones interesting and memorable. Make this one funny looking, that one talk with a lisp or an accent, the one over there a tourist from some foreign land.

Each important NPC has beliefs and objectives in his or her own right. Nasty NPCs have motives and methods like those of the scenario's master villain, but on a smaller scale. Friendly NPCs may share the same emotional involvement in the adventure that the players have. Neutrals just want to make a buck, observe, or be left alone. Perhaps they're just acting as inadvertent conduits for information. Your players enjoy interacting with these various personalities, and you'll have fun impersonating them. Just as important, you can use the NPCs as tools for your story. They provide many functions:

Information sources, as with a captured thug or stoolie;
 Skilled people, such as a cryptographer who can break coded messages for a price;

Incentives, as with the rich movie star who offers a huge donation to charity if your heroes will serve as his bodyguards on a trip through dangerous territory;
 Humour or atmosphere, as with the street urchin who won't leave your gruff hero alone;

Or conflict. Sometimes the players just want to pound on something. That's fine. Throw them a minor villain or a gang of his henchmen and let them blow off a little steam. But bring in these foes for a reason, in a plausible manner, and adjust their strength to that of the player characters. These "random" encounters should not produce serious damage or otherwise obstruct the plot. Remember the earlier advice about not letting the dice mess up your story.

Following are a few general roles NPCs often play in super-hero adventures:

The Authority Figure

Heroes usually loathe, but often respect, the NPC who has some kind of power over them. This NPC serves as an information source, an obstacle in touchy situations (meaning all those that expose the NPC's own agency), and in some cases a genuinely useful contact. But try to restrict a useful NPC's role. If the NPC always cooperates and has plenty of pull, adventures could move along much too easily for the PCs. And where is the heroism in that?

Here are several time-honoured authority figures:

Government observer:

Usually a royal pain, this man (it is practically always a man) insists on adequate supervision of all the heroes' activities. Otherwise, they lose their

government clearance, and probably a lot of nifty devices like satellite communication links, jets, and even their headquarters. Whatever it may say about our society, in practice government observers are often hostile and troublesome.

Law enforcement official.

These include officers on the beat, plainclothes detectives, precinct captains, commissioners, and FBI and CIA men (again, they are nearly always male). An international adventure could feature agents of Interpol or intelligence services of other countries. Any of them can be friendly or hostile.

Friendly officials bring heroes into troublesome cases, provide deep background information, and alert heroes to actions by hostile officials. Often a friendly official is impatient with the usual law-enforcement channels and wants to see justice done, even if not "by the book."

A friendly official is a likely NPC target for a villain's plot, providing a strong adventure hook to involve the PCs.

Hostile officials harass the heroes and stonewall PCs who want information.

If you include a hostile official in the story or campaign, establish a reason why the official doesn't make the heroes' lives even harder (for instance, by arresting suspect PCs on the spot). Perhaps the official's superior is friendly to the PCs, or the PCs have official government jurisdiction to investigate cases.

Lawyer

Heroes may run afoul of the law, or at least the fringes of the law, whenever they haul someone to the police station, accidentally destroy property, break into a criminal's office, or fail to heed the summons of a police officer. All of these things happen all the time.

Other lawyers can be mere nuisances. These ambulance-chasers may try to harass the heroes into settling out of court for "molesting" their clients, who are innocent until proven guilty of bank robbery, muggings, or whatever the heroes caught them doing.

Then there is the truly crooked lawyer, who springs villains on technicalities and casually commits perjury to frame a hero. For example, Caesar "Big C" Cicero has become so successful as a mob lawyer that he is the probable successor to leadership of the of the Maggia.

The Friend with a Dark Secret

Here are two general varieties: Childhood friend. This NPC, usually not a recurring cast member, knew one of the PCs in the old days, usually before the hero began his or her heroic career. You and a player can establish some retroactive reason why the PC cares about the NPC, no doubt rooted in some childhood event. Perhaps one saved the other's life.

The childhood friend returns suddenly, possibly in suspicious circumstances. Though still friendly at first, the old acquaintance soon betrays the heroes, steals something vital, harms an informant, or otherwise shows that the friend is working for a bad guy.

The friend might really be evil, or the master villain might be extorting the friend's cooperation. The bad guy holds a hostage, or the friend is just weak-kneed and buckles under to the villain's orders.

Inevitably, the interested hero must confront the childhood friend, perhaps in battle. The friend can be converted to the good guys' side or may be irredeemably treacherous. Either way, the friend usually dies at the end, at the hands of the master villain another good way to develop personal animosity between a hero and villain.

Relative or romantic interest.

Functionally much the same as the childhood friend, but this variety of NPC can easily be a regular member of the campaign's supporting cast. A hero cares deeply about the NPC and would go to great lengths to protect him or her.

This kind of NPC never turns out to be evil, but is often temporarily mind controlled or coerced into betraying the hero group. When the villain's plan is smashed, the NPC begs forgiveness. Depending on the circumstances, the heroes may welcome him or her back, or abandon the NPC to a solitary life outside the campaign.

Note that in a campaign, NPC relatives or lovers should have some useful role in addition to the emotional tie to a PC.

The Guest Star Hero

Although guest stars work in the comics, because a reader finds all the heroes equally interesting, in a game the guest hero is just another NPC. And above all, NPCs must never make the PCs look bad! Note that the guest hero should not solve the adventure's main problem,

rescue the PCs from a deathtrap before they've tried to rescue themselves, or otherwise steal the PCs' thunder.

The Hero Worshipper

Publicly known heroes may have fan clubs, or just one or two groupies. A groupie can be a fun way to stroke a player's ego, or the NPC can be a pest who demands autographs at inopportune times, hangs around the headquarters, and interferes during battles with villains. Worst of all, the hero-worshiper can be emotionally disturbed.

The Lunatic

The NPC could be crazy. There is ample precedent for this in the comics. Often the loony knows something significant to the adventure, and the heroes have to put up with his or her babbling to get the clue.

The Scientist

This NPC type is often not far removed from the previous one, but the expert doesn't froth at the mouth—at least not publicly. The heroes must humour this NPC's eccentricities because of his or her valuable knowledge. Beware of making the NPC an expert in one of the PCs' chosen fields. If this is so, the NPC should be less qualified than the hero, or not given to hogging the stage and showing up the PC. Alternatively, a scientist's researches may have gotten him or her into really deep trouble, and it's up to the PCs to extricate the "expert."

The Snoopy Reporter

A classic NPC. This journalist knows that uncovering a secret identity or a skeleton in the closet would be the scoop of the decade. In modern times newspaper reporters are being

supplanted by hair-sprayed TV "reporters" who slept through their Ethics in Journalism classes. But media outlets can always serve as a source for the more traditional type of snoop.

The Stoolie

Every streetwise hero maintains a network of informants. Those who don't may meet stoolies through the police department, or the stoolie may seek out the heroes to deliver some especially hot information. These characters are all different, often have very colourful personalities, and can be either tough guys or comic relief. If they come across some really dangerous information, they can end up dead-or, that is, start an adventure by dying in a hero's arms.

Section 21: Telling Stories

GMinig means you create, not just a series of fights, but a storyline with a beginning, middle, and end; giving PCs a clear goal and a struggle against villains with conflicting goals; and featuring a supporting cast of NPCs who can hinder or help the players.

The Genre

A genre refers to a distinctive kind of story, such as mysteries, Westerns, romances, or fantasy, usually used to distinguish it from general, or mainstream fiction. Readers of these genres quickly point out that there is wide variety within each one. But there are certain similarities among them that are worth discussing here. Why is this important? Because to tell stories you should understand the rules by which they work.

Elements

How do you turn all of these ideas into an adventure? How do you mix elements of plot, characters, settings, surprises, and goals, present them to your player characters, and turn their responses into an exciting story?

Premises:

These are the springboards for stories or adventures. A premise provides a situation, a goal, and reasons to try to reach the goal.

Goals:

In a story, the player characters work toward genuine goals. "Find the evidence that will clear a PC hero of this murder charge." "Locate and rescue the Mayor." There are many goals, all of

them having real effects if the heroes reach them or fail. Make your story's goal one the characters care about, and that motivates them to act heroically.

Settings:

In a story, the environment is important. It can determine the course of the plot, and it does more than anything else to establish the tone and atmosphere of the story. Think about Times Square. Or Congress Hall. These aren't just maps with numbered rooms, they're places where people live or work, with unique features that set a mood. A low, smoke-stained ceiling with shreds of paint still clinging at the corners.

Hot, bright incandescent lights hanging low over green baize tables that smell of grease and dust. The cue ball clicks against the shiny black 8. Big guys in cammo vests or flashy suits look for shots. Now and then a police siren wails across town, and half the players start, looking suddenly guilty. Mumbled bets, crinkling bills, ice cubes clacking in shot glasses, hazy warm air. If you give your players these details, they'll know more about this story than if you said, "There you are in a sleazy pool hall."

Conflict:

It's not a story unless something prevents the heroes from achieving their goal with ease. Maybe bad guys are chasing them, only a stretched footstep behind. Maybe the person they're sent to find doesn't want to be found, or works to sabotage the heroes, or has been kidnapped. Or a tremendous disaster has endangered the city, so the heroes must spend valuable time rescuing innocents. Obstacles to success make exciting adventures. They come not just from villains and henchmen, but from the environment,

misunderstandings, or neutral NPCs with conflicting goals. And not all obstacles can be removed with a haymaker or repulsor ray. Suppose your heroes need to catch a taxi to Queens, so they can warn their aunt that a villain is headed her way.

The only taxi around is occupied by a stuffy rich guy who wants no truck with rowdy muscular guys in funny suits. He's got bodyguards and powerful connections; he can probably outbid the heroes; and if they punch him out, they'll ruin their reputations. This conflict forces PCs to think around a problem. Even though nobody has swung a fist or destroyed a building, the story is exciting and involving. Try to put many kinds of conflict in stories.

Non-player characters (NPCs): Some NPCs are interesting allies or villains, with their own skills and goals. Others are faceless threats, like thugs or monsters, who are just there for the heroes to overcome. Both kinds fill essential roles in your plot.

Surprises:

What comic reader doesn't like a good twist in the narrative? When players are acting without much thought, because they think they know what's coming next, make sure they're wrong. Any story offers chances to make the players have to readjust their expectations with a sudden lurch. Maybe the heroes are trying to rescue an ambassador's teenage daughter, who has been kidnapped by terrorists. The PCs cross the city to the terrorist hideout, sneak in, silence the lone guard, and wake the young woman.

She lets out a screech and calls for the terrorists! It turns out she's allied herself

with them to rebel against her father and create a new life without him. The players, having proceeded without thinking, must suffer the consequences. But when the players are alert, think matters through, and plan intelligently for likely turns of events, don't shove in an arbitrary surprise just to mess them up. If the plan they offer would work as you have arranged matters even if it isn't the way you had figured it would be-it deserves to succeed. In this way you reward intelligence, and players don't start thinking, "Why bother planning when we're going to get blindsided anyway?" Sometimes when the heroes execute a plan flawlessly, with no drawbacks, the success itself surprises the heroes more than any failure you could invent.

The grand finale:

A story's excitement should build to higher levels, and then be resolved in a single dramatic confrontation. More often than not, this is a slugfest with the main villain. In this climax, the main story elements should be resolved, main goals reached or lost, and most important characters dealt with in some fitting fashion. Maybe the chief villain escapes, surviving to fight again ... but for now, no one has to worry about him or her for a while. You can't always know your story's climax when you design the adventure, because players can act unpredictably and send the plotline careening off in new directions. But as you judge the adventure, be alert for ways to resolve the story in a dramatic final scene.

Storytelling

Length:

Have a rough idea of how long the whole adventure should take. Of course,

players always do unexpected things that affect the length of time a story takes to complete. They take a few days off to earn money or date their girl/boyfriends, or they accidentally stumble on the high-tech item that destroys the villain in one turn. You can't plan for this, but you ought to have some notion of how many evenings everyone will have to keep open to finish the adventure.

A short scenario, with an immediate goal and one or two obstacles, can take a few hours-one play-session. An extended adventure, lasting many days of game-time or ranging across a wide area, with lots of fights or chases, can take many sessions of several hours each.

In planning an extended adventure, try to break down the story into session-length "episodes" or installments. Each episode should offer certain features in its own right, such as action and an opportunity for each player character to do something useful. Otherwise, the adventure may drag, and some players can grow dissatisfied. Episodes are discussed further below.

In a campaign, it is often a good idea to alternate extended, multisession adventures with shorter, "one-shot" stories. The short breaks provide light relief from the rigors of a lengthy adventure, in the same way you might take a break from reading multi-part graphic novels to browse a short story.

Getting underway:

First, make sure you have all the game materials you need, such as pencils, dice, and "paranoia notes" (slips of paper the players use to pass private messages to the GM). And set out plenty of food,

role-playing is hungry work! Then everything is ready.

Before the adventure begins, get each player to introduce his or her character to the others. The player should describe the character's appearance and perhaps some background.

Starting an adventure can be a problem. The goal is not only to present a situation, but to involve the players in it to get them emotionally committed. The "Adventure Hooks" section later in this chapter gives specific ways to pull players into the story.

But here is one point of general advice:

Consider starting the heroes right in the middle of everything. Tell the players that their characters received an urgent summons from a police stoolie; when they went to rescue him, they stumbled into a Maggia ambush. The gunmen are firing. What do the PCs do?

Already players can make interesting choices, they're headed in a clear direction, and you begin to establish the tone for this adventure. When the action lets up for a moment or two, convey the premise and goal of the story, and let the heroes charge onward.

Pacing the story:

Once they're charging, how fast do they get where they're going? As fast as possible, of course. Keep things rolling along, and don't get bogged down in detail. If you are not sure about a rule, invent something reasonable and continue; then you can check later, and reverse your earlier ruling if it's still necessary and feasible.

And players shouldn't make things drag with rules questions, either. Their characters don't have time to flip through rulebooks in the midst of heated exertion, so the players shouldn't either. If you make it clear to players that you will treat them fairly and that a finicky rules question won't govern the success or failure of their mission, they should be willing to surrender to the moment and play the roles, not the rules.

Narration

Use many senses. Describe what the PCs see and hear, but also include interesting smells, the temperature, when it's useful, and the way the scene makes the characters feel: "The Hudson River is wide, slate gray, and smells like the oil in an old gas station. A stiff, cool breeze blows toward you. A few derelicts are staggering along the waterfront. You feel as desolate as they look."

Use sound effects. As mentioned above, don't hesitate to "bang! kaboom! zam!" all you like. Don't be shy-you're the Judge, so you can do anything you want. If the players make fun of you, throw an incredible superpowered villain at their characters. That should hush them up!

Design dramatic entrances and exits. A major character's appearance or departure is worth playing up. It's okay to say, "There's Doctor Destroyer, and he springs to the attack." But you increase suspense and interest if you say, "The only sound in the warehouse is the buzzing of a fly. It flies down in front of you-and suddenly a metal tentacle lances down and grabs it out of the air! Overhead, Doctor Destroyer shouts, 'I have you now!' "

Melodramatic entrances and exits can be overdone, so be careful. Listen to your players. If they sound primed to expect a big splash, consider catching them off-guard by having the villain slip in quietly. "You searched the city for the Beetle, but you found nothing. After several hours, you get tired and go back to headquarters. You head for the kitchen to make a cup of coffee ... and he's waiting for you at the kitchen table."

Describe powers vividly. If your PCs fire power bolts of Amazing intensity, make them sound amazing. "Orange fire builds around your fingertips. For half a second you wonder, as usual, whether this time the power really will incinerate your hand. The energy builds before you can blink your eyes, and you launch the fireball in a blaze of yellow light." This makes players feel super human in a way that "You hit him with your flame bolt" just can't.

Episodes

When you create a long story that players can't complete in one session, give thought to breaking up the plot into episodes. Each session of play should be interesting in its own right. Otherwise, after a dull stretch, the players might not come back for the next one.

And it's a good idea to break off a session either (a) at some natural pause, such as after a big fight, when the players and their characters would naturally unwind; or (b) at a dramatic, cliff-hanging moment, such as just before a big fight, when your players can hardly wait to see what comes next. This way you know they'll come back for the next session.

An exciting episode of your story should include a lot of the ingredients of the whole story: a clear goal, interesting characters, maybe some mystery, And the episode involves specific plot elements, such as (one or more of) these:

- fighting
- a chase
- high-tech superscience or magic
- investigation, if the story is a mystery, or if the goal isn't clear
- comedy, such as interaction with NPCs or weird twists of the plot. Don't let the laughs undermine the importance of the fight against evil; but don't get so solemn that nobody has a good time.

The most important rule: In plotting an episode of your story, think about all the players and their characters. Ask what each character can do in this episode. Each player should feel his or her involvement is important. Maybe only one character speaks the language of your important NPC, while another knows how to infiltrate a villain's master computer. A third is the only one who can detect that magical trap, while the fourth has a weapon perfect for foiling an ambush.

Make sure everybody gets to show off at least once. That's one of the prime attractions of roleplaying.

Finishing the Story

So the game is going along famously. Eventually, however, like any story, it must end.

The Story Climax

In theory, your adventure has set the heroes a particular goal, and they have been opposed by one or more main adversaries or obstacles. In the climax, try to draw together the heroes, the

adversaries, and the goal. Either the heroes reach the goal, or they fail conclusively; the bad guys are overcome, or escape, or triumph (for the moment).

One way to analyze your story and design the climax is to visualize an event that changes the situation, obviously and permanently. Somebody dies; a hero's (or item's) latent power is activated; the object the villains seek is destroyed; a hero and heroine fall in love; the setting burns down or explodes.

Dramatizing

As the story reaches its end, the players should not lean back to watch the show. You must dramatize the action. That doesn't mean waving your arms dramatically as you describe the ending; it means you involve the PCs as key actors in the drama. The heroes must take action to achieve success.

If the climax of the adventure is an exciting battle, that's fine, and certainly not without precedent. Another interesting type of dramatization requires characters to make a choice, then act on that choice. Then they must deal with the consequences of the choice.

For example, the villain may kidnap a guide who helped the characters on their adventure. At the climax, the villain appears with a knife at the victim's throat. Do the heroes let the villain get away?

Or a spy who's been reporting to a villain on the PCs' movements turns out to be the daughter of an important NPC, perhaps the characters' patron. Do they arrest her on the spot?

Perhaps players will have no trouble with these decisions, but making them agonize isn't the point. The choices they make define their characters and determine the course of the story. There is a whole section about these "dilemmas" later in this chapter.

You manipulated the sequence of events to bring about the story's climax. But once you reach it, major manipulation is uncalled for. You can have a villain miss his FEAT roll or fail to see a brilliant tactic, if it would make for a dramatic defeat (see below). But in general, the actions the player characters take of their own accord should decide the story's outcome. Otherwise, the players feel like they're watching events, not shaping them.

If they fail completely, the failure need not be permanent or fatal.

Dicing with Danger

The heroes corner your master villain, confront him with his crimes, deliver their impassioned speeches, and hit him with overwhelming force. Everything's set up for his defeat; he'll stagger a few steps, shake his fist in impotent rage, and drop into a bottomless pit. All they have to do is hit him. You roll his Dodge and he evades their blow with ease. The moment is lost. The PCs resort to a long, tedious battle of attrition, wearing him down into unconsciousness so they can kick him while he's down.

What went wrong? You let your dice do the thinking for you, that's what. The dice don't tell the story, you do! If their results interfere with a fun, satisfying adventure, what do you gain by slavishly obeying them? The reason you're all playing is to have fun, and "having fun"

and "following each and every rule, without exception" don't always mean the same thing.

You might ask, "But isn't this cheating?" Sure, but only to help the players have a good time. That's the rule that precedes all other rules. So if you think a scene would flow better if your villain rolled low instead of high-he did! (Just make sure you roll the dice out of the players' view, so they don't know you're fudging.)

It makes a good story. It doesn't hurt anybody, except the villains. And they won't complain.

Victory

The heroes won or lost. But maybe it's not that clear-cut. They rescued the hostages, but the villain escaped. Or, they defeated the radioactive monster, but it managed to destroy midtown Manhattan beforehand. In designing an adventure, think about levels of victory. The major goal may include certain minor or accessory goals, and the PCs may achieve some but not others.

Most importantly, the heroes' victory may not be conclusive. If they overlook clues, don't take all the right actions, or suffer a string of awful luck, the villain may get away. Or they catch the bad guy, but the building the heroes were guarding gets destroyed in the process. Not good for the reputation.

These inconclusive victories sow the seeds of future adventures. The villain vows revenge, or the site must be rebuilt and looters chased away, and so on.

Defeat

Beyond the foggy land of inconclusive victory lies the swamp of utter, dismal, unconditional failure.

Superheroes don't often blow it in major, permanent ways. Both in comics and in game scenarios, they come out on top. And a good thing, too; given the high stakes in a superhero adventure, the heroes' failure may mean the end of life on Earth as we know it.

So are you forced to put PCs on a railroad track to success? No. Failing a mission need not mean the death of everyone involved, nor the triumph of evil. If the players fumble, there are less extreme ways of ending the adventure and letting them know they blew it.

They can lose weapons or devices. If your characters are forcibly parted from their possessions, they'll hunger to track down the bad guys and retrieve them. Another adventure!

Or you can let the enemy capture the player characters. Then the heroes escape in the next scene and try to pull together the remnants of their mission. And remember, after a failure the goal should somehow be harder to achieve.

Other penalties include scathing editorials and the scorn of the characters' peers.

A bad way to handle the players' failure is to bring in an NPC to make things right. This galls the players and makes them feel useless. An important part of role-playing is the illusion that the player's character can, and must, influence events. If an NPC is always waiting in the wings to patch up

mistakes, a player will think (justifiably) that he or she could have stayed home.

The ultimate penalty is death. In a story, death is important and, usually, final. Don't let your characters die pointlessly in some random gunfight. Their deaths should serve the plot (but not—note!—be vital to it). A hero's death should be a dramatic, emotional moment in the story. Try to stage it as part of a climax, or vice versa, and be sure to give the character a chance for a few poignant (or defiant) last words.

Failure happens. Reasons are not important, after the fact. Be ready to salvage the situation and set the stage for another adventure, in which the heroes have a chance to redeem themselves.

Rewards

The good guys usually win. After a long and hard-fought battle, the PCs want to know their efforts have been appreciated. That appreciation usually takes the form of XP awards, but there are also other ways to reward heroes.

Equipment, for example. A rescued millionaire or grateful bank president could give them a spiffy limousine or private aircraft. Or the heroes might crib a magic ring or high-tech gizmo from the villain's headquarters. (Not only does this work as a reward, it can also trigger a future adventure.)

Intangible rewards can be just as useful: the friendship of a more powerful or experienced hero; favours earned from the mayor or chief of police; a contact at a newspaper; even the grateful tears of an old widow.

What about the rewards for handling really world-shattering events?

Depending on the heroes' reputations and standing with the police, city officials could arrange a ticker-tape parade up Fifth Avenue. Filthy rich or influential people could build an entire headquarters for the heroes. National news shows broadcast the PCs' heroism. Of course, that means every gunslinging super-powered villain hot to make a reputation will target the PCs!

Every reward should sow the seeds of future adventures. The story grows into a campaign.

Section 22: Campaign Problems

As the campaign proceeds, certain problems may appear. Here are some traps to watch out for.

Bad feelings between player characters

Even though your players are getting along fine outside the game, their characters may regard each other with cool hatred. Perhaps one has vowed to protect all life, whereas another is ready to kill any criminal. These two have to get on one another's nerves. In the comics, this friction can produce deeper characterization and interesting rivalries. It can in your game, too ... if that is to everyone's taste. Take care that other players don't become uncomfortable with the fractious pair, and keep the combatants from stabbing one another in the back. That's hardly heroic!

A certain amount of squabbling is entertaining. But carried too far, it can drive the group apart. If you prefer not to risk this, make sure your PCs are all on the same wavelength about important campaign issues before play begins. These "ground rule" issues include:
Whether and when to kill;
Relations with law enforcement officials;
And whether PCs should trust one another with their secret identities.

New players

Great! That is, as long as the newcomers know the campaign's ground rules: ways to behave, power level, overall goals, and how to uphold the team's reputation. It's hard to make sure a new player isn't

going to do something rash and cause permanent disaster.

Too many players

Some GMs, who struggle to find enough interested parties to put together a play session, would love to have this problem. But having too many players is far worse than having too few.

The problems: the GM can't keep track of everybody's actions; players don't get into the spotlight often enough; and to challenge the larger and more powerful PC group, bad guys have to be still more powerful and that makes adventures deadlier for individual PCs. In gming a game, the maxim is not "The more, the better," but "Everything in moderation." Aim for an optimum group of four to six players. If you have many more than this, consider splitting off the group into two separate campaigns.

Changing direction

After you have run all the adventures you can think of, you may want to rejuvenate the campaign by shifting its scene, premise, or goals. This is fine, but talk to your players first. If a player enjoys playing a wealthy industrialist in the Financial District, he or she may not enjoy being flung back in time to 18th-century Haiti or into a post-holocaust future. If the players object strongly to your proposed change, think it over. If they don't object, but don't think their characters belong in the new campaign, let them create new PCs. Or ask them to play NPCs in your adventures until the campaign returns to the earlier mode. Remember, players just want to have fun.

Bad Gamemastering

or 11 steps to ruining your campaign

1) Never let the players be the best at anything: Always have an NPC around who's better than the players in terms of their skills and professions. When the players are overwhelmed by enemies have your NPCs save them every time. Also common grunts should always be the equal of the players regardless of experience.

2) Make sure the plot is more important than the players: Given a chance the players will come up with totally unexpected plans which could ruin yours. Don't let them! Remember if the players weren't around your NPCs could do it for them but probably better.

3) Force your players into roles they hate: Don't let them choose the archetype they want and ignore any requests. If he wants to be respected frame him for murder. If he wants to be happy kill his family, and don't forget scarring or crippling him.

4) Use genres your players hate: If you want to run a romance and they don't go right ahead. If you want them to be fugitives do it.

5) Always obey the dice: If at the end of an adventure the player has come up with a brilliant way to defeat the villain and all the others have pitched in and everyone's ready to go home and after all this he screws up the roll, bad luck. The fight goes on and make sure that unconscious villains revive.

6) Drone: Always use narration instead of interaction and dialogue. Describe everything down to the tiniest detail.

7) Keep changing the rules: Even in mid combat. Make it up as you go along.

Don't even bother preparing for the session.

8) Treat them like dirt: Find out what your players most want and deny it to them. Make their plans fail. Kill off any romantic interests just as it gets to a high point. If they like to fight make them have to think their way through everything.

9) Have all the enemies they encounter instantly know all the players weaknesses and be prepared for them or better yet expose their secret IDs.

10) Kill off their characters repeatedly.

11) Last but by no means least ignore all complaints: Who's game is this anyway?

Section 23: Dilemmas

In a dilemma, the heroes have to make a choice between two unpleasant alternatives. Draw the consequences of each choice as clearly as possible, and (if circumstances permit) allow the players as much time as they want to debate the question. As stated earlier in this chapter, the point here is not to make the players wrack their brains in anguish... though that is certainly entertaining. Instead, by making these decisions, the heroes define and display their characters in dramatic fashion. Here are some sample dilemmas, starting with the one most often seen in super-heroic adventures:

Breaking the law

With great power comes great responsibility. Will the heroes take the responsibility of breaking the law, if they believe it means a greater good? The obvious context for this dilemma arises when the heroes have the chance to kill a truly powerful, truly evil villain. Kill, and violate every claim to civilized conduct? Or let the villain survive to pillage, plunder, and (often) kill again? Every hero has faced this issue. In nearly all cases they decide not to kill, because "that would make me no better than the villain - " This is true. Pragmatically speaking, a hero who kills is also hounded by the police and press, and loses Karma and popularity.

Warning to the GM: If you present the heroes with this dilemma and they disagree on what to do, the next session may turn into an extended policy meeting on the topic "To kill or not?" And the schism may well split the group apart. If you want to protect against this, make sure all the PCs take the same

view about killing before you begin the campaign.

Conditions

Many stories have some kind of gimmick. Perhaps the heroes must work under a condition that changes their usual way of operating. Or the resolution of the story thrusts a hero, or the entire player group's heroes, into a choice between unpleasant alternatives. This section discusses these conditions and dilemmas. Don't overuse these gimmicks. If you tell too many stories that rely on them, your players will feel put upon and frustrated. But if you run an ongoing campaign, throw in a condition or dilemma every third or fourth adventure to keep players on guard and explore new ways of playing.

Deadline

This common condition puts a time limit on the resolution of the adventure. If the heroes don't achieve their goal within a certain time, specified at the start of the adventure, then disaster will fall. The city may blow up, or a slow-acting poison will kill one of the characters. If the heroes seem to be moving smoothly toward success long before the deadline is reached, you can give them a nasty surprise by revealing that the adventure's villain was lying, and that the time limit actually expires much sooner than the PCs believed. But this often appears too blatantly manipulative, so be careful. Powers don't work right

This one always puts a scare into the players, or at least disturbs them. Some malign agency has tampered with their powers, so they don't work quite the way the heroes expect-or, often, not even remotely as they expect. Possible causes include passage to another dimension

where natural laws work differently; a mutagenic agent that alters the PCs' body chemistry; or sabotage of the heroes' favourite gadgets. The adventure's climax should include a way to restore the powers to normal. Or a PC, discovering he or she likes the new powers, decides to continue with them without further change.

Switched identities

This classic comic-book plot device puts one character's mind in another's body, and vice versa. It can easily work with and lead into the "Mistaken Identity" adventure hook (see that section). This gimmick works well in a comedic adventure, as one hero tries to learn how to control the other's powers. It also has a sinister side, though, especially if a switched hero finds himself in his arch-foe's body and is hunted by the foe's own enemies!

Villain immunity

The heroes have the goods on the bad guy, and they know his or her location and weaknesses. But for some reason they just aren't allowed to lay a glove on the villain. Reasons could include diplomatic immunity (see "The United Nations" in Chapter 3 of the Campaign Sourcebook), or a close relationship between the villain and a hero or friendly NPC. Or a psychic villain might possess the body of a young child. Will the heroes blast the child in order to hurt the villain? Of course not. This is a frustrating turn of events, so play it up for one adventure, then never use it again until the players have gotten over the sting of it-or avenged themselves on the immune villain in some satisfying way.

Wanted

A frequent turn of events in the comics frames the heroes for some crime, and they must go through the adventure while fighting or evading law enforcement officials. Spider-Man has had to live with this for years.

Destroy own item

Many heroes derive powers from devices, magic rings, swords, amulets, animal familiars, and so on. In this dilemma, one of these devices proves to be the source of the adventure's problem. For example, a magic ring may be gradually possessing the hero's mind and forcing him or her to commit mayhem. A villain may have found a way to install a doomsday device in the hero's armour, only the armour's destruction will save the day. Or a mind-controlled animal familiar may turn savage and bestial.

The hero must decide whether to destroy his or her own device in order to solve the problem. Or another hero may destroy it without consulting the owner, a situation that would certainly lead to tension between the two from then on. The item should not be permanently destroyed. A hero can rebuild a gadget, though usually at some inconvenience and with a delay of an adventure or two. Unique devices, especially magical ones, should require the heroes to undertake an entire adventure to replace them.

Leave the group

When the group's outlook and methods become distasteful to a hero, the hero and group may part ways. Most often this is a consequence of divergent views on the issue of killing. Another cause of this dilemma may be the discovery of a hero's dark secret. When a player is

cooperative, you can introduce a subplot wherein that player's hero leaves the group, allegedly for one of these reasons. In fact, the hero is operating solo for a secret reason, perhaps to undertake a dangerous mission without endangering the group. The player plays a different character while the departed hero is gone. Or, for a twist, the player can introduce a "new" character that is really the "departed" hero in disguise.

Reveal secret identity

This one is a killer. A PC must decide whether to tell his or her true identity to another or even, perhaps, go public. You usually have to do a lot of groundwork to set up this dilemma. For instance, establish a condition in which, for this adventure, the hero cannot appear in his or her secret identity. Perhaps the PC is wanted by police in that identity (the "Mistaken Identity" adventure hook lends itself to this development). Then, by a chain of circumstances, a valued NPC friend is accused of the murder of the PC! The hero can clear the friend of all charges instantly, just by revealing that he or she still lives. But will the hero do this? Note: Never put a PC in the dilemma of having to reveal another PC's identity. This just creates bad feelings no matter what action is taken.

Work with a bad guy

Another dilemma that will have players scratching each other's eyes out (and maybe yours, too). The heroes must enlist a hated foe's aid in order to dispatch a still deadlier bad guy. The villain agrees to help either because (a) the deadlier bad guy is cutting in on his act ("You can't conquer the world! I'm conquering the world!"), (b) the villain wants to spy on the heroes, learn more about them, and look for a chance to

shoot them in the back, or (c) mutual survival.

The real dilemma may come when the fight is over. The common enemy defeated, do the heroes (probably weakened) try to capture their erstwhile ally? What if the ally is unconscious, is it honourable to reward his or her aid with capture?

Section 24: Finding Crimes

So just how does your hero go around detecting crimes in progress?

One common element is keeping an ear to the police band - both Batman and the Flash do this, with presumably a few other heroes, too. For the Flash, this pretty much means that the moment a crime's reported, he's on the scene. Any crime in progress is going to come to a halt, right quick, as will most crimes that are still in getaway mode. If you are closer or faster, you can trump the cops. Besides, often time a crime fighter will "back up" a suspicious police call. The crime fighter will catch the escaping felon (or follow him back to his "lair" OR will be "right there" in case it is a special crime needed a cape.

Another comment element to Batman stories is that he really doesn't stop crimes - he solves them. More than a few Batman stories involve him coming on the scene after a murder or occasionally a theft or other crime. The hero gets to the scene of the crime, goes over the evidence, follows it up, and nabs the baddies. This occasionally might involve a raid into police files and their evidence locker.

Batman also has various listening devices to help him, much in the same way that Superman and Daredevil can do this naturally. Of course, the investigative angle isn't exactly beyond the police to do. But when you're in a corrupt city with a compromised force, a little vigilantism becomes a bit more necessary. Or when you're just plain smarter than the police, that investigative work is likely to mean a bit more.

Then there are heroes that just make themselves publicly known and available. Yeah, a hero might have no idea that a plane is crashing over the airport as we speak, but if one of the air traffic controllers can just call him at his office, well, that certainly works, now doesn't it? Mostly, it is tips and contacts that lead you to stake out places that could be targets (and if your intel is good, will be).

Once you start getting away from street-level supers, finding crime becomes less of a problem, anyway - most of the baddies are likely blasting holes through buildings or otherwise making a big, dumb obvious show of themselves. That or they just happen to come upon something untoward going on during a patrol.

Then there are super-senses. Or just dealing with villains that are too tough for the police to handle, never mind their ability to follow up on an investigation. Enhanced sense, including spider senses, are handy in finding crime that the police miss or have not caught.

Finally you can just do a general patrol all night, hitting areas that you think will have a higher rate of crime. Because most vigilantes, will be more mobile and in "odd places" when compared to a policeman in a patrol car, they will catch criminals who are going places to avoid being seen by patrol cars. So this does cause an issue with car bound vigilantes. Most of the time in the comics, Batman is looking for a specific criminal or modus operandi. One or two crimes of a given type create a pattern that he begins to search for.

In a "realistic" world, there is only so much crime at a given time. So there would be a super battle, lets say once a month or even once a year, with a crime that "only the hero can solve" happening once a week to once every few months. I mean how many super villains are there? And are they really stupid enough to operate in a city of a known super hero, unless their goal is to mess with the hero... rather than get rich. Please keep in mind the actual rate of crime, especially in a place where they know a vigilante, will be lower than you would expect.

Section 25: Urban Warfare

Super melee combat in the city by A.J. Pickett

Things to keep in mind while engaging in deadly combat with super powered foes is that in a densely populated city, there are always innocent bystanders; walls don't always stop bullets, energy blasts or even bodies, and when things fall off buildings, there is a good chance those things are going to hit someone down below. Also, while everyone will cheer when Captain Freedom defeats the evil Professor Malignant, someone has got to foot the bill for all the broken glass, damaged gutters, torn up roofing, smashed brickwork, broken doors and overturned cars!

While it is oh so easy to get caught up in the thrill and chaos of melee combat, there is always the very real and very serious risk of harming innocents or destroying public and private property. One brick on the head of one person can land a hero in the very same jail as the arch nemesis they put there last week. So keep in mind, the 'mega powerful, shoots through armour like a hot knife through butter, super damaging ultra blaster' your character is so proud of is probably the absolute worst thing a hero could use in a city, next to indiscriminately hurling incendiary grenades or trying out their new EMP pulse weapon. Fighting in an urban setting requires skill and care, not brute firepower.

Remember, negligent homicide is a serious crime with 1-5 years jail time, and one smashed window on a high rise building can cause a shard of glass to kill someone down on the street below..

that's negligent homicide.. picking up a car and throwing it at your enemy.. that's as good as Car Theft (larceny) and Assault with intent to maim or murder, plus destroying private property and then there's disturbing the peace and littering! Of course, the police probably wouldn't even charge a hero with the crimes as long as some heavy duty, good reason is involved.. such as saving many lives or a great deal of public property.. but the hero will still be expected to be accountable for any lawsuits brought against them by private parties concerning private property.. so think twice before throwing that car at your enemy.. do you think they have insurance, or that it covers super hero damage?

Character shoots and misses badly, the blast may bounce off an object and hit a bystander! I suggest the GM considers the odds of the shot heading toward a bystander and rolling a percentile (taking into account the proximity, location and number of bystanders, the odds should always be less than 60%), if the result is yes, then the player must roll to strike again, no bonuses and -1 to Thac0, the object the shot ricochets off takes D6 damage, and the bystander takes D6 less damage than the full blast.. roll damage and pray for low numbers!

Bystanders caught within range of a sonic boom take D6 damage and will be stunned for 2D4 melee rounds (-6 to initiative, -6 to Thac0) and will be slow, shocked and upset. Yelling at them to get out of the way or do this or that will not do much good as they will just stagger around wondering what just happened and why they can't hear anything but a ringing noise. Glass will shatter and air will kick up dust and

paper close to a sonic boom, and it is much more damaging in a confined space (such as inside a skyscraper, where the glass windows are liable to shatter quite spectacularly!).

Flying Objects/debris : Same strike chances but multiple chunks of masonry or similar will have a much higher chance of hitting a bystander.

Tiny objects - under .45 kg - D4 damage
Small objects - under .9 kg - D6 damage
Moderate objects - under 1.9 kgs - 2D4 damage

Medium objects - under 4.5 kgs - 3D4 damage

Large objects - under 11.3 kgs - 3D6 damage

Big objects - under 18.1 kgs - 4D6 damage

Hurled/falling Objects and People : Chances of hitting bystanders are reduced for large, hurled objects and thrown people, but it can happen, with some deadly results.

Person thrown into another person - 5D6 + STR damage to thrown person and double damage inflicted on bystander, plus they will be knocked down and stunned (and injured!).

Person tossed aside - 4D6 if relatively gently, D4x10 tossed a short distance, D6x10+6 if thrown up to 100 ft or more (very likely to kill an ordinary human being).

Super throw - hurling a person hard will inflict 2D4x10 + STR damage and definitely kill an ordinary human being!

Getting hit by a small car - D4x10 damage

Getting hit by a typical car - D6x10 damage

Getting hit by a Desk, table, couch, bed, etc - 3D6 to 5D6 damage

Getting hit by a mail box, metal trash can or telephone booth - 3D6 damage
 Getting hit by a Lamp post or tree - 6D6 damage
 Getting picked up and smacked into something else - 2D6 + STR damage
 General damage from Heavy Objects - D6 + D6 points per every 20 lbs (9 kg)
 Damage from Velocity - Add D6 to 2D6 per 10 mph (Varies with circumstances)
 Damage from Falling - D6 per 10 ft, this falling damage is ADDED to the damages listed above for objects 10 lbs (4.5 kg) or heavier, to reflect the added velocity and force of the blow from falling objects.

Section 26: Adventure Hooks

You grab your players' interest in an adventure by appealing to the psychology of their characters. For instance, a character obsessed with locating his or her true parents will obviously respond well to an enigmatic note found in the attic of the hero's ancestral home. If you involve one hero in the scenario, the rest of the group will probably tag along just to be friendly. But beware of activating their own contrary psychological traits (in the example above, a hero who says, "I refuse to help you dredge up past scandals!").
 Here are a few tried-and-true adventure hooks:

The Challenge

A remote-controlled plane writes smoky letters in the sky above Manhattan: "TRICKERY CANNOT HELP THIS TIME, (name of hero group). MEET TONIGHT AT OUR LAST BATTLE SITE OR ADMIT YOUR COWARDICE"—and, of course, the skywritten note is signed by your archvillain. The challenge leads all the evening newscasts and makes the front page of the paper's evening edition. Maybe the heroes don't feel like walking into a trap just at that moment, so they pass up the challenge. But the next day the skywriting challenge gets nastier. And the day after that ...

The heroes become laughingstocks. Sooner or later they get fed up with the humiliation, and they launch themselves into your scenario, ready to pummel the taunting villain.

Obviously, the challenge can take some form besides skywriting. Each form varies in its public exposure, nastiness, and allure. Aim for the dramatic.

The Dying Delivery

A hero is on patrol, appearing at a posh charity function, or just lounging around the public HQ. In staggers a mysterious figure. The man (or woman or child or alien) mumbles a few words, hands the hero a clue, and perishes. The clue or dying words should tell the hero where to start investigating this mystery. The victim may have named his or her killer, or the assassin's employer, or maybe a loved one who should be informed of the death.

For a twist, the victim might have a completely wrong idea of the killer's identity. This leads the hero on a wild goose chase to the wrong villain, but the chase uncovers another evil scheme. By defeating that scheme, the hero group somehow uncovers evidence that points to the victim's true killer. Complicating the investigation, whoever killed the victim now wants the clue in the hero's possession. Naturally, he or she will stop at nothing to get it....

Enigmatic Figure

Create an NPC who is sure to fascinate your heroes. The NPC shows up from time to time (perhaps in earlier adventures) for no apparent reason, manifesting strange powers—perhaps powers identical to a hero's! The hero group, intrigued, looks into the mystery and discovers a villain's plot.

Who is the NPC? Some ideas:

1. The villain's agent, luring the heroes to their doom. Heroes should become

suspicious of the NPC's actions before that doom strikes.

2. The villain's hostage, who keeps escaping-but never quite long enough to get to the heroes.

3. A freelance hero, fighting against the villain and trying to warn the hero group about the scheme.

4. The ghost of one of the villain's victims. This option is best suited to heroes who have psychic or magic powers.

5. The villain's ally or dependent, who is caught between love or duty and worry over the villain's scheme. This character either dies at the villain's hands by the grand finale or is rescued by the heroes and becomes a dangling subplot for future adventures.

Evidence is Uncovered

After some lengthy time, new evidence in an important criminal case has appeared, or a key witness has blown back into town. The statute of limitations runs out in an absurdly brief time, so contacts in law enforcement enlist the heroes' aid to locate and protect the witness or evidence. It goes without saying that some evildoer has also learned of the new evidence and works to prevent the heroes from achieving their goal. One way to give this hook some emotional momentum is to make the evidence capable of freeing a hero's long time friend or childhood buddy from unjust imprisonment. Conversely, the evidence might put away a hero's long time foe for good.

A Friend is Imperiled

This adventure hook resembles the "Help Friend or Ally" in the Goals section. Here the friend's predicament is easily handled, but proves to be a lead-in to a larger plot. In campaign terms, this hook gives you an excuse to bring in a recurring NPC, perhaps to foreshadow a major later development.

Grim Necessity

"Get involved or die!" A longtime foe has poisoned the heroes, cursed them, or framed them. If they don't achieve the adventure's goal, it's curtains for the heroes and maybe the free world.

Heroes for Hire

The heroes may be employed to prevent the villain's plot, or working a job that is directly endangered when the scheme is sprung. Most hero groups don't need to take odd jobs to make ends meet. But your heroes may be willing to take on a particular job for reasons besides money. For example:

Compassion. The heroes must carry a vital donor organ to a dying patient far away. Nobody but the heroes can make the journey fast enough.

Prestige. An extremely high-brow embassy party will attract the movers and shakers of world government. The heroes may volunteer to guard against terrorists just so they can make connections with partygoers and get their pictures on the Daily Bugle's society pages.

Glamour or recreation. The heroes might play bodyguards to rock star Lila Cheney or another celebrity on a world tour. Who wouldn't take a job like that? Similarly, many high security courier jobs take the heroes to the world's most

luxurious watering holes. This is a good hook if you want to take your players to some exotic foreign locale.

Social duty. Suppose a touring exhibition of priceless artwork is arriving at the Met or another museum. Somebody has to guard them while the exhibits are set up. Can your heroes refuse a heartfelt request from the museum's curator?

Mistaken Identity

In this classic adventure hook, the hero is seen robbing banks, mugging old ladies, sabotaging public events, and acting generally discreditable. Of course, the real miscreant is an impostor, and the impersonation is all part of an evil plot. But no one believes it except the hero's group. The hero gets a lead when someone in the villain's employ mistakes the hero for the impostor (confused?). The henchman drops a clue to the hero, and that is the avenue into the adventure.

The villain often turns out to be the hero's oldest enemy. By ruining the hero's public image, the villain takes gloating revenge for past defeats.

And who is the impostor? Perhaps a robot. Perhaps an ordinary agent with high-tech gadgetry that simulates the hero's powers. Perhaps another hero with similar powers, whom the villain has kidnapped and brainwashed.

Pushing their Buttons

When all else fails, bluntly manipulate the heroes' beliefs and emotions. Find out what one of the PC heroes hates above all else—killing innocents, for example, or persecuting mutants, or beating children. Then have a villain do that very thing, right before the hero's

eyes. Inevitably the hero pursues the villain right into the adventure.

Quick Roll Adventures

For when you're struggling for an idea or for just a one shot game session.

A. Who is the villain?

- 01-05 Mind controlled or possessed NPC
- 06-10 Established NPC
- 11-15 Alien monster
- 16-20 Alien spy or scout
- 21-25 Alien scientist
- 26-30 Undead
- 31-35 Maniac
- 36-40 Mad scientist
- 41-45 Occultist
- 46-50 Fanatic extremist
- 51-55 Evangelist
- 56-60 Witch Doctor
- 61-65 Witch
- 66-70 Government agent
- 71-75 Deluded scientist
- 76-80 Lycanthrope
- 81-85 Spirit
- 86-90 Mobster
- 91-95 Vampire
- 96-00 Demon

B. What is the villain's plan?

- 01-08 Sacrifice
- 09-16 Corrupt
- 17-24 Summon
- 25-32 Mind control
- 33-40 Manipulate
- 41-48 Abduct
- 49-56 Murder
- 57-64 Steal
- 65-72 Cast spell on
- 73-80 Experiment on
- 81-88 Feed on
- 89-96 Replace with double
- 97-00 Frame

C. What is the villain after?

- 01-07 Meteorite
- 08-14 Mystic locale
- 15-21 Relative of a player

22-28	Friend of a player	81-85	Mountain
29-35	Player	86-90	Undersea
36-42	Magic item	91-95	Cave
43-49	Alien device	96-00	Virtual Reality
50-56	Information		
57-63	Formula		
64-70	Important document		
71-77	Important evidence		
78-84	False item of power		
85-92	Spell		
93-00	Monster		

D. What is the villain's motive?

01-06	Nihilist
07-12	Lonely
13-18	Sociopathic
19-24	Battle of wits
25-31	Drug or alcohol influenced
32-38	Love or lust
39-45	Revenge
46-52	Knowledge
53-59	Power
60-66	Wealth or profit
67-70	Following orders
74-80	Hatred
81-87	Believes its right
88-93	Obsession
94-00	Religious reason

E. Where is the villain's hideout?

01-05	Other dimension
06-10	Mystic site
11-15	Wilderness
16-20	Mine
21-25	Cabin
26-30	Mobile
31-35	Lab
36-40	Abandoned house
41-45	Home
46-50	Temple or church
51-55	Public building
56-60	Military base
61-65	Government building
66-70	Sewers
71-75	Factory
76-80	Subway

Section 27: Deathtraps

You should never kill player characters arbitrarily. But it's perfectly all right to make it look as though you will arbitrarily kill them. A deathtrap, naturally, threatens the heroes with death. This is useful in a super-hero story, because the heroes are ordinarily invulnerable to most damage and seldom fear death. A good deathtrap hits them where they live. But judging a deathtrap is tricky. There must be an escape, since an ugly death in a trap is neither heroic nor dramatically appropriate. But the escape can't be too obvious, or the threat vanishes. But the heroes have to find the way out, or they're dead meat. This is a fine balance to strike. Still, you have many tools to keep things under control. For example:

1. The villain's motives. Despite the term deathtrap the bad guy may not want to actually kill the PCs. Perhaps he or she just wants to find out more about the heroes' powers, or toy with them, or preoccupy them while a crucial part of the villain's scheme takes place. When the deathtrap turns out to be non-fatal, play up the narrative surprise.
2. Coincidence. An accident can cut power to the deathtrap just as the heroes are about to die. A PC ally, separated from the deathtrap victims earlier in the story, can discover them just in time to stop the trap. And so on.
3. NPCs. Generally it is too cheesy to have an NPC release the heroes from a trap. But if necessary, a repentant henchman of the bad guy can work a deal with the heroes in return for freeing them. Or a rival villain may rescue the heroes-so he or she can kill the heroes him- or herself! Out of the frying pan . . .

Means of Escape

What ways can the heroes use to escape the deathtrap? They will nearly always think of something you hadn't, but here are some avenues you may consider:

1. Heroic effort.

This traditional method relies on the idea that the villain doesn't have a clear idea of the hero's power level.

Doctor Destroyer may know a PC is incredibly strong, but that does not mean Destroyer knows specifically that the hero has Super Strength. Perhaps the heroes can snap their bonds with ease. But next time Destroyer puts them in a deathtrap, their bonds will be stronger!

2. Cleverness.

Ideally, the hero responds to the deathtrap with brain power, not brute force. Observation, deduction, and improvisation should show a way out.

For example, suppose a detective hero is covered with honey and tied up on a termite mound beneath the blazing sun. The hero could work loose the magnifying glass in his or her belt, then focus the sun's rays to burn through the ropes.

If the players prove unable to see the deathtrap's solution, you can break down and give them an IQ roll to see an escape route. But this makes players feel bad unless you handle it carefully.

3. Trickery.

If the villain is gloating over the trapped heroes, they may try some elementary trick such as, "If we die, you'll never find out the identity of your greatest foe." The villain may rightly sneer at

feeble lies. But the players, often a clever lot, may come up with a bluff that really does sway the villain.

The deciding factor should be the degree of admiration and hilarity the bluff produces in the players. If everyone thinks the idea is brilliant, then it probably is. The players enjoy themselves more when they think they've put you on the spot—even if you are secretly cooperating in being put there.

Staging Deathtraps

A few points to remember:

1. Be serious! This is no laughing matter. Avoid dumb puns, unless that is a gloating villain's style.
2. Keep the heroes conscious. One would think the ideal time to spring a deathtrap would come when the heroes are kyoed and can't free themselves. But villains like to see the heroes sweat. So if they have knocked out the heroes, they shouldn't activate the deathtrap until the heroes start to wake up.
3. Move things along—but not too fast. The heroes may have scant seconds to think their way out of the trap, but give the players a little more time than that. Answer their questions, and tell them about whatever they could observe. Don't let them take forever, but a few minutes of suspense won't hurt.

Deathtrap Examples

Arena

This deathtrap works best in some exotic land, planet, or dimension, one with a different culture and denizens. The heroes get thrown into an apparently inescapable arena. After them comes a variety of opponents: formidable

warriors, hungry monsters, or squads of normal-level gladiators. For drama, have a hero face the adventure's master villain in a duel to the death. The chosen hero should be one with a deep, personal grudge against the villain (or vice versa). The cruelest stroke forces the heroes to fight each other. However, most heroes simply refuse to do so, no matter what the cost. They get to be noble, but the deathtrap loses a lot of impact. Drastic coercion, such as holding a beloved NPC hostage, should be frowned upon unless your bad guy is truly nasty. In certain circumstances, such as in a primitive culture, the heroes can become gladiator heroes, lead a revolt of their fellow slaves, and overthrow the government. However, this is a time-consuming process.

Demolition Zone

The villain places the heroes, bound and probably gagged, in some building or other site scheduled for imminent destruction. Often this is the villain's own headquarters, about to be sacrificed. The villain may destroy the headquarters to conceal evidence or because his or her latest evil scheme involves its destruction. For instance, a rocket carrying a mind-control satellite is due to launch soon, and the exhaust will destroy the launch site.

Really crazy villains will sacrifice themselves and their HQs to kill their longtime foes. The Red Skull did this many times in repeated attempts to bump off Captain America. Of course, he always had a concealed escape route. However, the typical villain will tie up the heroes, gloat a little, then run off to avoid the upcoming calamity. Since the villain seldom sticks around, the heroes'

escape and reappearance may take the villain by complete surprise.

Exploited Weakness

Many super-powered heroes have a secret weakness. For example, the Shi'ar warrior Gladiator, one of the most powerful mortals in the universe, can be harmed by an unidentified form of radiation. Other vulnerabilities can include mental attacks (these work well on the Juggernaut), particular chemicals, or strange magic. In this deathtrap, the villain has learned of the hero's weakness, and the trap is loaded with whatever causes it. Details of the trap vary according to the weakness exploited, but the trap can be quite deadly according to how much the substance weakens the hero. Sometimes the only way out is to have a non-vulnerable teammate rescue the susceptible hero.

Murder by Buddy

Often seen in the comics, this deathtrap is a favorite of villains because one of the heroes own teammates killed them. In one version, all the heroes are wired into the same murderous gimmick, like a multi-slot guillotine or parallel electric chairs. Any one hero can get free without a problem-but the action triggers the device to kill all the other heroes. Coordination and cooperation are the keys to success. (Before you run this trap, be sure everybody caught in it cares about everyone else!).

Another version puts all the heroes except one in a totally escape-proof trap. They're helpless. A villain mind controls the one free hero into triggering the deathtrap. Naturally the hero by tremendous spiritual exertion, breaks free of the mind control, belts the villain,

and frees his or her friends in time for the grand finale showdown.

Natural Disaster

Avalanches. Volcanic eruptions. Tidal waves. Earthquakes. The bad guy leaves the heroes in a spot where their powers can't help, and Mother Nature is about to do something awful. Not much time left; what do the heroes do?

Old Style

The walls that close in, the sharpened scythe that swings lower and lower, the heavy block poised to crush the life out of the hero beneath, the sawmill blade, the chamber that slowly fills with water or gas, the Burmese tiger trap. .. all of these classics can be made fresh with a new slant on them. But be sure the slant is genuinely new, or at least new to your players. Nothing gets old faster than a routine deathtrap.

Pinball

This is a favourite pinball or video game blown up to larger than life size.

Running the Gauntlet

Perfect for the villain who toys with his or her prey. A gauntlet is technically a double line of armed warriors. An unarmed person, either a criminal or an applicant to the warriors' ranks, must run between the two lines while the warriors beat him or her with their weapons. The term now applies to any severe trial or ordeal. This starts out as one of the deathtraps described above, but there is one obvious escape route. This leads straight into another deathtrap. That leads into another, and so on, for as long as you want to run it.

Perhaps, while trapped in the slowly filling lava pit, the heroes spy an air vent

and crawl through it. The vent's bottom suddenly drops away, and the heroes plummet down a long slide into an alligator pit. Leaping to the rim, the heroes find a boulder rolling down at them. Evading it, they dodge into a room filled with poison gas. The traps may really be lethal, but the villain does not count on it. Generally, he or she is observing and taunting the PCs at every step. When the heroes emerge from the gauntlet, ragged and exhausted, the villain and all his or her henchmen are waiting there for a huge battle.

Section 28: What you would find in a Supervillain's lair?

You've defeated your archenemy, either having banished him elsewhere or slain him. Now what interesting things has he left lying around in his main abode?

There are two different tables. A scientific one for modern campaigns and a magical one for ancient of fantasy campaigns. Of course there's no reason you cant use both tables regardless of the era.

Roll Type

01-50 Scientific
51-00 Magical

Scientific

01-03 A device to make clones.
04-06 A device to make robotic duplicates.
07-09 A vial of D20 tablets which give temporary specific powers.
10-12 A vial of D20 tablets which give temporary random powers.
13-15 D20 syringes with a drug which gives temporary specific powers.
16-18 D20 syringes with a drug which gives temporary random powers.
19-21 A device which duplicates powers.
22-24 An Arcane land Vehicle.
25-27 An Arcane air vehicle.
28-30 An Arcane water vehicle.
31-33 An Arcane space vehicle.
34-37 An Arcane star vehicle.
38-40 D20 robot servants.
41-43 D10 robot warriors.
44-46 An Arcane Vehicle warsuit or exoframe.
47-49 The main part of the lair is mobile, capable of VTOL flight.

- 50-54 A precious jewel horde; with a value of D100 x 1 million dollars.
- 55-57 A device which can fabricate buildings.
- 58-60 A device which can fabricate vehicles.
- 61-63 A device which can fabricate weapons.
- 64-66 A device which can fabricate equipment.
- 67-69 An extraterrestrial alien prisoner.
- 70-72 An extradimensional alien prisoner.
- 73-75 A time displaced alien prisoner.
- 76-78 Schematics or research notes for an Arcane Artifact.
- 79-81 A machine which allows travel through time.
- 82-84 A machine which allows travel between dimensions.
- 85-88 D6 heroes who had disappeared D20 years ago cryogenically frozen.
- 89-91 D6 extinct animal species.
- 92-94 D6 extinct plant species.
- 95-97 D6 half grown clones of current heroes.
- 98-00 D6 dead bodies of current supervillains or heroes who seem to be alive in the outside world.
- 28-30 A mythological land steed.
- 31-33 A mythological air steed.
- 34-36 A mythological water steed.
- 38-40 A mythological space steed.
- 41-43 A mythological star steed.
- 44-46 D20 imp servants.
- 47-49 D10 demon or supernatural warriors.
- 50-52 An Arcane Artifact magical warsuit or juggernaut.
- 53-55 The main part of the lair is mobile, capable of teleporting spatially.
- 59-61 A precious jewel horde; with a value of D100 x 1000 dinari.
- 62-64 An artifact which fabricates buildings.
- 65-67 An artifact which fabricates vehicles.
- 68-70 An artifact which fabricates weapons.
- 71-73 An artifact which fabricates equipment.
- 74-76 An extraterrestrial supernatural prisoner.
- 77-79 An extradimensional supernatural prisoner.
- 80-82 A time displaced supernatural prisoner.
- 83-85 Schematics or research notes for an Arcane Artifact.
- 86-88 A previously unheard of grimoire or scrolls full of spells.
- 89-91 The Necronomicon or some other famous artifact.
- 92-94 D6 heroes who had disappeared D100 x10 years ago magically frozen.
- 95-97 D6 extinct supernatural races from D100 x10 years ago magically frozen.
- 98-00 An extinct monster from thousands of years ago magically frozen.

Magical

- 01-04 An artifact to make magical clones.
- 05-08 An artifact to create golem duplicates.
- 09-12 An artifact to give temporary specific supernatural powers.
- 13-16 An artifact to give temporary random supernatural powers.
- 17-20 An artifact to give temporary specific spells.
- 21-24 An artifact to give temporary random spells.
- 25-27 A device which duplicates spells.

Section 29: Fear and Phobias

Fear is defined as a “justified fright of a known external cause for worry”. It is a normal response to an external threat, and usually produces disturbances manifested in the sufferer's action and bodily changes. These disturbances are felt by the person and visible to others. Humans react to fear in three ways: fight, flight or freeze.

We may muster up courage and fight the source of danger (fight); we may feel terrified and flee frantically to escape (flee); or become immobilized, motionless and mute (freeze). Fear is different from one person to another (sometimes leading to phobias) and if not properly handled could lead to social problems. Someone in fear might lose consciousness of mind and might do stupid and dangerous acts.

Terror refers to a pronounced state of fear, where someone becomes overwhelmed with a sense of immediate danger.

Paranoia is term to describe a psychosis of fear, related to perception of being persecuted. This perception often causes one to change their normal behaviour in radical ways, after time their behaviour may become extremely compulsive.

Fear may be triggered by internal or external events, conditions, or situations that signal danger. The threat may be physical or psychological. Fear may also be triggered by the presence of something threatening or the absence of something that provides safety and security.

<u>Roll</u>	<u>Effects</u>
01-30	Victim is wary and suffers a -3 to strike for the remainder of the melee.
31-50	50% chance that the victim flees the scene. If he stays he may only parry.
51-65	Victim flees as rapidly as possible away from the source of his or her terror.
66-75	Victim becomes totally catatonic (as if stunned).
76-80	Victim flies into a berserk rage and immediately attempts to attack the object of his rage. He will charge if possible and attempt to grapple. All strike chances against him are +1 and all strike chances he makes are +1.
81-85	As before but will attack anything (including allies) that come within striking distance.
86-90	Victim becomes hysterical and will continue to stand in place and scream until snapped out of it (GM may determine how this occurs).
91-94	The victim becomes subject to terror and curl up into a gibbering ball, counting as prone target.
95-97	Victim faints dead away (collapsing to the ground). He remains unconscious for d +6 minutes.
98-99	Victim suffers a heart attack. The target cannot move about under his own power for the remainder of the day and suffers -2 in all physical attributes until he has spent one month resting in bed.
00	Victim suffers a heart attack and must have medical attention within one minute or die. If he does survive all subsequent rolls

on the Fright Table are increased by 20% this day.
Victims fleeing the source of their fright will do so for 1 minute or until they can no longer see the source of their fright.

Long term effects of prolonged trauma

If the character is experiencing at least five of the following then he may be developing long term trauma;

- Intrusive recollection of the event while awake.
- Recurrent dreams of the event.
- Distress as a result of any reminder of the event.
- Attempts at avoiding any thought or feeling about the event, or avoiding activities that remind him of the event.
- Diminished interest in meaningful activities.
- Detachment from others.
- Sense of impending doom.
- Difficulty sleeping.
- Irritability or increased anger.
- Concentration and attention disorders.
- Paranoia.
- Increased response upon being startled.
- Depression.
- Sexual dysfunction.
- Guilt.
- Obsession.
- Addiction (substance abuse).

Campaign Use

Long term trauma is probably best used in a campaign where a particularly long and difficult battle has occurred, specifically one in which the character was severely beaten or people the character knew died gruesomely. At the very least, this kind of trauma would make a character a little twitchy. At worst, it could make the character incredibly difficult to be around. There is also a disorder that certain professions

such as doctors, nurses and soldiers acquire after working in difficult environments (such as the emergency room or in wartime). This disorder makes the victim need that kind of stimulation again. People with this disorder are unable to find any excitement in anything that isn't as fast and furious as whatever they used to do (ER, wartime work, other kinds of adrenalin-rush occupations).

Section 30: Not Quite Dead Yet

This table may be used in a humorous way after a player has died, to determine if they're really dead...

<u>Roll</u>	<u>Result</u>
01-04	Transported to the future instead.
05-08	Transported to the past instead.
09-12	Trapped in the Astral plane until a body is found.
13-16	Trapped in another dimension or reality until can find a way back.
17-20	Revived by aliens.
21-24	Revived by a futuristic machine.
25-28	Revived by a bored god.
29-32	Revived by an idiot pan dimensional entity by accident.
33-36	Revived as a demon.
37-40	Revived as a vampire.
41-44	Revived as a werewolf.
45-48	Revived as a wraith.
49-52	Revived as a golem.
53-56	Clone was killed instead.
57-60	You are the clone.
61-64	Not sure who was the clone but someone died.
65-68	Wound wasn't really fatal.
69-72	Got better.
73-76	Really a mutant with a healing factor.
77-80	Really an Immortal. Grab a sword and a trenchcoat and run around yelling 'there can be only one!'
81-84	Replaced by a younger chronally displaced version from the past.
85-88	Alien shapeshifter was killed instead.
89-92	Have 25 heart attacks and 13 strokes, then feel better.
93-00	Really, well and truly, dead.

Section 31: Travel Time

Maximum Land Speed

Method	Foot	Horseback	Horse, wagon, modern vehicle
Dense Forest	3kph run, 1.5kph walk	24kph gallop, 16kph walk	Not possible
Heavy Vegetation	8kph run, 4kph walk	38kph gallop, 19kph walk	16kph gallop, 8kph walk
Plains, Road	11kph run, 6kph walk	48kph gallop, 24kph walk	40kph gallop, 20kph walk
Rocky Terrain	5kph run, 2kph walk	20kph gallop, 10kph walk	16kph gallop, 8kph walk
Swamp, Marsh	1.5kph run, 1kph walk	10kph gallop, 5kph walk	Not possible
Woods	6kph run, 3kph walk	32kph gallop, 16kph walk	32kph gallop, 16kph walk

Mounted movement cross-country is affected by a number of factors. The two principal ones are the movement rate of the mount and the type of terrain traversed. Under normal conditions, all mounts are able to move a number of miles per day equal to their movement rate. Terrain, such as roads or mountains, can alter this rate.

When determining overland movement rates, remember that most riders spend as much time walking their mounts as they do riding them. The real advantage of riding is in the extra gear the mount can carry and its usefulness in combat. Thus, while an unencumbered man can go about the same distance as a heavy warhorse across clear terrain (24 miles as opposed to 30), the man must travel with virtually no gear to move at that rate. Were he to carry an assortment of arms, a suit of chain mail armor, and his personal items, he would find it impossible to keep up with a mounted man similarly encumbered.

A mount can be pushed to double its normal daily movement rate, but only at the risk of lameness and exhaustion. Any creature moving overland at double speed (or any fraction thereof) must make a saving throw vs. death. If the saving throw is successful, the creature is unaffected. If the saving throw is failed, the creature is lame or spent; it can't travel any farther that day. Thereafter, it can move only at its normal movement rate until it is rested for at least one day. For each successive day a horse is ridden at double movement, a -1 penalty is applied to the saving throw. Overland movement can be increased to triple the normal rate, although the risks to the animal are even greater. When moving at triple the normal rate, a saving throw vs. death must be made with a -3 penalty applied to the die roll. If the saving throw is failed, the creature collapses from exhaustion and dies. If the saving throw succeeds, the creature is merely spent and must be rested—not ridden at all—for D3 days.

When a creature goes lame, exhausts itself, or is ridden too hard, there is no way of knowing just when the creature will collapse. Player characters can't be certain of traveling the full double or triple distance. The GM should determine where and when the

creature collapses. This can be a random place or at some point the DM thinks is best for the adventure.

Maximum Water Speed

Method	Rowing	Sail
Canoe, Rowboat	10kph	None
Fishing Trawler	10kph	25kph
Galley	20kph	32kph
Warship	32kph	48kph

For each 20% of total hit point damage suffered by the ship, lose 8 kms per day. Some Hull damage can cause reduced speeds, but this depends upon the exact nature of the damage and such reductions are left to the Game Master. Modern vehicles travel at the speed listed under their entry.

One of the fastest and easiest ways to get somewhere is to travel on a river. It's hard to get lost; a large amount of equipment can be easily carried; it is faster and easier than walking; characters can even do other things (mend clothes, learn spells, cook meals) while traveling on smooth waters. River travel is not without its risks, however. Eddies, snags, sandbars, rapids, and dangerous waterfalls can make a journey quite exciting. Fortunately, most of these hazards can be avoided by knowledgeable characters.

The rate of movement on a river is determined by two factors: the type of boat and the flow of the current. If the boat is traveling downstream (in the direction of the current), add the speed of the current to the speed of the boat. If the boat is traveling against the current, subtract this amount from the boat's speed.

When sailing downstream, characters must be wary of unexpected hazards. While a good map can show the location of waterfalls and rapids, only a knowledgeable guide or pilot knows the location of hidden sandbars, snags, and dangerous eddies. While these are easy to avoid when traveling upstream (all one need do is stop paddling), unprepared boaters can quickly be swept into them going downstream. Once characters find themselves in a dangerous situation, they must make a Wisdom check (modified for seamanship proficiency, if this is used) to prevent capsizing. Capsized boats and goods are swept downstream, although hazards like waterfalls and particularly strong rapids will smash most craft.

Weather Condition	Sailing Modifier	Rowing Modifier
Adverse	x $\frac{1}{2}$	x1
Becalmed	NA	x1
Favourable (average)	x2	x1
Favourable (strong)	x3	x1*
Gale	x4*	x $\frac{1}{2}$ *
Hurricane	x5**	x $\frac{1}{2}$ **
Light breeze	x1	x1
Storm	x3*	x $\frac{1}{2}$ *

* A seaworthiness check is required.

** A seaworthiness check with a -45% penalty is required.

Ocean Voyaging

Ocean journeys are a dangerous business, especially in a fantasy world. Sea serpents, incredible maelstroms, and other imaginary horrors that filled the maps of medieval navigators really can lurk in the deeps of the game's oceans. Not that they are really necessary pirates, storms, hidden shoals, and primitive navigational techniques leave the typical sea captain with more than enough danger to cope with.

Without navigation equipment only a few ships venture into open water beyond the sight of land. Ship-building skills are not fully up to the needs of deep-sea sailing. Most ships are easily swamped by the stormy waters of major oceans, while their small size prevents crews from carrying adequate supplies for long voyages. Even the skills of sail-handling are in their rudimentary stages.

However, these limitations are not serious in a fantasy world. Those with wealth can cross oceans by other, more practical, means: flying mounts, undersea dwellers, and teleportation are all available, at least to the rich and powerful. (The vast majority of the population does not have access to these forms of travel.) Also, magical transport is impractical for moving large cargoes. The need to move goods and the scarcity of magical transport make sailing a valuable and necessary art.

To determine the movement of a ship per round (in rare occasions where this is necessary), multiply the current speed times 30. This is the metres traveled per round.

Emergency move is the top speed of the vessel in emergency or combat situations. For sailing ships, emergency

speed is gained by putting on every yard of sail possible. Galleys and other oared ships rely on the strength of their rowers. This speed can only be maintained for short periods of time. Too long and rowers will collapse; masts, yards, and sails will break.

More than other methods of travel, ships (especially sailing ships) are subject to the whims of wind and weather. While it can be assumed that sailing weather is normally good, there are times when storms, favorable winds, or freak currents can increase or decrease a ship's speed. Weather conditions are generally fairly consistent within a single day. (This is an obvious simplification to keep the game moving.)

The exact conditions for a given day can be chosen by the DM (perhaps by using the weather outside) or it can be determined randomly. Adverse winds are determined by rolling 1d6. On a 5 or 6, the winds are unfavorable. When adverse winds are storm strength or greater, the ship will be blown off-course by at least half its movement under those conditions, regardless of whether it is a sailing ship or galley.

Terrain Costs for Overland

Movement

Overland movement is much more affected by terrain than single-round movement. Thus, a wide variety of terrain types slow or, on very rare occasions, increases the character's rate of movement. Overland movement is measured in kilometres. It is possible for characters to cross several different types of terrain in a single day. To say that characters must take the worst terrain modifier for all movement is ridiculous. Imagine telling players they

have to travel at the mountain movement rate when they are crossing the plains just because they spent their first hour in the mountains. Furthermore, in round movement the GM can see where a character will be at the end of the round and what terrain he had to cross to get there. In overland movement, it is very hard to predict all the different terrain types characters will enter during the course of a day.

These are listed as points of movement spent per mile of travel through that terrain type. When a character or creature moves through the listed terrain, that number is subtracted from the total movement available to the character or creature that day.

<u>Terrain Type</u>	<u>Movement Cost</u>
Barren, wasteland	2
Clear, farmland	½
Desert, rocky	2
Desert, sand	3
Forest, heavy	4
Forest, light	2
Forest, medium	3
Glacier	2
Hills, rolling	2
Hills, steep (foothills)	4
Jungle, heavy	8
Jungle, medium	6
Marsh, swamp	8
Moor	4
Mountains, high	8
Mountains, low	4
Mountains, medium	6
Untraveled plains, grassland	1
Scrub, brushland	2
Tundra	3

<u>Condition</u>	<u>Movement</u>
Darkness	1/3*
Heavy brush or forest	2/3
Ice or slippery footing	1/3*
Rugged or rocky ground	1/2
Soft sand or snow, knee-deep	1/3
Water or snow, waist-deep	1/2
Water or snow, shoulder-deep	2/3

* Faster movement is possible.

Terrain Modifiers

The movement point costs given above assume the best of conditions even in the worst of terrain. The mountains are assumed to be free of cliffs; the woods have no high-banked streams; rains haven't turned the plains to mud; the tundra hasn't been blanketed in snow. However, poor traveling conditions do occur, and when they do travel is slowed. The table lists common obstacles and situations that slow movement.

The modifiers for these are listed as either additional movement point costs or multipliers. When additional movement costs are listed, these are added to the cost of the surrounding terrain. Thus, crossing a ridge in the high mountains costs nine movement points for that mile instead of the normal eight. Multipliers increase the movement cost by the amount listed. Snow, for example, doubles the cost of crossing the plains. Indeed, severe weather or torrential rains—can actually bring all travel to a halt.

<u>Situation</u>	<u>Modifier</u>
Chasm*	+3
Cliff*	+3
Duststorm, sandstorm	x3
Freezing cold**	+1
Gale-force winds	+2
Heavy fog	+1

<u>Situation</u>	<u>Modifier</u>
Ice storm	+2
Mud	x2
Rain, heavy	x2
Rain, light	+1
Rain, torrential	x3
Ravine	+½
Ridge	+1
River***	+1
Scorching heat**	+1
Snow, blizzard	x4
Snow, normal	x2
Stream***	+½

*These assume the player characters find a route around the obstacle.

Alternatively, the GM can require the characters to scale or span the obstacle, playing out this encounter.

**These extremes must be in excess of the norm expected of the character or creature. Thus, a camel is relatively unaffected by the scorching heat of a desert and a yak barely notices the cold of high mountains.

***This cost is negated by the presence of a bridge or ford.

Roads and Trails

The main purpose of roads and trails is to provide a clear route for wagons, carts, and other forms of heavy transport. It is impossible for such vehicles to cross any terrain that has a movement point cost greater than 1 unless they are following a road or trail. In addition, roads and trails normally go somewhere, so it is hard (but not impossible) for characters to get lost while following them.

Trails are by far the most common cleared track found in fantasy game worlds. Often little more than narrow game trails, they are the natural result of traffic moving from one point to another. Though not roads (in that they are not

maintained), they tend to be fairly open pathways. Still, characters may have to see to the removal of fallen trees and stones or the clearing of brush—all things that can be accomplished by the occasional traveler.

Trails normally follow the path of least resistance, avoiding difficult obstacles such as chasms, cliffs, and unfordable rivers. While this may increase the distance characters must travel, it usually results in an overall saving of time and effort.

When traveling along a trail, the movement point cost is half normal for the terrain type traversed by the trail. Following a trail through the heavy forest, for example (movement cost of four), costs only 2 movement points per mile. An unencumbered man on foot would be able to march 12 miles through such terrain without exerting himself. Trails through settled farmland offer no improvement, since these areas are easy to travel through already.

Roads are costly to build and maintain, so they were very rare in the Middle Ages. Only the largest and best organized empires can undertake such ambitious construction programs. In areas of level or rolling ground, such as forests and plains, roads reduce the movement cost to one-half point per mile. In areas of mountainous ground, roads are no better than trails and reduce movement costs accordingly. A road traveling through high mountains is only four movement points per mile.

Care of Animals

Although player characters should not be forced into the role of grooms, all animals do have some basic needs that must be provided for. However, each

animal is different, so the requirements for each are listed separately.

Horses:

While strong and fast, horses are not the hardiest creatures for traveling. Horses need around ten pounds of forage and fodder a day. Furthermore, good quality mounts should be fed grain, such as oats. A heavy war horse can't survive the rigors of travel by grazing on grass. Characters who can't provide enough food of high enough quality will watch their horses weaken and die. Horses must also have water every day. This can become particularly difficult in the desert.

During daily travel, horses must be allowed to stop and rest with regular frequency. During these stops the mount should be unsaddled or all packs removed. If this isn't done, little profit is gained from the rest. At night horses should be hobbled or tethered on a long rope so they can graze. If one or two are tied, the others will generally not wander off. Horses need not be shod, unless they walk mostly on hard-surfaced roads or rocky ground. Horseshoes should be replaced about once a month.

Ponies, Donkeys, and Mules:

These animals have much the same needs as the horse. One of their main advantages is their ability to survive by grazing. Well accustomed to grass, there is no need to provide them with separate fodder. Their happiness is such that saving throws vs. death made for double movement gain a +2 bonus. This does not apply to triple movement. The other great advantage of these creatures is their sure-footedness. They can travel through rugged terrain at one less than the normal movement cost. Thus, low

mountains cost only three movement points.

Camels:

Camels are either suited to sandy deserts (as in the case of the dromedary) or rocky deserts (the bactrian camel). It's worth nothing that dromedaries are ill-suited to rocky deserts, and bactrian camels aren't appropriate mounts in sandy deserts! Dromedary camels reduce the movement cost of sandy desert by 1 point. Bactrian camels have the same effect in rocky deserts. All camels march better by night, when it is cooler. Dromedary camels are able to withstand a few days of cold weather (the temperature drops drastically in the desert at night); and some bactrian camels actually live in freezing and mountainous deserts.

Although camels can manage for long periods of time without water, they must be fed every day. They do not need special fodder so long as grazing is possible. On the average they should have water at least every four days, although they can be trained to do without for longer periods, even up to several months if green grass or leaves are available for grazing. Like horses, camels should be hobbled or tethered to prevent them from wandering off.

Dogs:

Particularly tough breeds can be used to pull sleds and sledges. Some are suited to cold weather and will withstand a great deal of hardship. They require at least a pound of meat a day, so characters should pack dried meat for the dogs. If necessary, one dog can be killed to feed the others, but this is not recommended. Beyond the needs of feeding, sled dogs tend to care for

themselves fairly well, although the characters may have to keep certain animals separated to prevent fighting.

Elephants:

As can be expected, elephants eat a prodigious amount of fodder every day. In thickly forested areas, this can be supplied without reducing the beasts' already slow speed. Elephants can also be found in sparsely forested plains, though. Here, if left to graze for itself, the beast will move at ° its normal movement rate. Except for the carrying capacity of the beast, the characters might as well walk at these speeds!

Elephants should bathe (or be bathed) every day and will avail themselves of dust baths to keep biting flies away. It should also come as no surprise that elephants can't negotiate cliffs. They can bound down steep slopes indeed, it is the only time they go fast but only at great peril to themselves and their riders. If the beast fails a saving throw vs. breath weapon (used for general tests of dexterity), it stumbles, falls, and rolls the rest of the way down the slope. The fall may kill or severely injure the elephant; the choice is left to the DM. Elephants are affected only by the deepest mud, so the movement penalty for mud is ignored.

Yaks:

Yaks are suited to the cold regions of high mountains. While slow, they are sturdy, unaffected by the cold. Their sure footing allows them to reduce all mountain movement rates by one. They can survive by grazing on a meagre amount of grass. Yaks also provide meat and milk for travelers. They live in cool regions and cannot survive long in

warmer climates since they are prone to collapse from heat exhaustion.

Vehicles

While animals are useful for getting around in the wilderness, they are seriously limited by the size of the load they can carry. Peasants and merchants often use wagons and carts for trade in civilized areas. Chariots are favored by the wealthy and in times of war, but are not normally used for long-distance travel. Sledges and dog sleds are handy in snow and ice-bound regions. Player characters may find all these vehicles necessary during the course of their adventures.

Carts are small two-wheeled affairs. They can be pulled by one or two animals, but no more than this. Wagons are four-wheeled and can hitch anywhere from two to 12 (or even more!). The movement rate of a horse or other animal is automatically reduced by half when hitched. Additional animals do not increase the speed.

However, the standard load the beast can carry is tripled. The weight of the cart or wagon and driver is not considered for this, only the cargo. Each additional animal adds its tripled capacity to the total load hauled. Thus, a wagon pulled by eight draft horses could carry 6,420 lbs., or slightly over three tons worth of cargo (260 x 3 x 8). Of course, traveling will be slow—only 12 miles a day on a level road.

Chariots are intended more for speed, comfort, and their usefulness in warfare, than for their ability to haul loads. Chariots can hitch one to four horses (or other creatures), but no more than this. A horse can pull its normal load (the

weight of the chariot not included) at its normal movement rate.

Each additional horse in the hitch either increases the cargo limit by the horse's standard load or increases the movement rate by a factor of 1. The chariot can't have more movement points than the creatures pulling it would normally have. A chariot pulled by four medium war horses could have a movement rate of 15 or pull 880 lbs., enough for four large or armored men. It could also have some combination of the two (movement rate of 13 and a cargo of 660 in the above example).

The greatest limitation on all these vehicles is terrain. Wagons, carts, and chariots are restricted to level or open ground unless traveling on a road or the best trails. While a wagon can cross a mountain range by staying to the open valleys and passes, it just can't make good progress in a thick forest. This problem generally restricts wagons to travel between settlements, where roads and paths are common.

Sledges and dog sleds can be used only in snow-covered or ice-coated lands. Sledges (pulled by horses or the like) are roughly equivalent to carts. No more than two horses can be hooked to a sledge. Horse-drawn sledges are effective only on hard-packed snows and ice and can ignore the penalties for these. Deep snow merely causes the horse to flounder and the runners of the sledge to sink, so no benefit is gained in these conditions.

Dog sleds are normally pulled by seven to 11 dogs. When hitched, a sled dog's movement is reduced by ”.

However, each additional dog adds one movement factor to the sledge, up to the maximum of movement of the animal. Thus a dog sled with seven dogs would have a movement of 13”. Each dog can pull 80 lbs., not including the weight of the sledge. Due to their lighter weight and the sledge design, dog sleds can cross all types of snow and ice without penalty.

Aerial Movement

Aerial movement rates are handled according to the normal movement rules, with clear sky being treated as clear terrain. A detailed system of aerial movement during the round can be found in Chapter 9 : Combat. The only special consideration that must be given to aerial movement is the weather condition. Weather is, for all practical purposes, the terrain of the sky. As with sea movement, the weather for any particular occasion can be chosen by the DM or determined randomly. If determined randomly, the GM should first roll a wind condition. Next, the DM rolls D6 to determine precipitation (although storms and hurricanes have automatic precipitation).

During summer and winter, a 6 on the die indicates rain or snow. In spring and fall, a 5 or 6 is rain. Clearly the GM must adjust this according to the terrain of the region. There is little need to make precipitation checks when flying over a desert, for example. Be aware that this is only a very simple method for determining the weather, and judgment should still be used. These modifiers are cumulative. Thus strong winds and rain are the equivalent of a storm, while a gale with rain is worse than a storm. Flight during a hurricane is just about

impossible without some type of magical protection.

<u>Condition</u>	<u>Modifier</u>
Hurricane	Not possible
Gale	x ¹ / ₄
Storm	x ¹ / ₄
Rain or snow	x ¹ / ₂
Strong winds	x ¹ / ₂

Section 32: Revised Agency Creation Rules

These are revised rules incorporating material from Ninjas and Superspies, Villains Unlimited and Boxed Nightmares.

Depending on what size agency you select determines how many points you get to spend on creating your organization. Some combinations such as Vehicles, Equipment and Robotics could allow the players to have almost anything from the HU Hardware section.

Private Agency	75 points
Crime Busting Agency	150 points
Super Agency	300 points
Mega Agency	600 points

A. Outfits

This determines what clothing is issued by the organization to its members;

None

Cost: 0

Get your own. No replacements either.

Utility

Cost: 2

Standard uniform for all its employees.

Replacements free.

Open

Cost: 5

A wide range of civilian clothes, disguises and foreign uniforms.

Specialty

Cost: 10

Standard armour, protective clothes, pilot suits, scuba gear, etc.

Gimmick

Cost: 20

As per Specialty plus up to \$10,000 per outfit for clothing gimmicks.

Unlimited

Cost: 40

Any and everything.

B. Equipment

This determines what equipment are issued by the organization to its members;

None

Cost: 0

Nope.

Cheap

Cost: 2

Up to \$500 worth per player per mission.

Ninja

Cost: 5

Unlimited Ninja equipment. May be combined with any other equipment selection.

Electronic

Cost: 10

Up to \$5000 worth of sensory and communication equipment per player per mission.

Gimmick

Cost: 20

Up to \$30,000 worth per player per mission.

Unlimited

Cost: 40

Anything.

C. Weapons

This determines what weapons are issued by the organization to its members;

None

Cost: 0

Ha!

Ammunition

Cost: 2

Ammo free but characters must buy their own weapons.

Armed

Cost: 5

Up to \$5000 worth per character per mission. Ammo free.

Ninja

Cost: 5

Unlimited Ninja weapons. May be combined with any other weapon selection.

Arsenal

Cost: 20

Up to \$50,000 worth per character per mission. Ammo free.

Unlimited

Cost: 40

Anything.

D. Bionics and Robotics

This determines what implants and reconstruction are given by the organization to its members as well as possible exosuits;

None

Cost: 0

What now?

Basic

Cost: 5

The agency provides one person, other than possible player characters, who has a fair understanding about cybernetics. Similarly, the agency understands the basics behind cybernetics and implants and can perform minor repairs and installation surgery. Must buy or steal and modify any cybernetic parts or implants, but can modify and install basic systems and features. No automatic replacement of parts or implants.

Cyber

Cost: 10

This organization has a knowledge and access to cybernetic technology and systems, although limited. Qualified agents can receive any of the Implants, Cyber-Attachments, or Cyber Disguises from Ninjas & Superspies. The annual budget is limited to 2D6 X10 hundred thousand dollars which limits the creation of new cyber agents and may affect the availability of cybernetic parts, features and implants.

Robot

Cost: 20

Type one, two and three robots can be constructed, repaired, and modified by this agency. The only limitation is money for production. The annual budget is 3D6X10 million dollars, which limits the total number of finished robot types and features available, in addition to robot player characters. May be combined with any other Bionic selection.

Bionic

Cost: 40

Full bionic reconstruction, features, and implants are available as found in Heroes Unlimited, although limited to special agents and for the restoration of seriously injured and valuable operatives. Also includes full knowledge and access to cybernetic technology and systems. Repairs, replacements, ammunition, additional features, and body armour are available upon approval. The annual budget is 2D4 X10 million.

Unlimited

Cost: 80

Characters belonging to the agency can receive any number of bionic and cybernetic implants, organs and reconstruction, subject to approval from the organization's leaders. Repairs, replacements, and ammunition are automatic and supplied quickly. Type one, two and three robots can also be constructed, repaired, and modified by this agency. There is no money limitation.

E. Vehicles

This determines what transportation is provided by the organization to its members;

None

Cost: 0

Get used to walking.

Public Transport

Cost: 2

Characters will be reimbursed for use of buses, taxis, trains, boats and planes. Destruction of a rented vehicle will have to be worked out with the agency.

Company Car

Cost: 5

The agency has a small fleet of cheap cars, vans, boats and light aircraft.

Fleet

Cost: 10

The agency has a large amount of all types of vehicles (cheap, expensive, car, bike, boat, etc).

Specialty

Cost: 20

The character provides his own vehicle which may have an unlimited amount of Hardware modifications made to it free of charge.

Unlimited

Cost: 40

The character is provided with any vehicle he desires which may have an unlimited amount of Hardware modifications made to it free of charge.

F. Communications

This determines what communications equipment are available for the members of the organization;

None

Cost: 0

Get ready for a big home phone bill.

Basic

Cost: 2

The agency has mobile phones, walkie talkies and email.

Secured

Cost: 5

As above but all communications are scrambled or encrypted.

Satellite

Cost: 10

Each character has a satellite phone which resembles a normal mobile.

Unlimited

Cost: 20

The agency has its own satellite and telephone network dedicated solely to use by its agents (not such a big deal nowadays).

G. Offices, Hideouts and Distribution

This determines what offices and safe houses are available for the organization's members;

None

Cost: 0

Everyone works out of their own homes.

Urban

Cost: 2

A single office in a low rent building. The agency also has one safe house in the suburbs and another in the country, both of low value.

National

Cost: 5

An office in every major city of one country. Each city also has two safe houses in the suburbs and another two in the country, with low to medium value externally. Inside will be an armoured safe room with a small cache of weapons and basic equipment.

International

Cost: 10

An office in every major city of every country. If desired the office maybe disguised as a warehouse or some other structure. Each city also has four safe houses in the suburbs and another four in the country, with low to medium value externally. Inside will be an armoured safe room with a large arsenal of weapons and hardware equipment.

Ubiquitous

Cost: 20

Every city in the world with a population greater than 50,000 has an office. If

desired the office maybe disguised as a warehouse or some other structure. Each city also has ten safe houses in the suburbs and another ten in the country, with low to medium value externally. Internally the entire house is armoured with all forms of hardware equipment and mechanical sentries. Also inside is a large arsenal of military weapons and hardware equipment.

Orbital

Cost: 40

Identical to the previous plus this agency's headquarters is on an orbiting next generation space station with a dropship (yeah, like in Aliens).

H. Military Power

This determines what military power that the organization can control;

None

Cost: 0

The police are only a few minutes away.

Security Guards

Cost: 2

A few rent a cops with pistols.

National Guardsmen

Cost: 5

The agency has 10 +D10 security guards and can summon up to 50 +D100 national guardsmen to aid them in an emergency.

Private Militia

Cost: 10

The agency has its own commando force of up to 200 mercenaries (roll D4 for the level of each soldier), 25% of which may include robotic exoskeletons.

Strike Force

Cost: 20

The agency has its own commando force of up to 400 mercenaries (roll D8 for level), 50% of which may include robotic exoskeletons and 25% meta humans (roll D4 for level). Also have a small amount of standard military

vehicles such as small tanks, armed helicopters and troop carriers.

Major Force

Cost: 40

The agency has its own commando force of up to 1000 mercenaries (roll 2D6 for level). 75% of which may include robotic exoskeletons and 50% meta humans (roll D8 for level). Also have state of the art military vehicles and access to a space shuttle.

I. Sponsorship

This determines who controls the agency and provides the funds;

Secret

Cost: 0

The players don't know who is really behind their organization, what their true agenda is or what assignments they will be getting.

Military

Cost: 2

The agency is a unit of the military and may perform both overt and covert missions.

Private

Cost: 5

The agency is run by a corporation and expects a profit return.

Government

Cost: 10

The agency is officially part of either a state or federal government.

International

Cost: 20

Sponsored by the UN.

Agent Sponsored

Cost: 40

The players have total control over their agency.

J. Special Budget

This determines the amount of money available for special projects or

operations by the organization's members;

None

Cost: 0

Its coming out of your pocket.

Cheap

Cost: 2

Up to D10 x1000 dollars available.

Good

Cost: 5

Up to D10 x10,000 dollars available.

Major

Cost: 10

Up to D10 x100,000 dollars available.

Excellent

Cost: 20

Up to D10 x1,000,000 dollars available.

Mega

Cost: 40

Up to D10 x10,000,000 dollars available.

K. Administrative Control

This determines how bound by the law the agency's members are;

Rigid

Cost: 0

The players can never break the law.

Loose

Cost: 5

The players can get away with minor violations.

Free Hand

Cost: 10

The players can break most laws while doing their job but not commit murder or major property damage.

Agency Protection

Cost: 20

The players will be shielded by their agency from prosecution or lawsuits at any cost.

License to kill

Cost: 40

If sponsored by the military or government this allows players to

officially break any law within their own country.

L. Internal Security

This determines how secure the agency is from infiltration;

None

Cost: 0

Anyone can walk in and out. Employees aren't screened.

Lax

Cost: 2

A security guard checks IDs.

Tight

Cost: 5

Guards requiring electronic picture ID and signature.

Iron Clad

Cost: 10

Video monitoring of all entrances and exits. Employees are checked for all of the previous plus fingerprints and must pass through a metal detector.

Paranoid

Cost: 20

As before but employees are also strip searched.

Impregnable

Cost: 40

As before but also includes passwords, retinal scans, xrays and gene markers.

M. External Infiltration

These are the types of intelligence-gathering methods and systems available to the agency. This includes scouts, spy networks, and informants. Intelligence is very important for all military operations. Special Note: It is possible to pay points to purchase more than one of the following intelligence resources

None

Cost: None

The company has no designated scouts or spies, and relies on the talents of individual members.

Rare Minor Traitor

Cost: 5

The agency occasionally manages to pay off some low ranking persons in other organizations. These are usually janitors, clerks or technicians who rarely have any idea of what is really m happening where they work. At best, they can give clues. 10% chance in each office of each enemy agency.

Information Source

Cost: 10

A critical person who is privy to the enemy agency's secret communications is an agent of the group's agency. This agent is usually a secretary or communications officer who sees about half of all the secret messages. A 12% chance of an agent in each major office of each enemy agency.

Special Military Operatives

Cost: 10

The company has a team of trained spies. These special operatives are not only used to gather information, but to infiltrate, spy on, sabotage, confuse and engage the enemy in covert operations.

Psionic and Magic Operatives

Cost: 20

Magicians and psychics are used as scouts, spies and saboteurs.

General Infiltration

Cost: 25

The agency has placed infiltrators and moles throughout the enemy agency's structure. There is a 5% chance that each employee of each enemy agency is working with the player characters.

Blanket Infiltration

Cost: 35

Every enemy agent encountered is 5% likely to be secretly working for the group's agency.

Major Infiltration Network

Cost: 50

Not only is the structure of all enemy organizations filled with informers, but the actual leadership of the opposition has at least one mole among them. Of course, this mole can only be used once, so it's likely that he/she will not be exposed for anything short of global catastrophe.

N. Research and Information

Gathering

This determines what available resources and methods of collecting, collating, storing, and accessing information your agency has;

None

Cost: 0

The characters are responsible for buying their own books, newspapers, computers, recording equipment, and paying for research/information facilities. Agents must keep track of and do their own cryptanalysis, photo-analysis, interrogations, media-analysis, surveillance, counter espionage, and intelligence gathering. They must do their own foot-work at libraries, etc.

Cheap

Cost: 2

Each character has up to \$2000 worth of computer equipment as well as a TV, VCR, police band radio, and commercial radio. The agency has D4 national and one international clipping service. Note that replacement costs at the completion of a mission are often subtracted from the amount available for the next mission if the equipment is destroyed. Agents do their own cryptanalysis, photo-analysis, interrogations, media-analysis, surveillance, counter

espionage, and intelligence gathering. However, all the information they gather is collated and kept track of by a D4 clerks.

Good Connections

Cost: 5

The agency has \$10,000 worth of computer equipment, two modems, is on line with a dozen national and international computer networks, a score of clipping services, both national and international (with D4 staff sorting and updating data). They also have a source at D6 major newspapers, allowing access to newspaper files/records and wire services. Agents do their own interrogations, surveillance, counter espionage, and intelligence gathering. However, all cryptanalysis, photo-analysis, and media-analysis are done by specialized technicians. In addition the information they gather is collated and kept track of by D6 staff.

Excellent Conditions

Cost: 10

\$30,000 computer system with a computer and modem for every field operator is on line with 40 national and 20 international computer networks, D6X10 clipping services, a staff of 3D4 leg men to do research and monitor the news services. Plus connections at 4D6 different major newspapers and D4 TV stations nationwide and D6 foreign news agencies. Agents perform the primary interrogations, surveillance, counter espionage, and intelligence gathering, but are often assisted by one or two technical specialists. Mundane analysis is performed by desk agents. All information is collated and tracked by D4x10 staff.

Superior

Cost: 20

Has twice as big budget, services, news connections, analysis capability, and

staff as described in Excellent Conditions. Special connections include Interpol and several police forces, scientific agencies and universities across the globe. Has reasonable access to laboratories and research facilities at half price (agency picks up all lab and research fees).

Unlimited

Cost: 40

Massive research and information network with full time staff monitoring all data, up to the minute updating, and assistants and private research personnel for grunt work. Staff of technical specialists and laboratory facilities are also available at key centres around the world. Connections with 2D6X100 news agencies around the globe, Interpol, the military, and spy agencies.

O. Agency Credentials

This determines the agency's reputation. With each of these the reputation may be a false one if desired;

Hunted

Cost: 0

The group and its members are seen as vigilantes. The reaction from law officials, the media and the public will mainly be negative.

Unknown

Cost: 2

No-one knows who they are. On the downside it also means they'll get no cooperation.

Faceless

Cost: 5

Seen as just another hero or villain group. Their costumes may be recognized but not their names.

Known

Cost: 10

The organization is publicly known and will be assisted by local authorities.

Recognized

Cost: 20

The agents are well known and will receive positive cooperation from most of the public and police.

Superheroes/ Arch Villains

Cost: 40

These characters are as well known as any major pop star and may have their own cult following. They feature on magazine covers and headline news.

O. Agency Salary

This determines how much each of the organization's members are paid;

None

Cost: 0

Hope you like doing volunteer work.

Pittance

Cost: 2

\$200 per week.

Freelance

Cost: 5

Paid per assignment which varies according to the threat level encountered.

Good

Cost: 10

\$500 per week plus a commission bonus according to the threat level encountered.

Excellent

Cost: 20

\$1000 per week plus a commission bonus according to the threat level encountered.

Outrageous

Cost: 40

\$5000 per week plus a commission bonus according to the threat level encountered and sponsorship endorsements.

P. Arcane Library

This determines the type of books and information kept by the agency. This

feature is typically only used by those agencies in games where the supernatural and paranormal are common occurrences;

None

Cost: 0

Only whatever each character may bring into the agency over the years.

Small

Cost: 2

A mostly insignificant library in the way of magic. Popular books on the occult, the paranormal, ghosts, legends, UFOs, mysterious happenings, and newspaper clippings. Also included are several recent world atlases, dictionaries and other common scientific and geographic references.

Good Library

Cost: 5

An impressive selection of over 800 books on the paranormal, supernatural, lore, ESP, magic, and magazine articles that span the last 100 years. Included are many rare and hard to find books (20%). Also an excellent reference library on the subjects of religion, geography, history, and science. Also contains all articles and data from clipping services (if any).

Excellent Library

Cost: 10

A vast selection of nearly 3000 books on the usual subjects, spanning the last 250 years. A few are reproductions of rare, ancient tomes and diaries.

Superior Library

Cost: 20

A large library of over 5000 books on the usual subjects spanning the last 500 years. Also newspaper clippings that date back 200 years. 20% are extremely rare and valuable items.

Museum

Cost: 40

A large library of about 4000 reference books on magic, the supernatural, legends, and lore. Plus an additional 2000 rare books, private diaries, original letters and scrolls on the subjects of magic and the paranormal. The rarest authentic books contain instructions on casting spells and magic rituals.

Section 33:

Corporation Creation

Rules

In order to create a corporation the GM can either assign a set amount of points or allow the characters to use their XP points to buy what they need. There are different levels of corporations;

Fake: The business exists as nothing more than a piece of paper used as a front for the players' other activities.

Small Business: The business is just something that the players do in their spare time every so often. It has 1+D4 employees.

Medium Business: 5 +D10 employees.

Large Business: 10 +2D10 employees and has a second location (usually not more than 30 kilometres away).

Minor Corporation: 20 +4D10 employees over 1 +D4 locations across the country.

Medium Corporation: 40 +8D10 employees over 2 +D8 locations. It may even have an international office. This business exists as a major player in it's own country, examples including department store chains.

Major Corporation: 80 +(D10 x20) employees and multiple chains across the globe. May have a franchising agreement. Examples include world wide fast food restaurants.

Mega Corporation: 200 +(D10 x40) employees. The corporation dominates it's industry and has a pretty good say in

other areas almost to the point of being able to hold entire governments to ransom if it should wish to do so.

Examples include Microsoft.

Ubiquitous Corporation: 1000 +(D10 x100) employees. Has offices in other planets or dimensions. Examples include "Wolfram and Hart".

1. Corporation Type

Before getting to the creation part there are some essential questions you need to answer about your corporation;

Are you creating your own business, acquiring an existing one or purchasing a franchise?

What is your business? What products and/or services will it produce? Who will be your customers? How will you advertise? Who are your competitors? What kind of special skills - if any - do your workers need? Where will you get your supplies and or raw materials? What equipment do you need to start your business? What income do you have to make to break even each month? How much money do you need to set up and run for one month?

2. Financing

There are several methods of acquiring funds;

1) The players own the business, have all the powers and responsibilities. There is no distinction between their assets and those of the business.

2) The players are shareholders but have no more than 50% of the stock combined, at least when starting the game. They split the profits according to the number of shares held. Legally they are each equally responsible for the obligations the business may have. Any

major activity by the corporation requires a shareholder vote.

3) Limited partnership consisting of two groups, general and special partners. Special partners provide most of the financial backing and then quietly collect their share of the profits. General partners usually provide the idea behind the business and most of the work to run it.

The first two methods may then be financed through personal savings, gifts and loans from friends and relatives (if you have to pay this back, there will usually be no interest rates - it is a simple loan with no legal strings), a loan from a bank or credit union, government assistance (possibly in the form of tax breaks) or venture capital (loans from independent investors, usually at higher rates than from banks).

Most banks and credit unions will typically require you to have 10 % of the needed start up capital. Then the bank will lend you the rest. You will of course have to pay off the loan with interest. Independent investors may not require as much of a down payment, but they will charge higher interest rates.

3. Resources

The resources the business can bring to bear in any given week. This can be used to make purchases for the company, e.g. new plants and machinery, a corporate jet, an office building, etc.

<u>Cost</u>	<u>Notes</u>
1	Up to D10 x1000 dollars available.
2	Up to D10 x10,000 dollars available.
5	Up to D10 x100,000 dollars available.

Cost Notes

10	Up to D10 x1,000,000 dollars available.
20	Up to D10 x10,000,000 dollars available.

4. Contacts

What outside contacts and allies does the organisation have? Multiple types may be combined.

Costs Notes

1	A newspaper reporter.
1	A friendly cop.
1	A TV producer.
1	A lab technician.
1	A private detective.
1	Someone of low rank in one of the armed forces.
1	A local council member.
2	A member of the federal police.
2	Someone of medium rank in one of the armed forces.
2	A member of the state government.
2	Someone important in correctional services.
2	A low rank member of an intelligence agency.
5	A magazine publisher.
5	Someone of high rank in one of the armed forces.
5	A popular radio DJ.
5	A medium rank member of an intelligence agency.
10	A famous and powerful mage.
10	A famous and powerful metahuman.
10	An important member of the supernatural community.
20	The head of an intelligence agency.
20	The leader of a country.
20	An important extradimensional or extraterrestrial alien.

5. Vehicles and Maintenance

Does the corporation have any transport and the facilities to maintain them?
Multiple types may be combined. GM's discretion applies to military vehicles.

Cost Notes

1	Per standard new car, van or ute which belongs to the group.
2	Per new sports car or truck which belongs to the group.
3	Per new construction or other heavy machinery vehicle which belongs to the group.
1	Per standard new motor boat which belongs to the group.
2	Per standard new yacht which belongs to the group.
3	Per new large boat which belongs to the group.
10	Per new super large boat which belongs to the group such as a cruise liner or freighter.
5	Per new civilian submersible which belongs to the group.
10	Per per new small military boat which belongs to the group.
15	Per per new medium military boat which belongs to the group.
20	Per per new large military boat which belongs to the group.
10	Per per new military submersible which belongs to the group.
2	Per standard new small plane which belongs to the group.
5	Per standard new civilian jet which belongs to the group.
5	Per standard new civilian helicopter which belongs to the group.
10	Per new military helicopter which belongs to the group.
20	Per new military jet which belongs to the group.
40	Per new orbital shuttle which belongs to the group.

Cost Notes

20	Per standard new civilian mecha which belongs to the group.
40	Per new military mecha which belongs to the group.
1	Per complete garage facility for storing and maintaining one ground vehicle of up to rig size. Can be rebought multiple times either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
2	Per complete dock facility for storing and maintaining one boat of up to small yacht size. Can be rebought multiple times adding either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
5	Per complete hangar facility for storing and maintaining one air vehicle of up to small prop plane or helicopter size. Can be rebought multiple times adding either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
10	Per complete hangar facility for storing and maintaining one small spaceship vehicle. Can be rebought multiple times adding either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
20	Per complete hangar facility for storing and maintaining one small starship vehicle. Can be rebought multiple times adding either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.

Cost Notes

- 5 Per complete mecha bay facility for storing and maintaining one small mech. Can be rebought multiple times either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
- 1 Per car mechanic at first level who is stationed in the base. Can be rebought multiple times to increase each mechanic's level.
- 1 Per boat mechanic at first level who is stationed in the base. Can be rebought multiple times to increase each mechanic's level.
- 1 Per aircraft mechanic at first level who is stationed in the base. Can be rebought multiple times to increase each mechanic's level.
- 1 Per shuttle mechanic at first level who is stationed in the base. Can be rebought multiple times to increase each mechanic's level.

Optional Monthly Trading Checks

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

- 01-08 One of the company's headquarters buildings have been blown up by terrorists. If this is a one-location company, it's base of operations must be replaced in some form or the company ceases to exist. 10D10% of the money currently invested in the business is lost. This could result in some serious debts.
- 09-16 A member of the public has been killed due to the actions of the company (poisoned by company-

produced food, run over by a delivery truck, whatever). Reduce the company's finances by 7D10%.

- 17-24 Malady and poor business decisions made in your stead have hurt the firm. 5D10% of the value of investments is lost.
- 25-33 A slow season, nothing to panic about, but D20% of all money invested is lost.
- 34-43 There is a regular turnover of funds but little advancement. No money is lost this month but no profits are gained.
- 44-52 The company gains the option to purchase a new headquarters building at a cut price. Pick an appropriately sized building from the chart and offer it to the character at half cost.
- 53-60 Business is livelier, the funds invested in the company increase by D20%.
- 61-68 The company has absorbed a smaller company near it's headquarters, including all of it's customers, buildings, and employees. This may have happened through a corporate buy-out. In the case of a small freelance operation, a local competitor has closed down and it's trade has come to this company. Double its resources and contacts.
- 69-76 Business is quite good, the funds invested in the company increase by 3D10%.
- 77-84 A particularly good batch of products gets a favourable review in a consumer magazine. Increase funds by 5D10%.
- 85-92 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%.
- 93-00 The company has been responsible for saving a life somewhere. Perhaps it paid for an essential operation to a family member of one of it's employees. This has been heavily publicized, resulting in a boost of 20 xD10% to finances.

Section 34: Creating your own Headquarters

Adventures in roleplaying game campaigns often involve travel across dangerous territory, fights in exotic locales, quests to destroy evil artifacts of great power, and other activities that take a character far from home. But ultimately a character needs a home — a place of safety and refuge that he can return to between adventures, that he can defend from enemies and invaders, and where he can store all his stuff.

A character's home, be it a castle, a space station, a secret headquarters, a nice little condo over on the west side, or something else, is a headquarters. These rules describe how characters create Headquarters, whether they're medieval castles, space stations, the sprawling underground headquarters of a supervillain, or even more bizarre installations.

In order to create an organization the GM can either assign a set amount of points or allow the characters to use their XP points to buy what they need.

1. HQ Location

The first thing to consider in building a base is where is it located? A base might be in a city, or it might be located on the outskirts a safe distance from the city. The base could be some distance from major cities and towns. Such a location provides more privacy but makes the base less accessible.

Of course, the base could be even more distant: deep underground or underwater, or hidden away in a distant

place like Antarctica or Tibet. It might not even be on Earth, located in orbit, on another planet or even in a distant galaxy.

Generally speaking, hero bases tend to be closer to the people the heroes work to protect, and are accessible to the public in some way. Some heroes prefer to keep a low profile and don't publicize the location of their base but they remain close to places where they're likely to be needed. Villain bases are usually hidden or located in distant places where they can't easily be found or attacked. Multiple types may be combined.

Cost Notes

1	A public, open building which anyone can find.
2	A warehouse or other large building which appears decrepit or indistinct on the outside.
5	A secret mountain or underground facility.
10	A remote location such as an undersea station with submarine or an orbiting space station with shuttle. Must be made of armoured steel option.
20	A pocket or adjutant dimension.

2. HQ Structure and Size

Once the location of the base is chosen, ask what is its structure? Is it some fairly ordinary structure like a house, mansion or office building, or is it something more elaborate like a castle or underground complex, or even an orbiting satellite, moon base or Dyson sphere?

The GM should consider the abilities and resources of the owners of the base. Could they create or acquire such a base? The designer of the base (the player or GM) may wish to draw a map

of the base to get a better feel for the structure and layout, as well as what other features might go into the base.

What is your headquarters is made of? Combinations may be used, such as Armoured Steel with a Wooden exterior for disguise.

Cost Notes

1	Per square metre of Wood; 75 HPs per square metre.
2	Per square metre of Brick or Rock; 150 HPs per square metre.
5	Per square metre of Concrete; 200 HPs per square metre.
10	Per square metre of Armoured steel; 400 HPs per square metre.
+10	Per square metre of auto sealing. The walls have an automatic sealing system, comprised of two separate layers of resin under high pressure. When the layers are breached the substances expand and mix to form a very durable foam-like patch.

3. HQ Security

How secure is the headquarters? Can just anyone walk in or is near impregnable? Multiple types may be combined.

Cost Notes

1	Per self locking door of 20 HPs. Can be rebought multiple times to increase each door's HPs by +20 each time.
1	Per room which has an alarm system with manual turn off using a six digit code.
1	Per room which has a video monitor.
1	Per large stall, cage, roost, veterinary tools, and anything else used to take care of animal occupants. A headquarters with this feature has facilities specially built for the care,

Cost	Notes
	feeding, and housing of animals. The animal quarters can hold one creature of up to 3 metres size, but taking this feature additional times can be used to either add more quarters or increase the size of existing facilities.
1	Per guard room with video and computer facility links (if have any).
2	Per room which has a metal detector, bomb and weapon detectors, and a dosimetre.
5	Per specially prepared room which has a super-heavy door, reinforced walls, an independent air supply, and food and other perishables. The walls and door of the safe room have a hardness double that of the walls of the headquarters. The safe room has one week of food and water. The safe room is 3 metres x 3 metres in size, though this may be doubled by selecting this feature multiple times.
5	Per escape tunnel. The area surrounding the headquarters is riddled with escape tunnels, allowing easy escape from the headquarters from a number of locations. The headquarters has one escape tunnel each time this is bought and these tunnels pass either underground or through nearby buildings, ending up to one kilometre away.
5	Per room which has a computerised fingerprint or palm scan.
5	Per room which has a computerised retinal scan.
5	Per room which has a computerised voice scan and verbal pass code.

Cost	Notes
10	The headquarters is surrounded by some sort of physical barrier that makes it difficult to reach, such as a moat, high wall, steep cliff, a lava filled moat or a wall of thorns.
10	Per room which has an Electrified floor (does D10 electrical damage), Retractable laser Rifle mounts in the walls (3D10 damage), Sleep Gas dispensers (fall asleep for 30 minutes) and Force Fields (these cannot be crossed unless disabled first).
20	For a suite of radar and passive sensors which can detect radar, laser, microwave, radio, and all other electromagnetic frequencies within one kilometre. Each time rebought the range is doubled.
40	For a suite of Electronic Counter Measures which causes the detonation of all incoming missiles within one kilometre. Each time rebought the range is doubled.
20	Per anti aircraft gun and short range anti personnel weapon at any entrances.
20	The headquarters is equipped with sliding walls, hidden compartments and other such devices that, when engaged, allow the building to appear perfectly normal both inside and out. As a full action one of the residents of the headquarters can change the exterior appearance, the interior appearance, or both.
30	The headquarters is equipped with a number of inflatable flotation devices or is naturally buoyant, even if not specifically

Cost Notes

- designed to be waterborne. The headquarters will float easily if it enters water and will quickly rise to the top if forcibly submerged. Only damage to the flotation system will cause the headquarters to sink. This feature is mainly for flying or land based headquarters that might accidentally end up in water occasionally, not to represent waterborne headquarters.
- 30 The headquarters is equipped with a number of parachutes, antigrav generators or similar precautions that allow it to fall from a great height without suffering any damage. The headquarters sinks to the ground at a rate of 3 metres per round.
- 40 The headquarters is equipped with some manner of explosives or power overload that will completely destroy the headquarters. When this device is activated, which normally requires a specific pass word, key or similar security precaution, a predetermined countdown begins. This countdown may or may not be audible to the headquarters at large. Once the countdown is over the base explodes, destroying itself and everyone inside it.

4. HQ Electrical Systems

What computer and communication systems does the facility have? Multiple types may be combined.

Cost Notes

- 1 For a standard telephone network.

Cost Notes

- 1 For a standard CB radio network including VHF and UHF identical to that used by the police, taxis and buses.
- 1 For a standard intercom system throughout the entire base.
- 1 For standard broadband internet connection.
- 5 For the base's own encrypted satellite network and telephone exchange dedicated solely to use by its people.
- 10 For an interplanetary communication device which broadcasts a combined picture and voice message that travels at the speed of light. It is useful over a relatively short distances in space, and when communicating between points on a planet or from an orbiting vessel or station to the planet. A videocom message takes one second to travel 300,000 kilometres.
- 20 For a subspace radio which is used for sending messages between distant planets and star systems. Subspace communicators send coded tachyon beams that must be broadcast from very carefully aimed dish antenna to hit their target planet or system. A subspace message crosses 1 light year per hour.
- 1 For an average modern computer or laptop network with all the peripherals like a printer, scanner, etc.
- 2 For an advanced computer network with files on various superhero, villain, terrorist and law organizations.

Cost Notes

- 5 For an A.I. system the entire headquarters is wired to which monitors and maintains everything within.

5. HQ Power

How is the headquarters powered? Multiple types may be combined.

Cost Notes

- 1 To be hooked up to the standard electricity grid.
 1 For each backup gasoline generator.
 2 For a set of solar panels which provides all the HQ's needs.
 10 For the HQ's own nuclear plant.
 20 For the HQ's own power plant which uses something previously unknown on earth. GM's discretion.

6. HQ Holding Cells

Does the HQ have its own prison facilities? Multiple types may be combined. See the security section for buying guards.

Cost Notes

- 1 Per Standard holding cell with bars, a bed and toilet designed to incarcerate one prisoner. May be rebought multiple times.
 2 As before but also includes a security monitor and the gate has an electronic lock. May be rebought multiple times.
 20 As before but negates any magical spells or devices from working within that cell.
 10 Per Cryostasis chamber for one person. May be rebought multiple times.

7. HQ Infirmary

Can the HQ treat any injured? Multiple types may be combined.

Cost Notes

- 1 Per standard first aid kit, bed and a table.
 10 Per fully equipped medical facility for treating one person for injuries, illnesses and other maladies. It may be rebought multiple times and can treat one additional person each time.
 10 Per operating theatre.
 10 Per fully equipped analysis lab.

8. HQ Firefighting

Is the HQ able to survive a fire? Multiple types may be combined.

Cost Notes

- 1 For each room to have a smoke alarm.
 1 Per each room which has an automated sprinkler.
 2 Per each room which has a foam system.

9. HQ Vehicles andMaintenance

Does the group have any transport and the facilities to maintain them? Multiple types may be combined. GM's discretion applies to military vehicles.

Cost Notes

- 1 Per standard new car, van or ute which belongs to the group.
 2 Per new sports car or truck which belongs to the group.
 3 Per new construction or other heavy machinery vehicle which belongs to the group.
 1 Per standard new motor boat which belongs to the group.
 2 Per standard new yacht which belongs to the group.

Cost	Notes
3	Per new large boat which belongs to the group.
10	Per new super large boat which belongs to the group such as a cruise liner or freighter.
5	Per new civilian submersible which belongs to the group.
10	Per per new small military boat which belongs to the group.
15	Per per new medium military boat which belongs to the group.
20	Per per new large military boat which belongs to the group.
10	Per per new military submersible which belongs to the group.
2	Per standard new small plane which belongs to the group.
5	Per standard new civilian jet which belongs to the group.
5	Per standard new civilian helicopter which belongs to the group.
10	Per new military helicopter which belongs to the group.
20	Per new military jet which belongs to the group.
40	Per new orbital shuttle which belongs to the group.
20	Per standard new civilian mecha which belongs to the group.
40	Per new military mecha which belongs to the group.
1	Per complete garage facility for storing and maintaining one ground vehicle of up to rig size. Can be rebought multiple times either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
2	Per complete dock facility for storing and maintaining one boat of up to small yacht size. Can be rebought multiple times adding either adding additional facilities,

Cost	Notes
	or doubling the size of the existing one each time allowing for larger vehicles.
5	Per complete hangar facility for storing and maintaining one air vehicle of up to small prop plane or helicopter size. Can be rebought multiple times adding either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
10	Per complete hangar facility for storing and maintaining one small spaceship vehicle. Can be rebought multiple times adding either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
20	Per complete hangar facility for storing and maintaining one small starship vehicle. Can be rebought multiple times adding either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.
5	Per complete mecha bay facility for storing and maintaining one small mech. Can be rebought multiple times either adding additional facilities, or doubling the size of the existing one each time allowing for larger vehicles.

10. HQ Recreation

Are there any facilities for eating and relaxing? Multiple types may be combined.

Cost	Notes
1	Per cafeteria eating area accommodating up to four people, includes kitchen area.

<u>Cost</u>	<u>Notes</u>
1	Can be rebought multiple times doubling its size each time. Per game room which has a pool table, video games, etc for up to 8 people. Can be rebought multiple times doubling its size each time.
10	Per holographic danger room capable of creating various threats and traps for training and testing purposes for up to 8 people. Can be rebought multiple times doubling its size each time.
1	Per standard gymnasium with physical fitness equipment, change room and showers for up to 8 people. Can be rebought multiple times doubling its size each time.
1	Per standard size swimming pool with 2 lanes and a change room. Can be rebought multiple times doubling its size each time.

11. HQ Utilities

This includes such things as stairs, sleeping areas, showers, etc. Multiple types may be combined.

<u>Cost</u>	<u>Notes</u>
5	Per workshop with facilities for one person. Can be rebought multiple times doubling its size each time.
5	Per research laboratory with facilities for one person. Can be rebought multiple times doubling its size each time.
5	Per room which can have its environment adjusted to suit alien lifeforms. Each room of the headquarters may be sealed off and the environment of that room changed to meet a number of different needs, such as flooding

<u>Cost</u>	<u>Notes</u>
	rooms for aquatic creatures or changing the dominate gas in a room to methane for methane breathers. Generally changing a room's environment takes one minute and can be done from the room affected or from any major computer terminals in the headquarters. This feature can also be used to make a room deadly to its inhabitants, such as removing all the oxygen from a room.
1	Per bedroom with bed and wardrobe for one person. Can be rebought multiple times doubling its size each time.
1	Per bathroom with bath, shower and mirror for one person. Can be rebought multiple times doubling its size each time.
3	Per passenger elevator which can hold up to 1500kgs or cargo elevator which can hold up to 2500kgs. Can be rebought multiple times.
1	Per toilet area with up to 2 cubicles. Can be rebought multiple times.
1	Per set of stairs. Can be rebought multiple times.
2	Per escalator or travelator. Can be rebought multiple times.

12. HQ Mystical Facilities

What kind of supernatural and mystical knowledge does the facility have?

<u>Cost</u>	<u>Notes</u>
1	Per library of D10 x10 popular books on the occult, the paranormal, ghosts, legends, UFOs, mysterious happenings, supernatural, metapowers, magic and newspaper clippings. Also included are several recent world

Cost Notes

- atlases, dictionaries and other common scientific and geographic references. Can be rebought multiple times doubling its size each time.
- +5 The library now also includes D6 x6 rare books with real information on the aforementioned topics. Can be rebought multiple times doubling its size each time.
- +10 The library now also includes D4 x2 ancient books, original manuscripts or alien literature. Can be rebought multiple times doubling its size each time.
- 10 For each room of the headquarters which is warded against travellers from the astral realm, blocking them from seeing inside or attempting to gain entry.
- 20 For each room of the headquarters which is warded against interdimensional travellers and gateways, preventing any incursion from another dimension.
- 40 A headquarters with this feature is built on a place of special mystic power such as ley lines, granting extra mystical powers to those who are attuned to these energies. Characters that live in the headquarters are assumed to already be attuned to the energies of the Mystic Locale, but other characters may attune to the mystic locale after D4 +4 hours . Those attuned to the Mystic Locale may spontaneously cast any spell using Sorcery once per hour without becoming fatigued.
- 50 This feature allows the headquarters to exist in multiple

Cost Notes

- locations at once. The headquarters may exist simultaneously at up to one location each time taken. The headquarters may be interacted with normally at each location and has the same appearance at each location. Characters interacting with the outside world, including leaving the headquarters, may mentally specify which location of the headquarters they seek to interact with. The appearance of the headquarters can be made to differ in each instance it appears to blend in with its surroundings.
- 50 This feature allows the headquarters to relocate from one place to another, but it is not as capable as a vehicle in that regard. Generally speaking, moving the installation is a significant undertaking that can only occur (at most) once per game session, and probably less often than that. This may be due to the need to charge powerful batteries, make complex calculations, wait for the right alignment of mystic energies, or any number of other reasons. The key point is that the installation isn't particularly useful for getting from place to place within the context of a single adventure, although it may move between adventures, and even serve as a primary means of conveying characters to adventures, such as shifting from dimension to dimension, with each dimensional shift heralding a new locale and a new adventure.

13. HQ Personnel

Bases often have (semi-)permanent employees/residents or other personnel who work for the characters, oversee the proper functioning of the HQ, and so on.

Cost Notes

- | | |
|---|--|
| 1 | Per dedicated firefighter at first level who is stationed in the base. Can be rebought multiple times to increase each firefighter's level. |
| 1 | Per dedicated IT specialist at first level. Can be rebought multiple times to increase each specialist's level. |
| 1 | Per groundskeeper/gardener at first level who is stationed in the base. Can be rebought multiple times to increase each one's level. |
| 1 | Per receptionist/office staff at first level who is stationed in the base. Can be rebought multiple times to increase each one's level. |
| 1 | Per car mechanic at first level who is stationed in the base. Can be rebought multiple times to increase each mechanic's level. |
| 1 | Per boat mechanic at first level who is stationed in the base. Can be rebought multiple times to increase each mechanic's level. |
| 1 | Per aircraft mechanic at first level who is stationed in the base. Can be rebought multiple times to increase each mechanic's level. |
| 1 | Per shuttle mechanic at first level who is stationed in the base. Can be rebought multiple times to increase each mechanic's level. |
| 1 | Per trained arcane researcher at first level who is stationed in the base. Can be rebought multiple times to increase each researcher's level. |

Cost Notes

- | | |
|----|---|
| 1 | Per lab technician first level who is stationed in the base. Can be rebought multiple times to increase each technician's level. |
| 1 | Per chef at first level who is stationed in the base. Can be rebought multiple times to increase each chef's level. |
| 1 | Per cleaner at first level who is stationed in the base. Can be rebought multiple times to increase each cleaner's level. |
| 1 | Per dedicated nurse at first level who is stationed in the base. Can be rebought multiple times to increase each nurse's level. |
| 1 | Per trained security guard at first level. Can be rebought multiple times to increase each guard's level. |
| 2 | Per dedicated doctor at first level who is stationed in the base. Can be rebought multiple times to increase each doctor's level. |
| 10 | Per metahuman security agent at first level. Can be rebought multiple times to increase each guard's level. |
| 10 | Per Robot security agent at first level. Can be rebought multiple times to increase each guard's level. |
| 10 | Per Mage or Supernatural security agent at first level. Can be rebought multiple times to increase each guard's level. |
| 10 | Per other class security agent at first level. Can be rebought multiple times to increase each guard's level. |

13. Personnel Equipment

What clothing and equipment is available to the members? Multiple types may be combined.

Cost	Notes
1	All players and employees receive a standard uniform and replacements free.
2	Players have a wide range of civilian clothes, disguises and foreign uniforms available free.
5	Players have a wide range of standard armour, protective clothes, pilot suits, scuba gear, etc available free.
5	Players have a wide range of standard equipment available for their use free.
10	Players have a wide range of expensive equipment available for their use free.
20	Players have a wide range of James Bond type gadgets available for their use free.
5	Players have a wide range of standard weapons and ammo available for their use free.
10	Players have a wide range of exotic weapons and ammo available for their use free.

Cost	Notes
2	Someone important in correctional services.
2	A low rank member of an intelligence agency.
5	A magazine publisher.
5	Someone of high rank in one of the armed forces.
5	A popular radio DJ.
5	A medium rank member of an intelligence agency.
10	A famous and powerful mage.
10	A famous and powerful metahuman.
10	An important member of the supernatural community.
20	The head of an intelligence agency.
20	The leader of a country.
20	An important extradimensional or extraterrestrial alien.

14. Contacts

What outside contacts and allies does the group have? Multiple types may be combined.

Cost	Notes
1	A newspaper reporter.
1	A friendly cop.
1	A TV producer.
1	A lab technician.
1	A private detective.
1	Someone of low rank in one of the armed forces.
1	A local council member.
2	A member of the federal police.
2	Someone of medium rank in one of the armed forces.
2	A member of the state government.

Section 35: Mining

When a character locates minerals while mining, consult the Mining Products Table below and continue on to the successive tables

Mining Products Table

01-30 Copper

31-40 Tin

41-66 Lead

67-84 Iron

85-92 Silver

93-95 Gold

96-67 Platinum

98-99 Gemstones

00 Mithril

Mithril exists deep under the earth, in dense metamorphic formations. The actual presence of Mithril must be confirmed by checking the Mithril Formation Table. If gemstones are indicated, check the Gemstones Table.

Mithril Formation Table

01-05 Silver (highest quality)

06-08 Gold (highest quality)

09 Platinum (highest quality)

10 Mithril

Gemstones Table

01-25 Ornamental

26-50 Semi-precious

51-70 Fancy

71-90 Precious

91-94 Gems

95-96 Jewels

97-99 Roll twice on this table

00 Roll three times on this table

Ornamental Stones

01-08 Azurite

09-16 Banded Agate

17-24 Blue Calcite

25-32 Eye Agate

33-40 Hematite

41-48 Lapis Lazuli

49-56 Malachite

57-64 Moss Agate

65-73 Obsidian

74-82 Rhodocrosite

83-91 Tiger Eye Agate

92-00 Turquoise

Semi-Precious Stones

01-07 Bloodstone

08-15 Carnelian

16-23 Chalcedony

24-31 Chrysoprase

32-39 Citrine Quartz

40-47 Jasper

48-55 Moonstone

56-59 Onyx

60-67 Quartz Crystal

68-75 Rose Quartz

76-83 Sardonyx

84-91 Smoky Quartz

92-00 Zircon

Fancy Stones

01-12 Alexandrite

13-25 Amber

26-38 Amethyst

39-51 Chrysoberyl

52-64 Flourite

65-77 Jade

78-90 Jet

91-00 Tourmaline

Precious

01-25 Aquamarine

26-50 Blue Spinel

51-75 Peridot

76-00 Topaz

Gems

01-25 Garnet

26-50 Jacinth

51-75 Opal

76-00 Red Spinel

Jewels

01-25	Diamond
26-50	Emerald
51-75	Ruby
76-00	Sapphire

Ore Quality Table (Roll D10)

If the yield of the mine is a metal, it will probably be in the form of ore (metal-bearing rock). While pure nuggets may be discovered occasionally, a character with the smelter proficiency must separate the metal from the ore. The quality of the ore is equal to the number of coins that can be produced from it by a single miner in one week. A copper mine, with a rating of 200 cp would mean that a single miner working for one week produces a pile of ore that can yield 200 cp of copper when smelted. The amount of coinage indicates how much is produced not that coins must be produced. One-thousand coins of iron for example equal one suit of plate armour, 100 spear heads, or 500 arrowheads. To determine the quality of the mined ore, roll D10 and compare it to the result for that metal on the Ore Quality Table. This equals the coin equivalent produced per week per miner.

Metal	1	2	3	4
Copper	100	200	250	300
Iron	200	300	500	700
Silver	25	50	100	200
Gold	10	25	50	100
Platinum	5	10	20	40

Metal	5	6	7	8
Copper	350	400	500	750
Iron	900	1200	1600	2000
Silver	300	400	500	750
Gold	200	300	400	500
Platinum	75	100	250	400

Metal	9	10
Copper	1000	2000
Iron	3000	4000
Silver	1000	2000
Gold	750	1000
Platinum	800	1000

If a 10 is rolled, roll D10 again. If another 10 results, the mine is a pure vein of the highest quality and requires no smelting. If 1-9 results the metal must be smelted.

Gemstone Quality Table

Newly mined gemstones are not nearly as valuable as they are after finishing. Gemstones are rough and even unrecognizable when first discovered. Characters with the Mining or Gem Cutting proficiencies can correctly identify a stone after D6 rounds of study. The quality of a gemstone mine depends on the number of stones in each find and the value of the stones. The number of stones is that which one miner can excavate in one week.

The value of the stones is the average value for an uncut stone, which is 10% of its cut value. To realize the full amount from the gemstones, a miner needs to employ a character with the Gem Cutting proficiency. Some stones are more or less valuable than this amount, but the average is as accurate as we need to get to calculate the income from the mine. The output of a gemstone mine does not remain constant, it is rolled each week to determine the worth of that week's output. The number of miners at work each week is determined before the dice are rolled.

Ornamental

Amount per miner per week 4D10
 Average Uncut Value 1 Sestertii

Semi-precious

Amount per miner per week 3D6
 Average Uncut Value 5 Sestertii

Fancy

Amount per miner per week D12-1
 Average Uncut Value 10
 Sestertii

Precious

Amount per miner per week D10-1
 Average Uncut Value 50
 Sestertii

Gems

Amount per miner per week D6-1
 Average Uncut Value 100
 Sestertii

Jewels

Amount per miner per week D4-1
 Average Uncut Value 500
 Sestertii

In addition to the base value of the stones mined in a given week, there is a 1% chance per week of operation that a miner will discover an exceptional stone. If an exceptional stone is found, its value is equal to the base value of the mine's stones multiplied by a D100 roll. For example, an exceptional stone found in a semi-precious stone mine is worth 10 Sestertii (the average value of an uncut, semi-precious stone) x D100. Players

may also consult the Type of Stones Table to determine the exact types of stones found.