

CELESTIUS EX²

second edition

a christian roleplaying game

core rulebook



CROWN OF THORNS
STUDIO



“For God so loved the world, that he gave
his only begotten Son, that whosoever
believeth in him should not perish, but have
everlasting life.”

John 3:16

Celestius Ex, Second Edition: A Christian Roleplaying Game

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chapter 1:

The War of Salvation

Since the great fall, Satan and his minions have been fighting to destroy everything that God loves and holds dear. They fight out of hatred . . . and fear. They hated God, because they were not content in their place due to vanity. They rose up and they lost the war. Out of punishment, they were banished to Earth and Hell where they continue their campaigns. They fear God, not just because of his awesome and superior power, but because they may lose the war and be banished to the eternal lake of fire. However, they will fight and stop at nothing to destroy God and take his place.

To stand in between the devil and his victories, God has assigned his servants, the angels of heaven, to stopping the devil and his armies and protecting the human race. Originally created as servants of light, angels had a much darker future. The most powerful angel, who was favored by God, became conceited and led one-third of heaven's angels away from the Lord. Sold on the belief that he should be Lord of Lords, he and his armies attacked God and his servants. With faith in God, the angels of light stood on the front lines fighting their old comrades. As the mighty War of Heaven concluded, Satan and his followers were thrown out of heaven. Full of evil and hate, they plan and prepare for the next and last war.

The angels of light were now given duties to continue to fight their new enemies and protect the humans of Earth. Like angels, humans have free wills. They could choose to work for evil. This made the angels' duties much more difficult. While protecting them from physical onslaughts, they also have to remove the veil of lies that Satan imbeds in each person's heart. As humans turned to evil, the angels lost more battles on Earth. To make matters worse, the war took its toll on the angels' spirits. Several of them became disheartened and fell away from God only to add to the enemies of the light. In a great flood, God washed away the evil mankind, and the good humans began anew. With their works destroyed, the demons began again on pulling God's children away from him. Like before, the Angels lost many battles, but won many others. In an even greater tragedy, God's chosen people were enslaved under an evil empire.

Like always, God and his servants intervened. However, he sent a

“THEREFORE, THERE IS NOW NO
CONDEMNATION FOR THOSE WHO ARE IN
CHRIST JESUS, BECAUSE THROUGH CHRIST
JESUS THE LAW OF THE SPIRIT OF LIFE SET ME
FREE FROM THE LAW OF SIN AND DEATH.”

Romans 8:1-2



human to deliver his people. This man's offspring's took these people to a promise land. Over time, satin's followers, otherwise known as demons, continued to pull God's people away from him. In these times, humans began to fight alongside angels to stop these evil influences. Humans, while the angel's protectorate, also became an angel's greatest allies. As time continued, the war surged forward. Then, God sent the greatest of gifts to the world. God sent his son down to the world as a man. In the world, he started great teachings that would be carried on until the end of the Earth. Satan was furious and made men to believe that Jesus was the worst thing for all man. In a great climax, humans crucified the Son of God. While Satan thought this to be a victory, it was truly not. Jesus' sacrifice was actually a sacrifice for all of man's sins. The devil realized that his scheming had misfired and he had suffered a major defeat. Now, man could be cleansed of his sins and be accepted into heaven by just believing that Jesus was the Son of God. To make matters worse, Jesus rose from the dead and delivered his last messages. Then, he returned to heaven only to wait and return again.

The devil realized that he may lose the war, and is burned for all eternity. In a fit of rage, he decided that if he were going down that he would take down most of humanity and destroy all of God's servants, the angels. However, Satan was not about to give up on his plan for victory. He believed he could take over the Earth and heaven.

The war picked up vigorously. Satan attempted to corrupt everything including the new forming churches while God continued his great works. God sent even more angels to the Earth as he continued preparations for the Second Coming of his son. Once again, humans began to advance technologically. This caused even more temptations and dangers to all humans, but God used these new inventions for good purposes. With Satan's plans becoming more aggressive, God sent more and more angels to Earth to continue his work. Most of the angels have never even been on the planet before. So now, the war sits with humans and God's messengers the angels. The war will be won, because God has already declared it. However, what matters are how many human souls and angels can be saved from Satan's evil.

EARTH: THE BATTLEGROUND

Most humans cannot see the supernatural or the war that is happening around them. While humans may not perceive the war, they do perceive the effects of it. Often, humans are the objective of each battle. Much of the actions of humans are effected by the outcome of the battle and whom they finally choose. A human's choice can make some of the most powerful angels lose the battle. Heavenly angels

will assist humans in physical tasks and through a unique power of suggestion assist in mental tasks. All angels have the ability to talk to humans while shrouded, cannot be seen by humans. Humans perceive this as a subconscious thought or a random feeling. When humans are left alone, shrouded demons

can speak to humans suggesting the wrong actions and thoughts. Angels will physically fight the demons that are implanting suggestion and when the demon is gone, the human will perceive it only as a bad suggestion that faded away. The Holy Spirit takes over and leads them back to the right path. Some shrouded angels will make suggestion to the person while demons stand on the other side giving the bad advice. This will lead to conflict in a person's heart, and the decision will be made based upon how close she is to God.

One of the aspects of the war that make an angel's task much more difficult is the person's closeness to God. Angels refer to this phenomenon as an aura. The aura is based off of how powerful the Holy Spirit is inside them. The Holy Spirit's power comes from God, but the Holy Spirit can only shine through as much as the person will allow it. The person's relationship to God is what determines how powerful the Holy Spirit is and the aura. In the world, the Holy Spirit will help a person to do great works for Lord and protect him from evil. Now, life for this person does not become any easier, because the person's aura will shine out like a beacon in a fog. Other people are drawn to this person as well as the demons. When they see this, they will hunt it down and do everything they can to diminish this person's faith. However, the aura will assist in protecting them from demons and the evil of other people. Also, the aura will give strength to servants of the Lord. A person's relationship with God is what usually determines the overall outcome of the battle. However, if it were not for the angels, the demons would most surely drag the soul to evil and eventually to Hell.

AN ANGEL'S POINT OF VIEW

When the angels come to Earth, they see humans traversing the Earth focused on the immediate concerns while demons run rampant warping a human's long-term perception. To an angel, the world is dark, gritty and very corrupted. As humans have a natural tendency to do evil, the demons help nurture these primal habits and suggest

worse courses of action. This causes the world to become more evil and base. Everything continues to be covered in shadows, grime and fear. In general, it makes angels very sad to see the sorrow the demons inflict on humans and how the humans inflict it upon themselves. Because of this perspective, angels fight even harder to save



the people that God created and loves. Most of the angels' actions are done while they are shrouded. However, they see the world covered in a thin, musty fog. As the area is saturated with human sinning, the mist gets thicker and blocks out more light. While this gives demons more power over an area, it also allows angels to find the more corrupted spots. The problem is worse for the heavenly angels as they cannot perceive things as well, but their nemesis can see through the mist. These dark areas are much more dangerous for angels, because they do not know what kind of demons lurks in the vicinity. To assist the angels, God will often send his faithful humans into these bleak areas giving hope to other humans. These faithful humans will disperse the mist that will allow angels to come into the area and remove the plague of demons and abominations.

The angels have three forms that they can usually take which include the celestial, divine and earthly. The celestial is a form that no human has witnessed. These forms are usually held when they are in heaven. The earthly form is what they take when they walk among the humans enshrouded. Most humans cannot see the difference between a human-formed angel and another human. The divine form is what most angels and demons will hold on the Earth when they are shrouded or in certain parts of Heaven. The worldly form is what angels take when they choose to do battle against demons. All angels have unique forms and gifts, and demons also have similar powers. The demons' gifts changed dramatically when they were exiled from Heaven. Demons have gotten stronger as they feed off evil humans. To a human, demons appear as nightmares when they are in their worldly form. On the other hand, angels appear as warriors of light. However, not all angels have large, feathered wings and wear white togas. Every angel has a different appearance. Some have more outlandish appearances while others are much more easily accepted. The Messenger angels have the nicest appearance, while the warrior angels have almost frightening appearances. When they do battle, they all have certain attacks, but with different effects.

The angels often will employ certain means to fighting demons. The great warrior angels will often use powerful claws or huge swords of power wielded with one hand. They will even shoot beams of light from their hands or shoot massive bolts at demons. Other types of angels will sometimes employ other means of attack. A messenger's song would drain a demon of his power and force him to flee, while others will use massive shields that protect them from the most violent attacks. These shields will even damage the demons when the demon attacks. While angels will fight bravely, they must fight intelligently and realize they may lose if they make the wrong decision. A lost battle could mean a mission lost for God and humans lost to the dark.

Angels do not and cannot die. If wounded to bad in battle, they return to Heaven. On the other hand, a demon will return to his circle. In the end, God will be saddened by the failed mission. The angel will not be given any more difficult missions nor will they have learned anything. Plus, it takes sometime to rest in Heaven. However, the demons take even longer to rest and regain their powers, which is a trade off to their power. While the loss of essence is of very little importance to them, angels have a much greater danger.

The major concern of angels when they are on Earth is temptation, which leads to the fall from Grace. While an angel is certainly not as easily swayed by evil as humans are, they can get to caught up in the situation or even confused. An angel will try so hard to help a human that they can forget about what God wants, and do wrong. There are many ways they can be tempted to do evil, and Satan works especially hard to lure angels from God. Unlike humans who have had sins washed away, angels do not have such a savior. On the other hand, they are allowed to sit in the presence of God in Heaven and know the truth in the universe. For an angel to commit a crime against God is unforgivable. They will be banished from Heaven and declared an enemy of God. There are many angels who have not pledged themselves to serve Satan and are considered rogues on Earth. Eventually, they join the dark prince and fight against God while destroying the world.

THE END IS COMING

The Day of Judgement is coming. The angels continue to serve God and complete missions that bring the Second Coming closer. On the other hand, the demons fight for their lord always trying to destroy humanity. Satan has a plan. His demons continue to fight and occasionally win. For each victory, his plans get closer to becoming a reality. One day, he will come to Earth as a human and lead the humans away from God. He will gather the darkness and destroy the gates of heaven and his armies will raze Heaven. In his plan, God will be destroyed and Satan will take his place. God knows what will happen and continues to prepare for the end. He knows of Satan's plan, and Satan understands this himself. All angels know of the end, but they do not know how it will happen and when it will come. However, Satan plans on outwitting God and winning the war. Regardless of Satan's plans, it is the angels' job to make sure that God's missions are fulfilled so that God can rescue his believers one-day.



chapter 2: Introduction

WELCOME TO CELESTIUS EX

Welcome to Celestius Ex Second Edition Roleplaying Game. We hope you enjoy this game as much as we did in creating it. It was made with the purpose to create a Christian-friendly game that allowed players to have fun while glorifying God in the game as they would in real life. Of course, non-Christians can play this game just as much as Christians. One of the best things about this game is the ability to customize it to however a person likes to play. Also, a person could create almost any kind of character that they could imagine with this system (as long as you have the points). Next, it uses many great aspects of several other games to make it as good as possible. Well, read on and have fun playing it.

WHAT IS THIS GAME?

This is a pen-and-paper roleplaying game that lets a group of people take on roles of characters while one person describes a story for these characters to interact with. To play this game, each person should have a character sheet, a pencil and a bunch of dice. A character sheet is included with this book, or it can be downloaded at <http://www.celestius-ex.com>. As for the dice, each player should have a four-sided dice (d4), a six-sided dice (d6), an eight-sided dice (d8), a ten-sided dice (d10), a twelve-sided dice (d12), and a twenty-sided dice (d20). The d20 is one of the most important dice for the game. You can find these dice at most of your hobby, comic or game shops in your local area. Finally, one of the best parts of this hobby is its relatively low cost. With one or a couple of books, a group of players can have up to years of fun. To find out more about how to roleplay, there are many great websites and helpful forums that will assist you in this hobby.

“
GOD BLESSES THOSE WHOSE HEARTS ARE
PURE, FOR THEY WILL SEE GOD.”

Matthew 5:8



This game takes place in the modern world where players create characters that can be angels, special humans or wilding (half-demons). Once these characters are customized to the player's desire, the Gamemaster will create an adventure for the characters to interact with, solve and complete. Unlike board games or computer games, each adventure can be completely different each time. Also, the story can be of any type such as drama or action or even mystery depending on the Gamemaster or player's interest. One of the more interesting aspects of the game is its mechanical inclusion of salvation. All Player Characters start out as saved, but they can fall and find salvation if the player chooses this to happen. Whatever the player's plans, the characters' mission is to fight the armies of darkness and help each person find salvation.

CHRISTIAN ROLEPLAYING?

Christian roleplaying is a narrower aspect of general roleplaying. It is based on a setting and system that uses openly stated Christian ideas. While there are many wholesome games that do not cover or allow certain things, they don't necessarily talk about Christianity or the Bible. The other games certainly are notable, but they don't address Christianity directly. Also, Christian roleplaying games puts characters on the side of God and must defeat evil to save the lost. Normally, they don't have people playing very dark or evil characters. Many times, characters can be lost and find the truth in life. This is only one of the many aspects that stories and characters can use to build fantastical and great stories. While God can be a part of real life, God can also be a part of gaming as well. Finally, this is a Christian roleplaying game, but these games are in no way limited to just Christians. Non-Christians can have just as much fun with them as they can with other games. It is up to the players how they play the game.

HOW DO YOU PLAY?

While the whole concept is to create characters to interact with other people's stories, their needs to be some form of framework to set up limits and maintain fairness for all players. However this is not to restrain fun, but rules are to help increase it since people will focus more on fun than on the fairness of other people's actions. This book provides the framework for such stories. In the Task Resolution and Combat section, the rules are covered in a great amount of depths managing the entire if's and why-not's. For the most part, it is simple.

The basic rules use a d20 to resolve most situations. As the number on the d20 gets higher, the likelihood of success increases. Of course, no one is the same and each person has different level of skill in all

areas of life. While skills are a large part of a character, they also have powers and unusual abilities to aid them in their quests. Like people, characters are extremely detailed to aid the player in making a character like they want the character to be which brings up the next part.

THE PLAYER'S CHARACTERS

Characters are the most important part of the game. They are the heroes of the story. The Player Character (known as PC) is made up of many different aspects. The process can be long if the player is not sure what they are doing. One suggestion is that the rules and choices for character creation should be explained fully before the player begins to create a character. This should help the player understand the repercussions of each choice and what effect they will have. One of the most important aspects of character is their equality with other characters. While each character will be different, characters of the same level should all be equal in power and usage. The only subjective factor that no rulebook can cover is the player's ability to play the character and take full advantage of it. This is one of the best aspects of the game. A character can grow and learn while the player learns what the character can really do and can't do. The way a character is built to maintain equality is by character points.

CHARACTER POINTS

Character points are building blocks that allow players to create whatever character they like. Each aspect of character creation cost a certain amount of points and it is up to the player how many character points they will assign in each part. In the end, each character will be unique and fun to play if the player understands how to play it.

All characters start with 45 character points and each level after that the

Character Points Table

Level	Character Points
1	50
2	55
3	60
4	65
5	70
6	75
7	80
8	85
9	90
10	95
11	100
12	105
13	110
14	115
15	120
16	125
17	130
18	135
19	140
20	145
+1	+5



character will gain 5 more points. Levels determine two aspects of the character. The first one determines how experienced they are in life. For instance, a level 5 warrior will do better in combat than a level 2 warrior. Next, experience shows how powerful the characters are in most situations. A group of level 10 characters can handle that giant demon while a group of level 4 characters could not take on such a challenge. This also allows players to create characters that are more powerful than starting level characters to enjoy different types of games. The table helps the players determine how many character points the character will get if they start with a level higher than one.

CHARACTER CREATION

With the concept of character points covered, the player needs to create a character. The player has 45 points and can spend them on the next 10 parts to make the character complete. Each part builds a different part of the character, and the player needs to determine which aspect is more important. For some characters, a large amount of skills are more important while other characters may need to have unique powers. This system allows for almost anything to be made as long as the player has the imagination for it.

Each section below is its own chapter. To create a character, the player should go to each chapter and follow the instructions for creating that aspect of the character. Normally, the chapters should be followed in order and should not normally be done out of order. However, the players can make a character in whatever order they wish to. The whole reason for such a layout is to make it as simple as possible for the player to create a character, but the process should be fun and interesting. If the player does not like the character when they are finished; the player should feel free to make it over again. In the end, the player should like their character and be ready to put it through some great and exciting adventures.

Choose Race

The first aspect that needs to be determined is what race they are. While the word 'race' may not be absolutely correct, the name is chosen for its simplicity in the different designation. Each race has strengths and weakness as well as the average personality that the player should take into account. The player should not be worried about the final outcome of the character at this point, because any race can be anything. While certain races can be more fighter-like, they can just as easily be diplomats if the player chooses that route. However, each race is more apt for certain archetypes and will excel at those more than the other races.

To pick out the race, the player should read through each race and determine which one they like the best. Every race has many different facets that a player can focus on allowing them more flexibility. Once the race is chosen, the player should write down all their powers and weakness and make note of its point cost. Each race costs a certain number of points, and these points are taken away from the 45 points that each character starts with. If the total cost of the race is high, the race will usually be much more powerful. However, a higher cost will mean less flexibility in the next areas.

Choose Background Occupation

All characters started out doing something before they were put into their new service. This only helps the character in selecting a background as well as providing skills and feats that associate with that background. A player can select one background for free. If the player decides to take another background, they have to pay four character points for it. As long as they have the character points, they can take as many backgrounds as they want. Also, the GM or player is free to make their own backgrounds as long as it doesn't exceed four character points.

Choose Archetype

Now, the player knows what race they are as well as their previous occupation. The player needs to decide what archetype the character will be. The archetype is a guideline to assist the player in determining the kind of character they are going to make. For example, a character can be a soldier, a traveler, a rock star or a private investigator to just name a few. Archetypes have no point cost and are merely suggestions to help the player to decide what to allocate points to in the next several steps. The character can have only one archetype. Also, they can make a new archetype if they have the GM's permission.

Assign Ability Modifiers

With the player knowing what kind of character they are going to make, they must assign Ability modifiers to each Ability. The race determines the base modifier for the character. Now, the player can modify these with character points or leave them alone. To raise an Ability Modifier by one, it costs two character points. If one lowers any of them, the character receives two extra character points. The amount they can raise them is detailed in the specific chapter.

Determine Secondary Ability Modifiers



There are several abilities that are not covered in the primary abilities, but they remain essential to the mechanics of the game. These are called Secondary Abilities and are averages of the primary abilities, but levels unlike the primary abilities enhance them. After the calculations are made for each ability, the player can increase them by adding character points. To increase Secondary Ability by one, it cost three character points. However, these cannot be lowered like the primary ones can.

Choose and Assign Skills

With the abilities assigned, the characters can now spend points on skills. Skills are what determine how knowledgeable a character is in certain areas. This determines how powerful a character is when tested in that area. For the most part, this game is based around skills. Almost every check uses a relevant skill. Skills not only cover combat, but they cover social interactions as well as book knowledge.

All characters start with a certain number of skill points, which are determined by the Intelligence ability. These skill points can only be used to buy skills and do not take away from the character points the character has left. However, the player can use character points to buy additional skills. Each skill point equals one character point. The only other restriction is that no skill can be raised four above the character's current level.

Choose Feats

Feats cover unique knowledge and extraordinary abilities. While these are not as powerful as Attributes, they are just as useful for the more mundane aspects of the character. Each feat costs two character points and the prerequisites should be met before the purchase of the feat.

Choose Attributes

Attributes represent supernatural forces that the characters can perform. All of these powers that the characters receive come directly from God. Rather than being magic, attributes are much more powerful and diverse that allow you to build almost any affect that you can imagine. Players should consider carefully the kind of powers that they want for their character and how many character points it will cost them. The races have several of these attributes already added to the character. At this point, the characters can choose to increase these powers or add new ones. Many times, players will redo some of the above steps to get a cool power for their character. If this happens, the GM should watch the player's bookkeeping of character points.

Choose Defects

Defects have two different outlooks. The first outlooks and the most appropriate is that defects represent a character's failing or failings in some way. In the real world, no human is perfect, and a character doesn't have to be perfect either. The failings should help build a character as well as give more facets to roleplaying during the game. The other outlook is the bonus points. Each time a character gains a weakness, they will get extra character points deemed bonus points (BP). This represents a way for the player to increase other aspects of the character while adding a few weaknesses. However, the bonus points should not be abused. A weakness will have an impact in game play, and it may hurt a character more than help if too many weaknesses are taken.

Finishing Touches

These are just a few more aspects of the character such as hit points, movement and essence points. These are derivatives of the abilities and attributes that are taken in the steps above. The player cannot necessarily change any of this with character points, so any left should be added to the wealth of the character. Also, this step offers an opportunity for the player to create a more thorough and complete background. If an effort is put in to increase the background information, the character will receive extra character points. They should go back and add these points to the steps above if they wish. Any points not spent after this step cannot be spent until the next level.

Choose Equipment and Weapons

Finally, the character is complete. The player knows what the character is and how she manages in the war. However, all characters need equipment. Equipment will help the character out, but it does not have to be the focus of the character. On the other hand, the character could be more of a gadget-type person and like a lot of toys. In this instance, they will be spending a lot of time in this section. Before the player leaves this part, the character should have clothing, some form of protection and possibly housing and transportation. It is up to the character how much they want to buy. It should be noted that angels do not get Wealth so they can't get any equipment in this section. They have no earthly assets so it is impossible for them to keep money. However, they don't really need money nor do they want it.



chapter 3:

Races

ANGELS

When the angels come to Earth, they see humans traversing the Earth focused on immediate concerns while demons run rampant warping humanities long-term perception. To an angel, the world is dark, gritty and very corrupted. As humans have a natural tendency to do evil, the demons help nurture these primal habits and suggest even worse courses of action. This causes the world to become more evil and base. In general, it makes angels very sad to see the sorrow the demons inflict on humans and how the humans inflict it upon themselves. Because of this perspective, angels fight even harder to save the people that God created and loves. Most of the angels' actions are done while they are shrouded. However, they see the world covered in a thick, musty fog of sin. As they are surrounded by evil, they must use powerful attributes and weapons to protect them.

The angels often will employ various means when fighting demons. The great warrior angels will often use powerful claws or huge swords of power while wielding them in one hand. They will even shoot beams of light from their hands or shoot massive fire bolts at demons. Other types of angels will employ other means of attack. A messenger's song would drain a demon of his power and force him to flee, while others will use massive shields that protect them from the most violent attacks. These shields will even damage the demons when the demon attacks. While angels fight bravely, they must fight intelligently and realize they may lose if they make the wrong decision. A lost battle could mean a mission lost for God and humans lost to the dark.

Angels do not and cannot die. If mortally wounded in battle, they return to Heaven while demons return to their circle. If an angel is forced back to heaven, they will have most likely lost the mission, and God will be saddened. The angel will not be given any more difficult missions nor will they have learned anything. Plus, it takes sometime to rest in Heaven. However, the demons take even longer to

“AND WHEN HE HAD TAKEN THE BOOK, THE
FOUR BEASTS AND FOUR AND TWENTY ELDERS
FELL DOWN BEFORE THE LAMB, HAVING EVERY
ONE OF THEM HARPS, AND GOLDEN VIALS FULL
OF ODOURS, WHICH ARE THE PRAYERS OF
SAINTS.”

Revelations 5:8



rest and regain their powers, which is a trade off to their power. While the loss of essence is of very little importance to them, angels have a much greater danger.

The major concern of angels when they are on Earth is temptation, which leads to the fall from Grace. While an angel is certainly not as easily swayed by evil as humans are, they can get too caught up in the situation or even confused. An angel will try so hard to help a human that they can forget about what God wants, and do wrong. There are many ways they can be tempted to do evil, and Satan works especially hard to lure angels from God. Unlike humans who have had sins washed away, angels do not have such a savior. On the other hand, they are allowed to sit in the presence of God in Heaven and know the truth of the universe. For an angel to commit a crime against God is unforgivable. They will be banished from Heaven and declared an enemy of God. There are many angels who have not pledged themselves to serve Satan and are considered rogues on Earth. Eventually, they join the dark prince and fight against God while destroying the world.

Personality

Before a player can take on the role of an angel, they must understand the difference in the outlook of the angel. The personalities of angels are just as diverse as humans are on Earth. Each angel has his own identity and unique individualism. However, what makes them different from humans is their experience and perspective. With the ability to understand what effect each human's sin has on the world, the angels have a much more aggressive and emotional stance against evil and sin.

Rules and Laws

The angel guidelines are similar to humans with a few exceptions. An angel must follow the same tenants that are set in the bible. They cannot lie, cheat, steal, murder, destroy, or any other sin listed in the bible. Also, they do not become infatuated with Earthly possessions because they have seen Heaven and God that give them everything they need. They can use technology, but they do not find it all that useful. A person with faith and following God could do anything that technology makes easier for them. However, technology is not evil, but can often become the puppet of evil like money. While there are a few laws in the bible that do not pertain to them because they are not human, they have additional rules that they must follow. To some humans, the rules could seem harsher, but angels gladly follow any rules for God and his glory.

Sex - They cannot have any sexual relations with humans. While the

angels bred with humans in the beginning, their relationships produced powerful offspring's known as wildings. These creatures were easily swayed by Satan and became horribly evil. The great flood wiped out most of the world's wildings and since then God has forbid any angel to have relations with a human. It should be noted that angels do not have sexual relations with their own kind, because they do not reproduce.

Idolatry – Angels are not allowed to have anyone worship them as gods. Many angels have fallen because of the great power that humans offer these beings. Many demons have acted as gods and tried to lead humans away from God and destroy God's servants. Many angels have been sent to destroy these demons that are worshipped. On the other hand, angels cannot worship anything else as well as put anything else before God. This is a rare temptation, because most angels know the truth.

Power – Angels must not abuse their positions. They are given great power as they walk on Earth. Some angels are tempted to use their power to help others or even harm humans when it is outside their mission's parameter. While helping is good, angels know that they cannot get in the way of God's will. Normally, they try to serve God's will. If confronted with a situation, the angels will consult God and Heaven for an answer. Also, angels must be careful when using God's Grace. Normally, the angel would be given an idea of how to use God's Grace. Sometimes, God will allow an angel to have an extra point of Grace. The angel should always consult God before using it.

Secrecy – While angels are not allowed to deceive others, they tend to be elusive about who they really are. For the most part, they are not allowed to reveal who they are or why exactly they are helping. Often, they know the truth, however, they must keep it to themselves and help the person find the truth. Their purpose is to find problems and help people find their faith. At times, the angel will know when to tell someone his or her true identity. This is only to serve God and his purposes.

Envy – Sometimes, angels may be tempted to be jealous of other being's powers. They may find themselves wishing they had more to help stop the darkness. This jealousy will often lead them into acts that are against God. Each angel tries to counsel one another from following into this trap. God does not approve of an angel if they have obliged themselves with envy.

Killing – Most of the time, an angel will have to destroy a demon or an abomination. Rarely, God will order an angel to take a human's life. Angels must avoid from killing any human or even seriously maiming them. Due to an angel's power, this should be relatively



easy. For an angel to be allowed to kill a human, an angel will be told which one to kill. On the other hand, an angel is allowed to destroy any abomination or demon that they find while on Earth.

Temptations

For most angels of lower rank, they are not aware of the evil fruits of Earth. As angels get higher in rank and more experienced working on Earth, they begin to be tempted by the evil of the world. Starting at Level 5 and every five levels after that, the angel will get a temptation. The GM will choose what temptation the angel has, but should be fair to the player. Each temptation should be an object or an idea. It may not be as specific as hamburgers, but it should not be as broad as something such as food. A good example may be fast food or red-headed women or men. The GM may wish to consult with the player to find a good fit and use past experiences. It should be noted temptations are not sins, but acting on the temptation is a sin.

Angels may give in and sin. For the most part, the player will lose his angel character. However, there is a way to get a second chance. As angels throughout their missions gain levels and additional spiritus ratings, the player can choose to lose a level of their spiritus rating or lose their character. The angel can never have negative spiritus. At that point, the player will lose their character.

Forms of the Angels

The angels have three forms that they can usually take which include the celestial, divine and earthly. The celestial is a form that no human has witnessed. This form is usually held when they are in heaven. The earthly form is what they take when they walk among the humans enshrouded. Most humans cannot see the difference between a human-formed angel and another human. The divine form is what most angels and demons will hold on the Earth when they are shrouded or in certain parts of Heaven. The worldly form is what angels take when they choose to do battle against demons.

All angels have unique forms and gifts, and demons also have similar powers. The demons' gifts changed dramatically when they were exiled from Heaven. Demons have gotten stronger as they feed off evil humans. To a human, demons appear as nightmares when they are in their worldly form. On the other hand, angels appear as warriors of light. However, not all angels have large, feathered wings and wear white togas. Every angel has a different appearance. Some have more outlandish appearances while others are much more easily accepted. The Messenger angels have the nicest appearance, while the warrior angels have almost frightening appearances. Also, none of the character's statistics such attributes, hit points, essence points

or anything else of the character will change when they enter a new form.

Celestial: This is the form that most humans will never see. The angels use this form when they are up in Heaven. In general, the form appears as a spiritual cloud. Within this cloud, the angel shines light and emotion. This form has little use on Earth, so angels do not use it and are generally not allowed to use it. Most humans would fear it and not understand. This would give Satan more tools to use against God as he tries to destroy God's beloved. There has been only one recorded act in the bible, which speaks of this form. An angel of death descended onto the Earth and took the life of each first born in the land of Egypt.

Divine: When an angel has come to Earth, he often takes this form while moving in the shroud. For the most part, all angels, who come to Earth, have a perfect human body with large, feathery wings. They will wear utility robes or loose clothing. The clothing will vary in colors. They will often have belts and other accessories for purely utilitarian reasons. The angel will use the accessories to carry his weapons and items. It should be noted that all angels have their own bibles. A few angels will be covered in armor to protect them in battle. Each angel's appearance will be distinctly different and resemble their Earthly form. Many demons have adopted new and different divine forms to make them more powerful in the shroud.

Earthly: When an angel steps out of the shroud, the angel appears like any other human. Each angel has their own unique appearance like most humans do. They are able to perform some of their abilities while in this guise. Most humans will sometimes suspect something about these beings.

Society

Angels do not have any real organization as it is known on Earth. All angels work and have jobs that they must perform. While the archangels hold the leadership of heaven, the angels only need to be directed to certain tasks. The angels work for the sole purpose of glorifying God. As angels leave Heaven to perform missions, they also will have standard responsibilities in Heaven. Normally, an angel will be pulled from its tasks and given a mission to perform on Earth. The angel that briefs them could be an angel of higher ranking or an Archangel. Sometimes, an angel will deal with Seraphim or any other being in Heaven.

To represent an angel's power and leadership position in Heaven, each angel has a rank. The ranks, while not important in normal tasks, show where an angel is to stand when God calls them to battle. Each



angel is a part of a legion. On occasion, God will call legions of angels to battle forces of evil on Earth or defend Heaven's Gates. When an angel joins their legion, they fall into a specific place in the legion. An angel serves alongside several other angels with the same rank. The rank is merely a tool to show an angel's prowess and power outside of Heaven.

Traveling

Angels can go anywhere in Heaven quickly and with ease. However, Earth is another matter. An angel can cross great distances, but they must do it physically. They do not appear in a place of their own will. When they descend from Heaven to Earth, they are placed in the area where they must execute their mission. To get to another place, an angel must travel to that place in either their divine or earthly forms. Most angels will choose to use their wings to travel great speeds around the Earth. There are exceptions to the rule. On occasion, God will transport an angel where they are needed if he or she deems it necessary. This action would take a form of God's Grace. A character would spend a point of grace and travel anywhere they need to.

While the angels can travel quickly around the globe, there is the ability to pass from the shroud to the real world. As humans live in their world where they see everything disguised and hidden, angels know that there is a thin shroud that separates the real world from the spiritual world. When the angels enter the shroud, they use the term, "Stepping into the Shroud." As they lift the veil, they see everything as it is. They see humans as good or evil as they really are, and can see through any disguises that demons might be wearing. To step into the shroud, the angels use a point of essence, take an action and disappear from the world. An angel cannot reveal themselves to humans, so they must remove themselves from sight quietly. Examples would include an angel walking around a corner and disappearing, wondering into a large crowd and disappear or anytime they walk out of sight or into an unnoticeable area. On the other hand, an angel can move out of the shroud much more easily. When an angel takes an action and an essence point, they can move to the normal world, and all normal humans do not notice the reappearance. Most humans perceive the appearance as not having noticed them being there before. They may have a passing thought about where the angel came from, but they do not usually investigate the emergence. While an angel only spends one point to move into or out of the shroud, the technique to move to Heaven or the Nine Circles takes a much greater time and effort.

For Heaven or the Nine Circles to be reached, the angel must be in the shroud. Heaven appears as a small star that can be seen in brightest and darkest places of the shroud. The angel flies toward it and the

star expands to reveal the Gates of Heaven. Angels enter without problems. The time it takes only seems like moments to angels as they leave the realm of Earth. As for the Nine Circles, it is not as easy. The Nine Circles are located around the Realm of Earth, however, they are pockets of darkness that the demons dwell in and create monstrosities. With the Earth being covered mostly in darkness of evil, angels must search out these evil pockets. No angel knows where each circle is. To enter one of these horrible places, the angels have to enter the shroud to see the vile place. By the end of the twentieth century there are only five that have been found. None have been removed completely. As for the real Hell, no creature wishes to travel there, because it is the realm of darkness and eternal fire located outside of the realm of Earth. The route is held secret by a few high-ranking angels. Also, purgatory is secret to most angels except for the keepers who must transport a human's soul to the place. The demons have never found out about the location and any keeper who falls from grace loses any memory of the route. Purgatory is not located in the Realm of Earth.

TALENTS (HUMANS)

Like most things, God created humans during the time of creation. Even though the humans were provided with everything, Satan easily corrupted them, which lead to the fall of their innocence. Ever since that period, man has been forced to wonder the Earth while surviving and improving their surroundings. While God loves all men and women, many humans continue to walk away from him and ignore his commands. However, there are a few that continue to serve him and his will.

While there are many normal humans that serve God and continue to do great miracles in his name, this game covers the unique humans who have been given powers to combat evil and it's effect. While they are unique and unusual on Earth, most people don't even know they exist. Most of the time, their work against the evil hordes occur without any other human being aware of their acts, or the evil hordes cover up their acts and vehemently deny their effects and even their existence. While they operate outside of normal human perception, they are great tools to aid angels and even solo difficult tasks. Even though they are given weak abilities compared to other creatures, humans possess the power of spiritus that makes them very powerful foes.

Spiritus

Spiritus is a type of essence generated by any creature with a soul who is in touch with the Holy Ghost. All creatures with souls have



essence, but it takes the Holy Spirit to turn the essence into the divine energy. In itself, spiritus is a culmination between God, the Holy Spirit and the human soul. This energy gives them extraordinary powers that are often exhibited in faith. Also, it is innately used to defend humans from evil and demonic attacks.

Demons need essence from humans to survive, but they cannot use the essence when the soul has a positive spiritus rating. The positive spiritus rating hurts demons, and they cannot use the energy. Instead, the demons must pull the human toward evil so that their spiritus rating goes to a negative. Then, the demon can feed on the human essence. This is the reason that demons are so interested in subverting humans. Unlike angels, humans have salvation available to them through Jesus Christ. With the sacrifice, humans have salvation from all their sins with baptism, prayer and repentance. Since the death and resurrection, humans can cleanse themselves of all their sins and be brought back to a positive spiritus rating. However, the spiritus rating does not go up and down with every sin and prayer. It may do that in real life, but the rating is represented more generally.

Sin

While God is perfect, humans are not. Humans have a great tendency to make wrong or even stupid choices in life. Most humans sin against God without ever being influenced by a demon. However, humans must choose evil, but a human is not naturally evil. As humans make these choices, they have a much bigger question. Unlike angels, Jesus Christ died for all of humanities sins. With that, humans can choose to be saved by accepting the Lord as their savior. While the choice may be simple, the path is not as easy as it may seem.

As humans who walk the path of righteousness, they will be tempted to turn away from God. Unfortunately, all humans will fail, but through forgiveness, they can be brought back to the path. While the spiritus rating is very strict for angels, humans have more leeway in making the wrong decisions. One sin does not bring down the spiritus rating, because it is assumed the person desires repentance and forgiveness. Instead, a human character is judged overall by his or her actions at the end of the session. If the character shows a great desire to sin, the Gamemaster can choose to lower the spiritus rating by one. If a character shows a change with more faithfulness, the GM can choose to raise the character's rating by one, but it can never be raised above the maximum rating the character may have. Overall, the GM's interpretation of the character's actions is what determines the change in spiritus rating. Of course, this all assumes that the character is seeking forgiveness and repentance through prayer on a regular basis. For the humans who have not chosen God, they have a much different rating system.

Humans who have negative spiritus ratings attract the attention of demons. Since demons can absorb a character's essence if the character has a negative spiritus rating, demons will persuade humans toward evil so that they can continue to siphon the essence away. As the essence is drained away by hungry demons, the human's spiritus rating doesn't continually drop with the abundance of sin. The first two negative levels are gained just as any level of spiritus is gained or loss, however, each level after that takes a greater degree of vileness. While it is up to the GM, it takes a great degree of evil and vileness to make a character become lost. While all these rules apply to humans, the special humans that are available have a few extra restrictions.

Unusual humans

While a player can choose to play a normal human, the human type characters that are available are much more powerful than the average human. Everything in the game is balanced so that humans can stand side by side against the demonic armies. Most demons pay special attention to these humans, because they can have a drastic affect on a battle. Many demons will either destroy them or subvert them.

When these particular humans gain negative spiritus ratings, they automatically lose any special attributes, special attacks or anything that requires essence. The unusual humans are the same compared to regular humans when they have turned away from God. They also lose all grace points. For those the choose to return or remain on the path, they continue to wield their powers and have access to grace points

Grace Points

While this is covered later, these allow the character to produce miracles in the name of the Lord. All characters get grace points, but regular humans in sin do not get any points. The regular humans with a positive spiritus rating no matter what the rating will only have one point to use at any given time.

Forms

Unlike the other types, humans do not change form when they enter shroud. They cannot enter Heaven and so they don't have a form. This isn't doing to obstacles, but it is physically impossible for them to walk through the gates of Heaven before Judgment Day. Many angels believe this has to do with the barriers that separate the various realms. Obviously, humans should not explore other realms such as hell due to their inability to survive. When they are in the shroud,



they appear as a human, but they glow like they would when seen in the normal world from the shroud. There is no bonus to this. However, this is more of a detriment since most of the demonic armies would think nothing of it to destroy a human in the shroud.

WILDINGS

While the two sides of the war seem very black and white, there are many aspects on Earth that are very gray including humans and wildings. Wildings are creatures that were created from the union of a human woman and a demon. Most of the time, the woman is not very aware of her partner's identity and does not suspect anything different about her child. Also, the child appears normal. It is not until puberty that the child begins to discover his true nature. This is also the time the child will probably meet his or her father. Since the demon leaves the woman after their affair, the child is usually very interested in the demon if not a little resentful. During this time, the child will be taken away from his or her mother and be raised in one of the circles as part of the demonic armies. However, the child does not always choose to go with the parent.

The child is faced with several decisions regarding his or her revelation. Many of them will agree to go with the demon and aid them in the war against Heaven. While wildings are generally not as powerful as angels, they are well equipped at taking out an angelic threat. Since wildings have human souls, the angels cannot kill them. However, angels can disable or hinder the wilding threat. While many become engrossed with the evil machinations, some wildings seek a way out. Once they are involved with the demons, it is very hard for them to leave. Most demons will kill the wilding for their treason. The few that decline the initial demon offer are trapped in a world that does not accept their existence. In some instances, the demon will try and kill the wilding, but God provides a means of survival for the threatened wilding. Many times, angels will be present to aid the wilding. For those survive, they will try to lead normal lives, but they will eventually be drawn to many communities of wildings that are springing up all over the world. Within these communities, they are usually safe from outside influences and are accepted for who they are. However, Satan has been working on subtly corrupting wilding community leaders so that he can still use them in the war. While most of the wilding population serve the demons or hide in wilding communities, there are a few that have devoted themselves to the service of God. These wildings become much stronger, because they have access to some of the spiritus powers and a few angelic strengths. While they may seem powerful, they are still weaker than the more powerful humans and the angels themselves.

There are many reasons why Satan has not littered the planet with these beings. One of the main reasons is their relative weakness compared to spiritual humans, abominations and aberrations. Wildings tend to have the weaknesses of the parents, but never really gain the strengths either. They don't have spiritus or access to celestial fire. Most of the time, demons use the wildings in sorcery or covert operations. Also, wildings prove to be effective killing machines against humans who prove to be troublesome for the demonic armies. Another good reason for Satan not to have very many wildings is their unpredictability. While Satan is very good at judging the human psyche, the wildings may turn on the demons to work with angels, or it might happen the other way. A part of this problem stems from the fact that they have human souls and has access to salvation. This proves to be very tempting for many who are seeking a different life. Either way, the unpredictability is just too great for Satan to rely on for his future plans. He has told all the demons to refrain from making wildings unless they are told to. However, many still create some just to absorb the essence from the women. This produces a lot of consternation with the ranks, but it is something they can deal with. Wildings are treated very badly by both sides of the fence, which gives them a very rough personality.

While humans can be very friendly and even make good companions, wildings find their powers to extreme for most humans. Besides, their animal changing abilities make it awkward for some humans. Also, their association with animals make them much more primitive compared to the soft, materialistic humans. While many wildings become almost barbarians out in the wild, they still can form their own societies and even remain apart from the rest of the world.

Society

Most wilding societies are small villages or enclaves located in the wilderness. These villages will have everything for the members to support themselves and allow for many generations to live there. However, these villages do not necessarily appear as what they are. Because humanity is expanding, there are fewer areas that wildings can live without interference. One of the ways that they can limit the interference within their lives is by disguising their village as something else. An example of this is tourist towns located near the wilderness. Located near large stretches of wilderness such mountains or wilding communities, and they don't necessarily stay in the wilderness. There have been wilding enclaves located in sewers and abandoned subway tunnels. For those that don't care for the law, they choose high crime areas or very poor areas where they will deal with law enforcement the least. Outside of certain areas of North America



and Europe, most wildings can live in the wilderness never coming into contact with any of the modern world.

There have been stories among angels of wilding communities appearing as African or South American tribal villages. These are often located in the deep, unexplored areas of the world such as the Congo and the Amazon Rainforest. Most scientists associate these tribes with unusual customs and behavior never really knowing the truth. While they seem like they never have had very much outside contact, most people don't find out about them, because they will kill any visitor on site. When it comes to demons and their war, the wildings, no matter where they are, can never be too safe. The protection of the large group has proven useful at holding back many demons. However, demons have found other ways to manipulate them other than brute force.

Sin

While all life with souls have potential for doing good, wildings are heavily influenced by their demonic heritage. Their behavior tends to be dark and even pessimistic. For the most part, wildings are attracted to more basic aspects of life. Normally, they don't enjoy electronics, but would rather be in the wilderness hunting and surviving. They really enjoy fighting and destruction. Their dark passions usually lead them into life of sin while rejecting most things that are good or Christ-oriented. With such dark behaviors, demons find it very easy to subvert wildings.

With the independent nature of most wildings, they will usually be alone and easily persuaded through events and ill advise. As most wildings from humans, they are forced to live lonely lives. Since Demons understand human psychology, they can cause various events to occur that pushes the wilding to certain actions. Most of the wilding's needs and desires are very basic. It is not hard finding something that will anger or beholden them. To assist their final goals, demons will disguise themselves and subvert them completely. For this to work, the demon will build up a relationship that will eventually endear the wilding to it. Once this stage is complete, the demon will easily counsel the wilding into the wrong action. Once the wilding has served the demon's purpose, the demon will destroy it or have something else destroy it. While the subversion of wildings is very useful for most demonic plans, the process takes a long time for the final effects to be realized. However, demons live forever, and time is not as important as timing. As Satan and his demonic leaders create different plans to turn wildings against humanity and God, there are some that have rejected the Satan's ways.

While most lead horrible lives, some find ways to resist their dark temptations and follow Christian ways. Since angels cannot kill wildings, they do their best at avoiding wildings unless the angels' mission deems a wilding's involvement. While most wildings distrust angels (due to the reminder of their fathers), they can find ways or understandings to all them to work with an angel. The same rules follow for humans. With most wildings conceive humans as weak, they do find their camaraderie and even alliances to be very beneficial if not enjoyable. It is through humans and angels that wildings can find redemption and accept Jesus Christ. Once they have joined the armies of light, they become powerful allies for Heaven since they can act as emissaries between the activities of the shroud and the real world. This is only due to their powerful form that they take on in the shroud, which makes them less vulnerable than humans who enter the shroud.

Forms

Like humans, wildings cannot enter Heaven physically. However, they can enter the shroud where they appear as a very different creature. Each type of wilding form varies, but nonetheless, they become even more powerful creatures in the shroud. In the realm of Earth, they appear as humans while in their shroud form they appear as very different, almost most mythical-like, creatures. Also, they have another form. One of the more unique properties of wildings is that they have an animal form. To turn into their animal form, they must enter the shroud, change, and then reenter the real world as their animal form. While entering or leaving the shroud takes one full round, their unique ability allows them to change into their animal form in one full round. To an outsider, the change appears as a bright flash. Their bestial side is what gives them their unusual natures. Many wildings choose to live in their animal form for most of their life. Finally, it should be noted that when a wilding changes, their clothing and all items fall off of them when they return to the real world.

RACIAL TEMPLATE DESCRIPTION KEY

Description: This describes their basic personalities and perceptions. The description only represents the average person of the race. There are many exceptions to this description.

Appearance: This only describes how they appear on average. Most beings will vary from their general demure.

Background/Job: This describes what the particular races do or what



they have been through in the past. Also, this describes their basic missions for God.

Racial Powers, Attributes and Defects: These describe their particular powers that are common to each race as well as weaknesses. Some of these powers use the Unique Attribute for their mechanics. While anyone can duplicate these, it is best if the powers stay within the race to maintain balance and uniqueness.

Racial Traits: These are the mechanics and ability bonuses provided to the character during character creation. The ability bonuses are the starting modifier base for a character. This also gives the exact mechanics and cost of all the powers and weaknesses listed above.

Racial Attributes: Because all races are different with various dimensions of strengths, each race is limited to certain attributes. When purchasing attributes, a character can only select these attributes.

ANGEL (GUARDIAN)

Description: Not all humans have guardian angels, but God will choose when a human needs a Guardian to protect that human. The Guardians have been protectorate of humanity since the creation of humans. They defend humanity with all their power and resources. When a Guardian is present, a human has little to fear when they are under the protection of one of these angels. While they are not the most powerful or the most compassionate, they seem to be the most versatile of all the angels. They tend to use whatever method lets them complete their mission. With their quick wits and fast reflexes, they rarely fail their charge.

Sometimes, the charge fails the guardian. While guardians can protect the human from evil forces, the human still has to make the choice. On more than one occasion, a human has chosen evil and his primal heart's desire. The darkness of the shroud also makes the mission much more difficult. Humans can see where they go on Earth, but they don't realize how dangerous a place really is. No matter what, the guardian must protect the human, but they cannot protect human from him or herself.

Appearance: When they are in the divine form, they appear as a human in armor with very large white wings. Unlike the messenger angels, they don't appear very comely to a human. They will have a tough physique similar to the Warrior angels. One of the more notice-

able differences is the number of scars on the angel's body. While angels heal physically quickly, they choose to keep their battle scars every time they have lost their charge to evil. Some of the more experienced Guardians have many scars but has an almost frightening look of determination. Most of these characteristics carry over to their Earth form as well.

When they take a human form, they appear almost the same as their divine form except for their wings and armor. Like their divine form, they appear tall and very strong. They do retain their scars that frighten some people. However, they are not there to endear themselves to anyone. With an almost fanatical demeanor, most humans think Guardians are crazy or has at least a few bolts loose. Many times, their human charge is rather put off by the Guardian and tries to get away. Like a parent, the Guardian is only there for the human's best interest, and their charge eventually realizes it.

Background/Job: Before humans, they assisted the Cherubim in protecting Heaven from dark forces. They lost the fewest in the Great War but the conflict still ways heavy on them. They watched many good friends turn away from God and try to destroy what all Guard-





ians protected and loved. Sometimes, it hurts them to deal with their ex-comrades on Earth. However, they know what their comrades did wrong, and now they must keep the humans from making the same mistake.

After the humans were thrown out of the Garden of Eve, they were asked to assist and protect humans on Earth. The main reason for this was that Satan set up his throne on Earth, and this is where the majority of the demonic army was present. As more humans turned evil, they were required less and less. After the flood, they were much more active. They spent the majority of the time assisting God's chosen. This included them protecting humans from entire armies to watching over babies and little children. However, their missions became a lot more wondrous and dire when the lamb was sacrificed.

Once Satan realized that he had lost, he is throwing everything he can to drag down every human with him. Like most active Christians, Guardians are fighting to protect each human during the last flailing of evil.

Racial Powers, Attributes and Defects: Angel (Guardian)

Defiant Shield: All Guardians have a special shield that protects them from an enormous amount of damage. Also, the angels can throw the shield as a long-range attack, and the shield will return to their arm instantly.

Racial Traits: Angel (Guardian)

Type: Angel

Racial Ability Base:

Strength: 1
Agility: 2
Constitution: 3
Awareness: 0
Wits: 0
Spirit: 3
Presence: 0
Appearance: 0

Defiant Shield: Armor 20, Thrown Damage 2d8
Armor 5 (10): Shield Only; Special Attack 1 (4): Affects Incorporeal, Drain Essence, Short-Range, Only in Divine Form, Uses Energy

Flight: Starting characters can fly up to 50 mph with giant wings, only in the shroud.
Flight 2 (8), Limitation -1

Realm Travel: can travel to Earth, Shroud, Heaven, and Hell, and takes a round to activate
Special Movement 4 (4): Realm Travel; Activation Time 4 (-4) for each travel type

Power Skill: Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills.
Unique Attribute: Power Skill 1 (4)

Extras: No need to breathe, Does not age, Immune to vacuum, Never need to eat, Can block ranged attacks

Special Defense 8 (8); Block Ranged Attacks (2)

Essence-Based: Physical damage cannot kill the character
Regeneration 6 (24)

Temptation: Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent
Temptation 3 (-6) for the level gain

No Wealth: Always will be a +0
Restriction (-3): Cannot have a Wealth Bonus of more than a +0

Unsaved: When one sin is committed, the character cannot go to Heaven anymore
Unique Defect (divide total points by one-half), Owned (-3) by God, only considered at 1st Level

Total Cost: 32 Character Points

Racial Attributes

Adaptation, Armour, Aura of Command, Celestial Fire, Combination Attack, Essence Bonus, Enhanced [Ability], Environmental Control, Extra Arms, Extra Attacks, Extra Defenses, Extreme Damage, Features, Flight, Force Field, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Immunity, Insubstantial, Invisibility, Item of Power, Jumping, Metamorphosis, Mimic, Mind Shield, Power Defense, Projection, Regeneration, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Special Defense, Special Movement, Speed, Spirit Ward, Superstrength, Telekinesis, Telepathy, Teleport, Tunneling, Unique Attribute, Water Speed



Flight: All angels can fly with great speed when they are in their divine form. Also, they are extremely maneuverable in flight.

Realm Travel: They can travel to Heaven, Earth and Hell.

Extras: They do not need to breathe air, and they can survive in water and a vacuum. Also, angels do not age since they are made of pure spirit.

Essence-Based: Angels are not killed physically no matter how many hit points they lose. They will heal all wounds naturally and appear alive. If their essence is ever reduced to zero, they will automatically return to Heaven, their home realm. If blown to bits or disintegrated, the angel will reform in Heaven in their celestial form.

Temptation: Every five levels, they gain one temptation. For more information, see the Temptation section in the angel section.

No Wealth: An angel does not get any Wealth Bonus, because they do not have any money. They have to find other means like creating something or convincing a person to give it to them.

Unsaved: All angels are unsaved. Jesus died for humans and not angels. This is a very harsh weakness since one sin will cause the player to lose their angel character.

ANGEL (MESSENGER)

Description: All angels praise God, but messengers sing his praises as many times as they can. Their voices are the most beautiful in all the realms. Their voices can cause the most stonehearted to wane and feel. This group contains the most compassion of all the angels. They are most emotional and the most joyous of all the angels. They love everything that God has created and despise all the evil that is trying to warp everything. The angels tend to not be very good combatants. They prefer to negotiate and sway humans away from evil and the evil suggestions. They see the war being won with humans and not stopping demons from persuading them. They feel that to teach a human to not to succumb to evil is better than vanquishing evil at every turn. They tend to be very sad when a human chooses sin, or evil wins over the human's hearts. They will fight the demons and abominations when they have to but try to find alternative methods. These angels do not like violence and do not find the violent human culture very appealing. They try to promote love. Angels have been trying to curve humans of their violence and to this day continue to promote love and friendship in all human behavior.

Appearance: These are the most beautiful of all angels. When a

human see this being in it's divine form, he or she sees almost perfection of a being. Their voices have perfect pitch and tone but remain commanding. A Messenger has perfect, physical proportions and can move extremely graceful. However, they can move quickly, and they are strong despite their lithe appearance. All this remains true in their Earth form. They are so beautiful that many humans would fall for them, but the Messengers will counsel them against such emotions. With such a high appearance and presence, most humans will listen to them and be persuaded by Messengers. Despite the other angels, these are some of the few angels that will appear in their divine form in front of humans.

Background/Job: Throughout the Bible, this type of angel is seen the most. While many of the other angels have been involved in one point or another in the Bible, Messengers have delivered various messages to humans many times in the Bible. Their appearance is often remarkable and marks a major change in the world. The most notable of these is the Messenger that appeared in front of the shepherds to tell them that the Son of God was born. While she did appear in divine form, many Messengers will be in human disguise to deliver their messages or assist humans. Since they lack the strength to be in the shroud, they will often stay in the Earth realm to assist humans. With this weakness, Satan himself discounted them.

During the Great War, the messengers served as the turning point that eventually led to Satan's downfall. Much to his surprise, they were quick fighters that could unleash a barrage of arrows and agonize the fallen angels with their songs. This advantage was great, and Michael was quick to use this angelic group to his advantage that led to his victory. However, there were some that did follow Satan.

While Messengers are extremely good at dealing with humans, there demonic counterparts are just as efficient. With beauty and presence behind them, they could enrage entire nations with just a word. Some angels have suggested that Helen of Troy was a messenger demon. In fact, the Greek goddess, Aphrodite, was a demon messenger angel in disguise that seduced many people. She still exists today, but has chosen a much different form. These demons have changed the course of human history many times, and Messengers have been fighting them on each and every human.

Racial Powers, Attributes and Defects: Angel (Messenger)

Psalms of Peace: By singing a special hymn, they can cause all creatures that can hear it to stop all aggression. The ones who are affected will not be able to attack.



Racial Traits: Angel (Messenger)

Type: Angel

Racial Ability Base:

Strength: 0
Agility: 2
Constitution: 0
Awareness: 0
Wits: 0
Spirit: 1
Presence: 4
Appearance: 1

Psalm of Peace: Paralyzes all opponents in an area, Intelligence check vs. DC 20 (10+(2/special attack rank)), Takes one round before affects occur, cannot use again for one minute

Celestial Fire 2 (8): Special Attack 5(20): Area Effect, Affects Incorporeal, Incapacitating, Unique Ability (affects only Enemies), No Damage, Short Range, Static, Toxic (Sound), Unique Disability (only affects attacking opponents), Extra Energy

Bow of Light: 2d8, 500 ft range, -10 armor reduction of opponent, Uses Archery skill
Special Attack 3 (12): Drain Energy, Penetrating (Armor), Only in Divine Form

Flight: Starting characters can fly up to 50 mph with giant wings, only in the shroud.
Flight 2 (8), Limitation -1

Realm Travel: can travel to Earth, Shroud, Heaven, and Hell, and takes a round to activate
Special Movement 4 (4): Realm Travel; Activation Time 4 (-4) for each travel type

Power Skill: Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills.
Unique Attribute: Power Skill 1 (4)

Extras: No need to breathe, does not age, Immune to vacuum, Never need to eat,
Special Defense 8 (8)

Essence-Based: Physical damage cannot kill the character
Regeneration 6 (24)

Temptation: Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent

Temptation 3 (-6) for the level gain

No Wealth: Wealth Bonus will always be a +0
Restriction (-3): Cannot have a Wealth Bonus of more than a +0

Unsaved: When one sin is committed, the character cannot go to Heaven anymore
Unique Defect (divide total points by one-half), **Owned (-3)** by God, only considered at 1st Level

Total Cost: 38 Character Points

Racial Attributes

Adaptation, Animal Friendship, Art of Distraction, Aura of Command, Celestial Fire, Combination Attack, Essence Bonus, Enhanced [Ability], Environmental Control, Exorcism, Extra Arms, Extra Attacks, Extra Defenses, Extreme Damage, Features, Flight, Force Field, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Immunity, Insubstantial, Invisibility, Item of Power, Jumping, Metamorphosis, Mimic, Mind Control, Mind Shield, Natural Weapons, Power Defense, Projection, Regeneration, Rejuvenation, Sensory Block, Sixth Sense, Special Attack, Special Defense, Special Movement, Speed, Spirit Ward, Swarm, Telekinesis, Telepathy, Teleport, Transmutation, Tunneling, Unique Attribute, Water Speed

Bow of Light: They have a special bow that they can bring out at any moment and use to attack with powerful energy arrows. These bows are apart of the angel and they can activate at any time. The bow cannot be lost or disarmed since they can make it appear or vanish.

Flight: All angels can fly with great speed when they are in their divine form. Also, they are extremely maneuverable in flight.

Realm Travel: They can travel to Heaven, Earth and Hell.

Extras: They do not need to breathe air, and they can survive in water and a vacuum. Also, angels do not age since they are made of pure spirit.

Essence-Based: Angels are not killed physically no matter how many



hit points they lose. They will heal all wounds naturally and appear alive. If their essence is ever reduced to zero, they will automatically return to Heaven, their home realm. If blown to bits or disintegrated, the angel will reform in Heaven in their celestial form.

Temptation: Every five levels, they gain one temptation. For more information, see the Temptation section in the angel section.

No Wealth: An angel does not get any Wealth Bonus, because they do not have any money. They have to find other means like creating something or convincing a person to give it to them.

Unsaved: All angels are unsaved. Jesus died for humans and not angels. This is a very harsh weakness since one sin will cause the player to lose their angel character.

ANGEL (WARRIOR)

Description: Warriors are angels that readily come forth with battle cries for God's glory. These angels study the art of combat and armed tactics. They have the most hate for evil and look for anyway to crush it. While some angels see them as nothing more than reckless berserkers, these angels have been very effective at rushing in and crushing demons and abominations with great success. As they serve God and fight almost fanatically, they also seem to be the most tempted by evil and sin.

As they fight for humans and viciously destroy evil creatures of Earth, they are disheartened when a human chooses to follow evil despite all their hard work. These circumstances happen often to warriors. They find themselves more pragmatic and even cynical to the point of almost sinning. They often find themselves unhappy helping man while watching them fall deeper into evil. As God relieves them of their waning heart, they will gladly bring their sword to bear on any demon or abomination.

Appearance: They manifest themselves as very large beings. They stand at least seven feet tall and many will be much taller than this. With a very broad frame, they are heavily muscled that shows their great strength. They like to have various artistic markings with various colors that help accent their skin tones. Unlike some angels, they like to choose skin colors that are very different from humans. When they do take their earthly form, they appear extremely big for a human. Most warriors are mistaken for body builders, soldiers or even thugs. Despite their appearance, they are kind and helpful to other humans, however, they are not that compassionate.

Background/Job: When the war in Heaven began, their angelic kind

suffered the most casualties to Satan's deceptions. Many warriors joined Satan and his armies, and Satan believed the warriors were the most powerful in power. He was right to an extent. Individually, the warriors were better fighters, however, the combined talents of the entire angelic host were too much for the soldiers. This is not to say, that these were the lonely angels that joined Satan. While a third of the angelic host joined him, the soldiers made up the largest percentage in Satan's armies. Since Satan's and his armies' exile, the warriors have always been outnumbered, and they have learned the truth of teamwork.

Warriors are not sent to Earth to deal with humans very often. Their power is in combat, and angels don't destroy humans very often. They will protect other angels as they assist humans. This can be dangerous because of the possibility of demons being in the area.

Racial Powers, Attributes and Defects: Angel (Warrior)

Celestial Blade: All warriors have a large sword that they wield with one hand. The weapon is extremely powerful. While held in their hand, they can instantly cause this weapon to appear. They cannot lose their weapons or be disarmed.

Hallow Light: They fire a beam of light that shoots from their hands at an opponent. The light is very bright and may blind observers.

Flight: All angels can fly with great speed when they are in their divine form. Also, they are extremely maneuverable in flight.

Realm Travel: They can travel to Heaven, Earth and Hell.

Extras: They do not need to breathe air, and they can survive in water and a vacuum. Also, angels do not age since they are made of pure spirit.

Essence-Based: Angels are not killed physically no matter how many hit points they lose. They will heal all wounds naturally and appear alive. If their essence is ever reduced to zero, they will automatically return to Heaven, their home realm. If blown to bits or disintegrated, the angel will reform in Heaven in their celestial form.

Temptation: Every five levels, they gain one temptation. For more information, see the Temptation section in the angel section.

No Wealth: An angel does not get any Wealth Bonus, because they do not have any money. They have to find other means like creating something or convincing a person to give it to them.

**Racial Traits: Angel (Warrior)**

Type: Angel

Racial Ability Base:

Strength: 10 (2+8)

Agility: 1

Constitution: 0

Awareness: 0

Wits: 0

Spirit: 2

Presence: 0

Appearance: -1

Celestial Sword: 3d8+Strength, -10 armor reduction to opponent

Special Attack 4 (16): Drains Essence, Muscle-Powered, Flurry, Penetrating (Armor); Melee, Only in Divine Form

Hallow Light: 2d8, Blinds: Intelligence Check vs DC 14 (10+(2/rank))

Celestial Fire 1 (4): Special Attack 2 (8): Drains Essence, Flare, Short Range, Only in Divine Form

Flight: Starting characters can fly up to 50 mph with giant wings only in the shroud.

Flight 1 (4), Limitation -1

Realm Travel: can travel to Earth, Shroud, Heaven, and Hell, and takes a round to activate

Special Movement 4 (4): Realm Travel; Activation Time 4 (-4) for each travel type

Power Skill: Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills.

Unique Attribute: Power Skill 1 (4)

Extras: No need to breathe, Does not age, Immune to vacuum, Never need to eat, Extreme Strength Special Defense 8 (8); Superstrength 2 (8)

Essence-Based: Physical damage cannot kill the character
Regeneration 6 (24)

Temptation: Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent

Temptation 3 (-6) for the level gain

No Wealth: Wealth Bonus will always be a +0

Restriction (-3): Cannot have a Wealth Bonus of more than a +0

Unsaved: When one sin is committed, the character cannot go to Heaven anymore

Unique Defect (divide total points by one-half), Owned (-3) by God, considered only at 1st Level

Total Cost: 37 Character Points**Racial Attributes**

Adaptation, Armour, Aura of Command, Celestial Fire, Combination Attack, Essence Bonus, Enhanced [Ability], Environmental Control, Extra Arms, Extra Attacks, Extra Defenses, Extreme Damage, Features, Flight, Flunkies, Force Field, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Immunity, Insubstantial, Invisibility, Item of Power, Jumping, Mechanical Genius, Metamorphosis, Mimic, Mind Shield, Power Defense, Regeneration, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Special Defense, Special Movement, Speed, Spirit Ward, Superstrength, Telekinesis, Teleport, Tunneling, Unique Attribute, Water Speed

Unsaved: All angels are unsaved. Jesus died for humans and not angels. This is a very harsh weakness since one sin will cause the player to lose their angel character.

ANGEL (KEEPER)

Description: The Keepers are more commonly known as angels of

death. These angels have a very specific job. Their mission is to take a person's soul when the person's body dies. They take the soul to purgatory where all human's souls wait for the Day of Judgment. The challenge is that the keeper must get the soul and then deliver it. What makes it difficult is that humans may die in good places as well as bad places in the shroud.

When the angel is sent to retrieve a soul, it must enter the shroud near



the dying human and collect the soul. To complete these missions, Keepers have gone into the bleakest places on Earth to acquire a soul. The keeper's journey is difficult and hard. They must avoid or fight demons and abominations to complete their missions. Keepers tend to have a very matter-of-fact attitude. They understand what they must do to accomplish their missions. Once they have acquired a soul, they will travel to the realm of Purgatory. That is the only easy part of their mission. They will then return to Heaven's Gates for another mission or return to Heaven. They are not always successful and demons have stolen thousands of souls during the war. Keepers tend to be much more frank in their approaches. They are often the most boring and dry of all the angels. They do love God with all their heart, but they don't show their feelings very much.

Appearance: When they are in their divine form, they are the most frightening of all angels. They wear a black robe cinched at the waist with some kind of belt or rope. A hood is connected to the robe that hides their head. In fact, the face of the angel is unrecognizable, because the hood causes the face to be completely covered in black. The only thing a person can see of the angel's face is to white glowing eyes. The only thing that keeps them appearing as an angel is there two large, angelic wings that extend from the back. Finally, two white hands that come out of the robe's arms aid their frightening image, and they can be seen holding a very large scythe. Many humans are scared of Keepers when they are in the shroud and with good reason since they can kill the human with just a touch.

While being scary is not their intention, they like to hide their identity from demonic observations. This is to allow them to be involved in missions when they have to take an Earthly form. Sometimes, they choose to get the soul by approaching the person in an Earthly form and then enters the shroud. This only works only sometimes since demons can see angels in the shroud.

Background/Job: The Keepers are rarely spoken of in the Bible. However, a Keeper was the first recorded example of an angel appearing in their celestial form on Earth. This occurred when the angel of death went to Egypt and killed every first born in Egypt that wasn't protected by lamb's blood. Keepers rarely have such missions, but



they are the keepers of souls until the Day of Judgment. While Keepers have one of the hardest jobs, they have the most devotion.

Since the beginning of time, they have always had the smallest population of all the angelic groups. However, they have the fewest casualties in the war. Many Keepers come to despise demons and their twisted agendas and want nothing to do with them. For those that do forget or are persuaded to join the darkness, they forget the path to Purgatory.

The Keepers are the only ones that know how to get to Purgatory. To travel to Purgatory, the method is exactly the same as travel to any realm. It takes one round for the Keeper to phase out of the shroud. During this time, demons or other creatures can interrupt this process by physically attacking them. The Keepers will instantly stop since anything that they are in contact with will go with them to other realm.



Racial Traits: Angel (Keeper)

Type: Angel

Racial Ability Base:

Strength: 2
Agility: 1
Constitution: 2
Awareness: 0
Wits: 0
Spirit: 2
Presence: 0
Appearance: -1

Soul Keep: Attack by Touch, Drains 6 from the Spirit Ability, soul is withdrawn when Spirit Modifier is -5
Special Attack 5 (20): Drain Soul, Unique Ability (Permanent), Unique Ability (Entrap Soul); Melee, No Damage, Only on Humans, Only in Shroud, Slow (1), Static, Unique Disability (Only affects if soul is successfully withdrawn), Uses Energy

Keeper's Staff: 3d8

Special Attack 2 (8): Drains Essence, Flurry; Melee, Only in Divine Form

Flight: Starting characters can fly up to 50 mph with giant wings, only in the shroud.

Flight 2 (8), Limitation -1

Realm Travel: can travel to Earth, Shroud, Heaven, Purgatory, and Hell, and takes a round to activate
Special Movement 5 (5): Realm Travel; Activation Time 5 (-5) for each travel type

Power Skill: Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills.

Unique Attribute: Power Skill 1 (4)

Extras: No need to breathe, Does not age, Immune to vacuum, Never need to eat, Special Defense 8 (8)

Essence-Based: Physical damage cannot kill the character
Regeneration 6 (24)

Temptation: Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent
Temptation 3 (-6) for the level gain

No Wealth: Wealth will always be a +0

Restriction (-3): Cannot have a Wealth Bonus of more than a +0

Unsaved: When one sin is committed, the character cannot go to Heaven anymore

Unique Defect (divide total points by one-half), **Owned (-3)** by God, considered only at 1st Level

Total Cost: 36 Character Points

Racial Attributes

Adaptation, Armour, Celestial Fire, Essence Bonus, Enhanced [Ability], Environmental Control, Extra Arms, Extra Attacks, Extra Defenses, Extreme Damage, Features, Flight, Flunkies, Force Field, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Highly Skilled, Immunity, Insubstantial, Invisibility, Item of Power, Jumping, Mind Control, Mind Shield, Power Defense, Projection, Regeneration, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Special Defense, Special Movement, Speed, Spirit Ward, Swarm, Telekinesis, Telepathy, Tunneling, Unique Attribute

Once a demon goes, they will instantly know how to go there and would eventually find a way to travel there and steal all human souls. The Keepers will do anything to stop this. If a Keeper is forced back to Heaven, they will lose the souls that they are carrying, and any creature can take the souls since they are just floating around in the shroud. Keepers can never take a soul to Heaven's gate. The soul would be destroyed just like any demon or other creature.

Racial Powers, Attributes and

Defects: Angel (Keeper)

Soul Keep: All Keepers have the ability to remove the soul from human bodies. By simply touching them, they remove the soul from the human. They can only perform this in the Shroud and takes a round to prepare. Once they began to remove the soul, they cannot be interrupted, or the soul will return to the body unaffected. The soul is kept inside the Keeper until they get to purgatory and release it. If they are ever forced back to Heaven, they will lose the soul, and it will remain in the last place the Keeper was at.



Keeper's Staff: This is a unique weapon that appears as a staff until the angel causes a blade to spring from within to form a giant scythe-like weapon. They cannot lose this weapon or be disarmed.

Flight: All angels can fly with great speed when they are in their divine form. Also, they are extremely maneuverable in flight.

Realm Travel: They can travel to Heaven, Earth and Hell. Also, they can travel to Purgatory in which they are the only ones.

Extras: They do not need to breathe air, and they can survive in water and a vacuum. Also, angels do not age since they are made of pure spirit.

Essence-Based: Angels are not killed physically no matter how many hit points they lose. They will heal all wounds naturally and appear alive. If their essence is ever reduced to zero, they will automatically return to Heaven, their home realm. If blown to bits or disintegrated, the angel will reform in Heaven in their celestial form.

Temptation: Every five levels, they gain one temptation. For more information, see the Temptation section in the angel section.

No Wealth: An angel does not get any Wealth Bonus, because they do not have any money. They have to find other means like creating something or convincing a person to give it to them.

Unsaved: All angels are unsaved. Jesus died for humans and not angels. This is a very harsh weakness since one sin will cause the player to lose their angel character.

AYERLING

Description: While the Ayerling may appear as an angel, they are everything but angels. While they are good in nature, they tend to be more fickle. They always like to have a good time and even some go as far as playing pranks on unsuspecting people. Their heads usually stay in the clouds always thinking about having fun rather than on what matters at hand. However, they tend to allow pleasure to rule over their lives.

If they have not chosen the path of light, they will be involved in almost any activity that is very pleasant. In society, they take up the various jobs in the illegal drug market, other times, they will be involved in prostitution. In general, they love the parties. If there is a gathering occurring, they will seek it out. They feel as if they deserve to have fun. While they go to every party, the thrill never quite fills the void in their soul, and they seek out more extreme and eccentric

methods of immersion. The demons find it easy to keep them on a leash while easily subverting them into doing anything. With them so blinded by passion, Ayerlings never realize what is going on. For those that do recognize the bottomless pit of sin and demonic plans, their passions become almost hateful toward the demons and lost humans.

Once Ayerlings have recognized the darkness, many of them do not turn to the light. Those that choose to seek out their own path of revenge, they will leave a trail of blood that will involve many innocents. To their blind passion of revenge, they do not see anything, but their need to satisfy themselves. This leads them down almost the same path of the their brethren who remain puppets. There are a few that can redirect their passions for God. Those that have chosen the light can direct themselves to become very helpful to the light side. These individuals remain very passionate and do any mission with an unbending fervor. They get along with the Lunus the best.

Appearance: In the shroud, they appear very lithe with huge bat-like wings that extend from their back. Also, they have a tail that acts like another appendage. Some even have small horns that give them a stereotypical demonic appearance. When they are in this form, they tend to act more like gargoyles. They like to watch and then strike at their prey. This hit-and-run tactic is to help them survive since they do not have the endurance to a straight fight. However, they use a similar tactic in the Earth realm but with a different method.

In their human form, they appear as a very beautiful person. They use this attraction to get other peoples attention as well as what they want. Once they get what they need, they will drop the person and proceed to fulfill their next need. While many people resent this behavior, they don't realize how flighty the person really is. All Ayerlings can take the form of almost anything that can fly on Earth. They cannot take the form of insects. Each Ayerling must choose one flying creature that is inherent to them and then they can purchase other creatures.

Background/Job: In the demonic army, the Ayerlings are used for scouting and spying. In their human forms, they an easily get the attention of most humans and get whatever they need. In this way, the Ayerlings become effective assassins against humans and wildings. When they deal with angels, they will usually swarm onto the angel since they cannot take it on one-by-one. A lower level angel is caught off guard while a higher-level angel can find a way to deal with the nuisance. Their quick attacks and dangerous claws allow for some very devastating blows. When they are hit, they are put out of commission rather quickly. Their fragileness is also another worry for angels as well as being strength. With too much force, they can easily



Racial Traits: Ayerlings

Type: Wilding

Racial Ability Base:

Strength: -1
Agility: 2
Constitution: -1
Awareness: 1
Wits: 0
Spirit: 0
Presence: 0
Appearance: 3

Vampiric Attack: Bite 2d8 and add number of hit points to character as long as maximum does not exceed twice as many as the character's total maximum.

Special Attack 2(8): Incapacitating, Vampiric (3); Low Penetration, Melee, Static, Toxic

Flight: Starting characters can fly up to 10 mph with giant wings, only in the shroud.

Flight 1 (4), Limitation -1

Prehensile Tail: One tail that can operate like another arm.
Extra Arms1 (1)

Natural Weapons: Claws: 2d8 and Essence Drain
Special Attack 2 (8): Essence Drain, Flurry, Melee;
Features 1 (1): Horns (No combat affect)

Farsight: See over several city blocks
Heightened Senses 1 (1): Type 1, Sight

Alternate Forms: Choose one bird or mammal that flies to change into.

Alternate Form 1 (3): Partial-Form (10 character points);
Restriction (-2): Only Bird-Like Creatures

Realm Travel: Travel to Shroud and Earth only and takes a round to activate

Special Movement 2 (2): Realm travel to Earth and Shroud; Activation (-2); Restriction (-2) cannot enter Heaven, Hell or Purgatory regardless if they get the attribute or not.

Unique Attribute: Non-Essenced Based: character will not die if they lose all their Essence Points; Also further increases in rank provide a +1 defense against all essence attacks after the first rank.

Unique Attribute: Non-Essenced Based 1 (1)

Fragile: -5 to Maximum Hit Points
Not so Tough (-1)

Total Cost: 24 Character Points

Racial Attributes

Adaptation, Alternate Form, Animal Friendship, Art of Distraction, Combination Attack, Contamination, Essence Bonus, Enhanced [Ability], Environmental Control, Extra Attacks, Extra Defenses, Extreme Damage, Features, Flight, Flunkies, Force Field, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Highly Skilled, Immunity, Insubstantial, Invisibility, Item of Power, Jumping, Mechanical Genius, Mimic, Natural Weapons, Organizational Ties, Power Defense, Regeneration, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Special Defense, Special Movement, Spirit Ward, Superstrength, Unique Attribute, Wealth

be destroyed. When the Ayerlings leave the demonic forces for the light, they are much more at risk.

Since Ayerlings rely on strength in numbers, they become relatively weak by themselves. This is one of the things that the Ayerling must face. With most Ayerlings involved in demonic plans, the lonely Ayerlings eventually find friends with faithful humans and wildings. Once they find them, the Ayerlings find much better company and life even though they don't realize it at first.

Racial Powers, Attributes and

Defects

Vampiric Attack: They can bite someone and drain their hit points and transfer them to the character. They can transfer up to twice as many hit points as they can currently have. Also, the ability paralyzes the character for several minutes.

Flight: With their large bat wings, they are a lot better fliers than they appear.

Prehensile Tail: They have a long tail that acts like another limb.



Natural Weapons: They have claws and small horns that jut from their head.

Farsight: They can see very far away with accuracy. In fact, their eyes are almost eagle-like.

Alternate Forms: Must choose one creature that is a bird and flies in the air.

Realm Travel: They can travel to the Shroud and back to the Earth.

Fragile: The Ayerlings have very thin bones and are prone to injury.

FYRLINGS

Description: The Fyrlings have a very strong sense of honor and righteousness. For the most part, they create honor codes and conducts for themselves. As for the ones that live with other Fyrlings,

they will create society-wide rules. Regardless of their origin, they will all create a similar strict code of behavior. Often, this strict code has a very heavy military bent. This is one of the reasons that demons value Fyrlings. They are easily controlled and are very effective in combat. For the ones that choose to seek salvation, they continue their code while changing up some aspects of it for the Bible. One of the hardest parts they face as a Christian is the inability to forgive. The reason for this is that most Fyrlings have a tendency to hold everyone else to the same honor codes and conducts. To make matters worse, the Fyrlings are very strong-willed and dominating. They are very extreme in their views and have little patience for mistakes or failures. This harsh nature does not endure very well with most other people. Many people do not like to deal with them, or any of their military plans. While most notes that they are not wrong in their views, they feel that the Fyrlings have taken things to the extreme.

The Fyrlings have a hard time forgiving others and themselves for mistakes and sins. While they do not become vengeful, they never really forget the mistakes a person has made or what mistakes they

Racial Traits: Fyrlings

Type: Wilding

Racial Ability Base:

Strength: 1
Agility: 2
Constitution: 2
Awareness: 1
Wits: 0
Spirit: -1
Presence: -2
Appearance: 0

Natural Weapons: Claws: 3d8 Bite: 2d8
Claws: Special Attack 3 (12): Essence Drain, Flurry, Melee
Bite: Special Attack 1 (4): Muscle-Powered, Melee

Extreme Senses: Darkvision; +2/rank to perceiving their surroundings; +4 that involve the smell sense
Heightened Awareness 2 (2); Heightened Senses 2 (2): Type 1 (Smell); Type 2 (Darkvision)

Alternate Forms: Change into one land mammal that is a predator
Alternate Form 1 (3), 10 character points; Restriction (-2) only land-based carnivorous mammals

Unique Attribute: Non-Essenced Based: character will not die if they lose all their Essence Points; Also further increases in rank provide a +1 defense against all essence attacks after the first rank.

Unique Attribute: Non-Essenced Based 1 (1)

Realm Travel: Travel to Shroud or Earth only
Special Movement 2 (2): Realm Travel (Shroud, Earth); Activation 2 (-2); Restriction (-2) can only travel to these two realms

Total Cost: 26 Character Points

Racial Attributes

Adaptation, Alternate Form, Armour, Combination Attack, Essence Bonus, Enhanced [Ability], Environmental Control, Extra Arms, Extra Attacks, Extra Defenses, Extreme Damage, Features, Flunkies, Force Field, Health Bonus, Heightened Awareness, Heightened Senses, Highly Skilled, Immunity, Insubstantial, Invisibility, Jumping, Mechanical Genius, Metamorphosis, Mind Shield, Natural Weapons, Organizational Ties, Power Defense, Projection, Regeneration, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Special Defense, Special Movement, Spirit Ward, Tunneling, Unique Attribute, Wealth



have made. Anytime they see another person makes a mistake, they will be tempted to remind the person every time they repeat the action of there past failures.

Appearance: In the shroud, they appear as a giant cat standing upright. Standing over 7 feet tall, their appearance is in the style of the hunting cats such lions and leopards with very similar abilities. They have a human body with a cat-like head and legs, which makes it easier for them to jump. Their arms are very muscular with human hands that have rather large claws. These claws are the most deadly of all the wildings. They do not only use them for combat, but they also use these to climb like a cat would. They do have tails, but they serve more for balancing. The other combat aspect that they have is their powerful jaw, which can almost bite through anything. Whatever cat they look like is the same one they can change into. They can also take on any animal form that is limited to a land-based predator. This does not include insects.

Background/Job: With quickness and a large bulk, they become some of the best warriors in the world. The demons use them as shock troops. They can jump in a fight and deal powerful blows and jumps out giving them an element of surprise against lesser opponents. Unlike the Ayrings who cannot stay in the fight, the Fyrlings can stand up in a fight and take several serious blows as well as give them. While they are not as tough as the Stonelings, they must seek a quick way to end combat or maneuver out of it to find another advantage. They do fairly well against angels forcing them into conflicts that they do not want to fight. Angels find Fyrlings such a threat that they must fight against them and take a chance on killing them. Lesser angels hold back allowing them to be defeated by being overwhelmed. In groups, the Fyrlings are extremely dangerous. A large number of them can easily take down one angel unless the angel unleashes its full power. This will usually result in them killing all the wildings, which would be bad. The other use of a Fyrling is their hunting ability. Demons like to use the Fyrling to hunt down humans to terrorize or just kill them outright. They serve as excellent soldiers against the powerful humans who posses special gifts. With their ability to hide and track, they become very effective hunters. As for the ones who seek salvation, they have a very different life.

While they still maintain a very strong sense honor, they lead a very different life. Most of the time, they will seek refuge into one of the many wilding towns, or they will lead a very lonely life away from people. Sometimes, they will meet a group of companions that will need their assistance on several missions. These missions use their powerful abilities in the shroud and with the assistance of angels can become powerful forces. They also are very useful at finding things. In more wilderness areas, they act as rangers or rescuing teams. In a

city environment, they make good investigators. However, they are not good at hunting through paperwork.

Racial Powers, Attributes and Defects

Natural Weapons: They attack with powerful claws and ferocious jaws. These are more powerful than animal claws or biting.

Extreme Senses: They can in a form known as Darkvision that allows the character to see in the dark just like it was day. However, there needs to be at least a very small amount of light for the sight to work. With this help, they are also very good at being aware of their surroundings. They excel at sneaking up, but they are very difficult at being ambushed.

Alternate Form: They can turn into any form that is a land-based carnivore. They cannot turn anything into that goes into water like crocodiles.

Realm Travel: They can enter the Earth and Shroud realms only.

ILLYRUS

Description: The Illyrus are well known for their sense of justice and fairness. While they do not seek justice as the Lunus do, they have the best chance at determining the proper judgment in a disputed matter that would make all parties satisfied. Their fairness is well known throughout the war and many use these blind people for their judges and city officials. With their great sense of the law, they have the best chance at making the right decisions. Some say that God gave them this gift to supplement them for their sightlessness, however, the Illyrus say that God gave them other gifts. They claim the gift of fairness was given to everyone except that the Illyrus use it the best. In general, they stay the most neutral on most matters and side with no one. They rarely have disputes with anyone, because they will usually try to find another course of action to suit most parties. If they ever have to fight, they will with no hesitation. They understand the need for action and with their special gift, they can engage in combat just as easily as sighted people can. However, most people are very surprised when an Illyrus is placed in this situation, because they appear as very patient people.

While they are very patient, their biggest problem is in their desire to work independent. Since the Illyrus have always relied on themselves to do everything, they like to keep doing everything themselves. While this is not necessarily a bad thing, the Illyrus will take it to the ex-



Racial Traits: Illyrus

Type: Human

Racial Ability Base:

Strength:	-1
Agility:	1
Constitution:	-2
Awareness:	0
Wits:	-1
Spirit:	-1
Presence:	-1
Appearance:	-1

Shroudsight: See the shroud as if they were standing in it, but they can't interact with it. Also, can use to see when present in the Shroud.

Unique Ability: Special Sight (Shroud) 1(5)

Blind: No sight

Sensory Impairment (-3): Sight

Extreme Senses: +4 Bonus to all senses used to perceive; Sonar to know how far everything is away from them

Heightened Senses 8 (8): Type 1 (Smell, Hearing, Touch, Taste); Heightened Awareness 2 (2); Heightened Senses 2 (2): Type 2 (Sonar)

Unique Attribute: Non-Essenced Based: character will not die if they lose all their Essence Points; Also further increases in rank provide a +1 defense against all essence attacks after the first rank.

Unique Attribute: Non-Essenced Based 1 (1)

Realm Travel: Travel to Shroud or Earth only

Special Movement 2 (2): Realm Travel (Shroud, Earth); Activation 2 (-2); Restriction (-2) can only travel to these two realms

Total Cost: 18 Character Points

Racial Attributes

Animal Friendship, Armour, Computer Scanning, Essence Bonus, Enhanced [Ability], Environmental Control, Exorcism, Extra Attacks, Extra Defenses, Extreme Damage, Flunkies, Force Field, Health Bonus, Heightened Awareness, Heightened Senses, Highly Skilled, Item of Power, Jumping, Mechanical Genius, Mind Shield, Organizational Ties, Power Defense, Projection, Regeneration, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Special Defense, Spirit Ward, Telepathy, Unique Attribute, Wealth

This causes severe problems in most situations. Most of the time, the Illyrus will give the group a chance.

Appearance: They appear as normal humans, but they are blind. Some are born with the defect, while others may be involved in an accident that leaves them blind. Once they are blinded, they are given a distinguishing trait.

All Illyrus gain a much higher senses and awareness. They can react to things very effectively as well as properly. They know where people are in the room just from their breathing or small noises. Sometimes, they use feeling and even smell to tell them about their surroundings. Another unique ability is there sight into the shroud. All these unique humans have a very powerful ability that is connected to their Spiritus. For the Illyrus, they can see into the shroud as if they had eyes and were standing in the shroud. However, they cannot interact with anything in the shroud. Also, they cannot use this ability to navigate since the shroud and Earth are very different sometimes. For the most part, they can use this to investigate people and their true nature. They can see demons or angels for what they are, or they can see just how spiritual the person is. Angels do not even have this extraordinary power. The only drawback is that the beings in the shroud will see the person looking into the shroud.

Background/Job: The Illyrus have been instrumental in the war. With their extreme senses and ability to see in the shroud, they can see enemies in an area as well as see what is going on. This causes a significant problem for many demons and their activities. While normal humans may not believe an Illyrus, gifted humans, wildings and other beings will certainly listen to them. What make them harder to deal with are their humble attitudes. Without sight, they come to appreciate God more and what he has done. This makes them harder to tempt. Instead, demons will cause all their associates as many problems as possible, or they will seek a way to dispatch the Illyrus. For their associates, they will face many trials and cause problems for the Illyrus in turn. As for getting rid of them, demons will find thugs or other lost humans to kill them. While demons do not like killing humans, the lesser demons would rather get rid of them than take the chance of them messing things up.

Racial Powers, Attributes and Defects



Shroudsight: They can see in the shroud as if they were actually there. With this ability, they can see a human's aura, or their true nature like a demon or a wilding. By detecting a human's aura, they can determine their actual spiritual level.

Blind: All Illyrus are blind whether naturally or by an accident.

Extreme Senses: Since they are blind, all their other senses are greatly enhanced. Also, they have a unique sonar ability, which gives them almost virtual sight. However, these senses are weak against extreme sounds.

Realm Travel: They can only travel to the Earth and Shroud realms.

INHERITUS

Description: This is strictest group of all the humans. The Inheritus follow the Bible and it's teachings almost implicitly. If the bible says to do this, they will do it. While they still allow for some modernization, they will take every passage for what it says. This reflects mostly in their behavior.

The Inheritus follows God's missions exactly. They do not like people reinterpreting God's will with their own meanings. As they may not understand the meaning of their missions, they will follow it knowing that they will one day understand what they are doing. Their blind devotion is what gives them such strong faith even though it may irritate their companions. In fact, they tend to be a little strict even for some angels. Most of the time, their devotion will serve them well, but it can be their downfall.

Sometimes, they may get so focused on the goal that they may trip along the way. When this happens, they usually will become prideful, arrogant or even hateful. When this happens, they must suffer the consequences. Once they realize their mistake, they pray for forgiveness and try not to act that particular way anymore. Like most Christians, the Inheritus tend to be hard on them for making the same mistakes, but their companions will usually help them through it.

Appearance: They are the most formal of all the human groups in appearance. They tend to be employed in well-paid professions. No matter what their job, they like to dress well. For some people, this might include business suits and for others it will include the latest fashion or popular cloth design. Whatever their preferred dress style, they will always look nice and even eye catching.

Background/Job: Despite what many worldly people believe, the Inheritus have never been recognized by history for their deeds. The

majorities of people that are recognized have no special powers and are just talented or intelligent. While this is one of the means Satan uses to hide God's power from the world, God chooses people with the potential of faith and conviction that it takes to become an Inheritus. In fact, the majority of people who could be Inheritus are too wrapped in sin to know God. When they are freed, they began to take their role as an Inheritus.

God gives Inheritus a great amount of power due to their high convictions. With this power, he sends them on various missions to aid other humans, wildings and angels in the fight against Satan. The means of providing the missions varies. Sometimes, he will give them a message in a dream or send a Messenger angel. Most of the time, he relies on signs and the Holy Spirit to guide them in the right direction. While they may not recognize the signs for what they are, they Holy Spirit let them know what the right choices are. What makes their jobs harder is that there may be more than one mission given to the Inheritus at a time, or they may not be given any missions for years. All they know is that they must keep their faith strong and their minds and bodies devoted to God.

Racial Powers, Attributes and Defects

Spiritus Shield: The Inheritus can create a very powerful force field while in the Shroud. This field can protect them and others from an enormous amount of damage.





Racial Traits: Inheritus

Type: Human

Racial Ability Base:

Strength: -1
Agility: -1
Constitution: -2
Awareness: 0
Wits: 0
Spirit: 0
Presence: -1
Appearance: -1

Spiritus Shield: Force Field 50
Force Field 4 (16): Blocks Incorporeal, Blocks Teleport, Both Directions, Static, Uses Energy

Signs Awareness: +4 to perceive signs
Heightened Awareness 2 (2); Restriction (-3) only with signs and messages from God

Unique Attribute: Non-Essenced Based: character will not

die if they lose all their Essence Points; Also further increases in rank provide a +1 defense against all essence attacks after the first rank.

Unique Attribute: Non-Essenced Based 1 (1)

Realm Travel: Travel to Shroud or Earth only
Special Movement 2 (2): Realm Travel (Shroud, Earth); Activation 2 (-2); Restriction (-2) can only travel to these two realms

Total Cost: 18 Character Points

Racial Attributes

Adaptation, Art of Distraction, Aura of Command, Computer Scanning, Essence Bonus, Enhanced [Ability], Exorcism, Extra Attacks, Extra Defenses, Extreme Damage, Flunkies, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Highly Skilled, Item of Power, Jumping, Mechanical Genius, Mind Shield, Organizational Ties, Power Defense, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Special Movement, Spirit Ward, Unique Attribute, Wealth

Signs Awareness: They perceive God and his commands through various sign and messages in the world. While God can tell them directly, Inheritus find his messages in their surroundings most of the time.

Realm Travel: They can travel to the Shroud and Earth realms only.

LUNUS

Description: This is a war and that is how the Lunus treat it. They fight the darkness one creature at a time and save one person at a time. In their minds, they know what it takes and some of these other humans who call themselves “warriors of light” are just wanna-be’s. While they follow the rules, they leave no quarter for lost humans or demons.

They fight with all of their heart and mind and win almost anyway they can. Their virtue is not their compassion or their devotion. Rather, they are the shadows that bring God’s justice to the world. They walk a very thin line. They do understand that it’s God justice that the lost and fallen will ultimately face in the end. For them, they are





given missions to stop the advancing evil. The biggest problem is their fanaticism. Many Lunus cannot follow the light and will lose their power and purpose when they go too far. They do this by forgetting they are doing God's will and began to only do their own will. With humanities' salvation in the middle, they can make the wrong choice and act just as evil as the demons. This is often disastrous for other humans as well as the fall of the Lunus. While this happens many times, the Lunus are saved like all humans and can return to their position.

Appearance: They dress and act anyway that it takes as long as there is no sin involved. These are usually people dressed in black trench coats slinking around dark alleys stopping evil as it happens. Most Lunus will not have had a shower in days and dress in old, unwashed clothing. This lack of appearance is due to their duty to taking down evil. Many times, most people cannot tell the difference between the punks and Goths and the Lunus.

Background/Job: They fight a dirty and very horrible war. What makes their job worse is that God's will is very enigmatic to them. They are given missions to stop someone from being murdered in one

alley, but they cannot interfere with the woman getting raped in the other alley. For the most part, God makes it easier by not making them aware of the other horrible acts that He doesn't want them interfering with. However, they know that bad stuff is going on everywhere, but they can only stop what God tells them too. This dark knowledge makes them very bitter and pessimistic. When confronted with their target, they will destroy it completely.

Usually, they are made aware of a target through signs or a dream. Then, they began to investigate the target or a potential victim. They don't interact with them, but they just watch them from the shadows. They are so elusive that most people are not even aware of them until it is too late. This is mostly attributed to their unique power of hiding. They prefer dark spaces, because it makes their final act against the target less noticeable. When they attack, they will destroy the culprit completely. If it is a human, they will kill the human with multiple gunshots. If it is a wilding, things become difficult, and they find anyway to deal a killing blow to the creature. As for demons, this is a very dark mission as it will lead them into the shroud where they are extremely vulnerable. Some Lunus do not survive an encounter with a demon, but God has a reason for this. Most of the time, God will

Racial Traits: Lunus

Type: Human

Racial Ability Base:

Strength: -1
Agility: 0
Constitution: -1
Awareness: 1
Wits: 0
Spirit: -1
Presence: -2
Appearance: -1

Shadow: Cannot be seen with the five senses or in the shroud or by Sonar or Darkvision; this only works if they are in a shadow or in some kind of darkness; once darkness is removed the character is revealed; note that this also works in the shroud
Invisibility 8 (21): Sight, Smell, Hearing, Touch, Taste, Shroud, Sonar, Darkvision; Restriction (-16)

Darkness: Darkvision (able to see in the dark as long as there is a little light); +2 to all checks involving the senses; Blind-Fight Feat; Blind-Shoot Feat

Heightened Awareness 1 (1): Darkvision; Heightened Senses 1 (1); Blind-Fight (2); Blind-Shoot (2)

Unique Attribute: Non-Essenced Based: character will not die if they lose all their Essence Points; Also further increases in rank provide a +1 defense against all essence attacks after the first rank.

Unique Attribute: Non-Essenced Based 1 (1)

Realm Travel: Travel to Shroud or Earth only

Special Movement 2 (2): Realm Travel (Shroud, Earth); Activation 2 (-2); Restriction (-2) can only travel to these two realms

Total Cost: 16 Character Points

Racial Attributes

Adaptation, Armour, Computer Scanning, Essence Bonus, Enhanced [Ability], Exorcism, Extra Attacks, Extra Defenses, Extreme Damage, Health Bonus, Heightened Awareness, Heightened Senses, Highly Skilled, Invisibility, Item of Power, Jumping, Mechanical Genius, Mind Shield, Organizational Ties, Power Defense, Rejuvenation, Sensory Block, Sixth Sense, Special Attack, Spirit Ward, Telepathy, Tunneling, Unique Attribute, Wealth



send assistance from other humans, wildings and even angels. With a group effort, most demons can be taken down without any problems. Once their mission is over, they wait for their next one. Most Lunus scrape through life in the lower rungs of the economy. Some of them even become policeman and work a little more off-duty.

Racial Powers, Attributes and Defects

Shadow: A Lunus can disappear into the shadow and be perceived by no one. However, it needs to be dark or a shadow present before they can disappear. As long as they stay in the shadow, they will remain invisible.

Darkness: They can fight in the dark as well as see in it.

Realm Travel: They can only travel to the Shroud and Earth realm.

STONELINGS

Description: These wildings are extremely strong, big and loud. If the Stoneling has an opinion, everyone in the area will know about it, especially if he or she gets physical. They don't hide very much nor do they care to hide very much. They will let a person know immediately what they think. If they care about the person, they may choose to be quiet or mention it a different way. After all, they are not total barbarians like some other wildings think they are.

Along with their loud and possibly obnoxious behavior, they tend to not be very graceful. With their large size, they don't take care of their surroundings very well despite their trying. As with everything,

Racial Traits: Stoneling

Type: Wilding

Racial Ability Base:

Strength: 8(8+0)
 Agility: 0
 Constitution: 2
 Awareness: -1
 Wits: -1
 Spirit: -1
 Presence: -2
 Appearance: -2

Horns: 1d6 bonus damage when charging
 Natural Weapons 1 (1): Horns

Earth Hammer: 4d8+Strength, Quake
 Item of Power 4 (16): Special Attack 5 (20): Muscle-Powered, Flurry, Energy Drain, Quake, Melee, Only in Shroud

Strength: +8
 Superstrength 2 (8)

Armor: 8 Natural Armor
 Armor 2 (8); Health Bonus 2 (4)

Rage: When attacked, they become enraged
 Blind-Fury (-2)

Alternate Forms: Choose one form that is a land-based based herbivorous or carnivorous mammals

Alternate Form 1 (3), 10 character points; Restriction (-2) only land-based herbivorous or carnivorous mammals

Unique Attribute: Non-Essenced Based: character will not die if they lose all their Essence Points; Also further increases in rank provide a +1 defense against all essence attacks after the first rank.

Unique Attribute: Non-Essenced Based 1 (1)

Realm Travel: Travel to Shroud or Earth only
 Special Movement 2 (2): Realm Travel (Shroud, Earth); Activation 2 (-2); Restriction (-2) can only travel to these two realms

Total Cost: 25 Character Points

Racial Attributes

Adaptation, Alternate Form, Armour, Combination Attack, Essence Bonus, Enhanced [Ability], Environmental Control, Exorcism, Extra Attacks, Extra Defenses, Extreme Damage, Features, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Highly Skilled, Item of Power, Jumping, Mechanical Genius, Mimic, Natural Weapons, Organizational Ties, Power Defense, Regeneration, Rejuvenation, Sensory Block, Sixth Sense, Special Attack, Spirit Ward, Superstrength, Transmutation, Unique Attribute, Wealth



the Stoneling does not break something small, but rather damages everything. The Stonelings treat everything with extremes. They will consume a lot of food, drink an enormous amount of beer (and still not be affected), fight brutally, and love with all their heart. If they take a hit, they will keep on going, and they make sure the enemies knows their hit. As they are extreme in combat and gregarious activities, they are do make steadfast companions.

Stonelings act very different depending on what side they are on. Because of their extreme nature, they can't go halfway, and so they pick a side completely. However, they can and do change if there is enough reason too. A Stoneling that remains with the demonic forces is a very brutish and grotesque creature. They kill humans for fun if allowed by the demons. They have been known to destroy an entire town. If not mutilating or murdering an innocent victim, they will be drinking and volutely telling everyone about their past victories. They will take a woman if they want her and never accept the answer of "no." They have what they want and when they want it. The demons

are the only ones that can control these creatures because of their strength and ability to find distractions. On the other side, Stonelings are much different. They are still prone to violence and do not put up with very much annoyance. However, they are very friendly and protect all those that are smaller or weaker than them. As they become closer to others, they become steadfast companions and would die for that individual. Also, it is up to these other companions that help the Stoneling control his primal and dangerous urges.

Appearance: In the shroud, they appear as really large humans, covered in fur and have a head of a bull (cow for females). They suspiciously appear as the legendary minotaur of Greek mythology. Generally, they are about 8 to 10 feet tall with very wide muscular bodies. Stonelings are very lean and no fat can be seen on these combatants even in old age. Their colors are usually earth tones, but they can be anything. Also, they can have patterns on their fur like many animals. However, their fur color is purely decorative and cannot be used for any advantage like camouflaging. Besides, they would never stoop so low as hiding. The more evil Stonelings would rather see the fear in their enemies' eyes as they charge toward them. They have claws, but they are not very effective. They rely on the bludgeoning of their fists and their powerful horns. They also like to use melee weapons, although few do have the patience for ranged weapons. Finally, they can turn into any animal that is land bound and is an herbivore. This does not mean they choose to change into deer or antelope. They usually like to choose rhinoceros, moose, bulls or ox. They can also change into omnivores. Like all wildings, they have to choose their first form and then purchase any other form with character points.

Background/Job: These stalwart fighters are used for ground troops on the demonic side. With a very thick wall of muscle, they create difficult opponents for most angels and almost impossible opponents for non-angels. One on one, they can take down weaker angels by themselves in full out combat. This is only the case if they do not use their full power. These brutal fighters have protected many circles, but they can be just as deadly on the light side.

The Stonelings that have found salvation serve a very different purpose. Rather than acting as the front-line offense, they are now defenders of all the lesser beings. They excel at protecting gifted humans in the shroud while assisting warrior angels in dangerous areas. Also, a brigade of various wildings with a Stoneling in the front creates a powerful fighting force. Because of their size and strength, many Stonelings will stay in the shroud and in darker areas, they can be of great assistance to newer visitors. If not in the shroud, they will live away from society as hermits. They don't like the human world since they do not understand the bad choices that they make. They



Racial Traits: Watyrling

Type: Wilding

Racial Ability Base:

Strength: 1
Agility: 0
Constitution: 0
Awareness: -1
Wits: 1
Spirit: -1
Presence: 2
Appearance: 0

Underwater Adaptation: Can breathe underwater; survive extreme pressures of the deep ocean; Use sonar to find creatures and see in the water

Adaptation 2 (2): Underwater, Extreme Pressure; Heightened Awareness 1 (1): Sonar

Claws: 1d4
Natural Weapons 1 (1)

Stinger Tail: 2d8, Essence Drain, Paralyzing: Stamina Check vs. DC: 14 (10+(2/rank))
Extra Arms 1 (1); Special Attack 2 (8): Incapacitating, Essence Drain, Melee, Only in Shroud, Toxic; Water Speed 5 (10)

Alternate Forms: only fish or water-based mammals
Alternate Form 1 (3), 10 character points; Restriction (-2) only fish or water-based mammals

Unique Attribute: Non-Essenced Based: character will not die if they lose all their Essence Points; Also further increases in rank provide a +1 defense against all essence attacks after the first rank.

Unique Attribute: Non-Essenced Based 1 (1)

Realm Travel: Travel to Shroud or Earth only
Special Movement 2 (2): Realm Travel (Shroud, Earth); Activation 2 (-2); Restriction (-2) can only travel to these two realms

Total Cost: 27 Character Points

Racial Attributes

Adaptation, Alternate Form, Animal Friendship, Art of Distraction, Aura of Command, Combination Attack, Essence Bonus, Enhanced [Ability], Environmental Control, Exorcism, Extra Arms, Extra Attacks, Extra Defenses, Extreme Damage, Features, Flunkies, Force Field, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Highly Skilled, Item of Power, Jumping, Mechanical Genius, Mind Shield, Natural Weapons, Regeneration, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Spirit Ward, Unique Attribute, Water Speed, Wealth

feel very strongly about the war, and they do not have much patience for the easily corrupted humans.

Racial Powers, Attributes and Defects

Horns: With their huge horns, they can charge a person dealing extra damage.

Earth Hammer: Early on in their life when they have entered the Shroud, they find a kind of weapon. Most of the time, it is bludgeoning weapon like a club or a sledgehammer. Whatever it appears as, it gains special qualities from the Stoneling that it is forever connected to.

Strength: They have very high strength which allow them to do an enormous amount of damage.

Armor: Not only can they fight offensively, they have a high degree of armor and a large amount of health.

Alternate Forms: They can turn only into other animals that are herbivore or omnivore land-based mammals..

Realm Travel: They can travel to the Earth and Shroud realm only.

WATYRLINGS

Description: Watyrlings are quick-witted and sharp. Their words can be like lethal daggers that could take down any opponent or like the most the euphoric drug. These wildings are sharp-minded, but they also have the agility to back it up. While not very strong, they can easily maneuver into any situation or out of it. For the most part,



their whole goal is to not get hit, while lightly pounding their opponents a dozen different ways. With a quick word and a soft movement, they can easily offset any opponent that will give them a great advantage. While skilled with words, they have a horrible tendency to become overconfident.

The arrogance of the Watyrling is renown. Most wildings do not like associating themselves with these creatures because of their condescending attitudes. All Watyrlings know they are good and know it well. Most of the time, their brashness gets them in trouble more than anything else. However, some are lucky enough to not get maimed or even killed. Also, they are lucky to be one of the only wildings to live in the ocean.

All Watyrlings can breathe water like a fish. In fact, they can do this in their human form, animal form and even shroud form. While they are proficient in all ways in the water, they also love the water. They look for anyway to go for a swim at any moment. Many times, this will cause problems with non-Watyrling companions, because they can usually not join the Watyrling or help very well. However, this doesn't bother the Watyrlings, and they enjoy being rulers of the ocean while reminding everyone as often as possible.

Appearance: As a human, they appear as any other human. They look very similar, but they are not usually overweight since they swim so much. Unlike other wildings, their shroud form does not look very different either. Once in the shroud, they appear as blue-skinned, lithe humans with pointed ears. Also, they have webbed feet and hands. They swim very naturally and know how to do it without any lessons. While the know how to swim, they are also very fast swimmers. In fact, they can wave their body that allows them to speed through the water as one of the fastest animals in the sea. As for their animal form, they can take the form of any ocean animal that is a vertebrate and not an insect. Their first form is their natural form and is usually a large fish or ocean mammal.

Background/Job: Throughout the war, the demons have never used them for frontlines or skirmishing tactics. There have been exceptions, but they are rare. While not combat-oriented, the demons have just as an important job for them. They use them for supply line management. With their ability to transverse the water and excellent verbal skills, they can make excellent traders and transporters. Since most of the Earth is covered in water, the use of rivers and oceans is essential to almost all trade lines for the demons as well as most of humanity. While the Watyrlings can be sharp-tongued, many demons are just as persuasive if not more than the Watyrlings. This fact helps the demons keep these jostle creatures under control. As for their combatant roles, the Watyrlings are used to aid the defense of one of

the circles that exist at the bottom of the ocean. Since most things can't live underwater, the demons use Watyrlings and many deadly abominations to protect the circle. For the ones that figure out the truth, they leave the demons and their malicious ways.

Watyrlings in the light are very bright and happy. They will have the most fun no matter what the situation is. Whether it is combat or dancing, they will have fun no matter what. With such good humor, they will raise the spirits of their comrades without any trouble. Some people such as the Lunus may get annoyed, but they do enjoy their company nonetheless. One of the things that may irritate even more people around them is their desire to be flamboyant. No other wilding has the panache that the Watyrling does, and some do not want it after seeing such daring stunts.

Racial Powers, Attributes and Defects

Underwater Adaptation: The Watyrling can breathe underwater as well as withstand the pressures in the deep part of the ocean.

Claws: They have claws that assist them in hunting and eating in the ocean.

Stinger Tail: They have a tail that they use to paralyze their victims. This tail also assists them in their fast water speed.

Alternate Forms: They can turn into any vertebrate fish or water-based mammals only.

Realm Travel: They can travel only to the Shroud and Earth realm.

XENUS

Description: Xenus are secretive and quiet for very good reasons. While some don't realize, these are humans that are actually aliens somewhat physiologically disguised. After fleeing their planet from religious persecution, they chose to disguise themselves and their children as humans. Once they are on earth, they can live in peace from the horrors of war. Unfortunately, they stepped onto the world where Satan has his throne. They hide on a world that wants them as well as rejects them. They work in low-level economic jobs where they will get very little scrutiny. They run from other aliens as well as governments who want them for their knowledge. While the older generation retains their knowledge, the younger generation does not know anything but Earth. In fact, there are some younger Xenus who do not even know that they come from a different world. For the ones



Racial Traits: Xenus

Type: Human

Racial Ability Base:

Strength: -2
 Agility: -1
 Constitution: -2
 Awareness: 1
 Wits: 0
 Spirit: 0
 Presence: -1
 Appearance: -1

Mental Powers: Can communicate telepathically with 2-6 people; can control one persons mind; Move one physical object up to 20 lbs.; cannot use any of these powers on Heavenly beings

Telepathy 3 (9); Mind Control 1 (6); Telekinesis 2 (4); Mind Shield 3 (3); Restriction (-4) can't use on Heavenly beings

Sixth Sense: Danger sense; +4 to all checks that involve the senses

Sixth Sense 1 (1): Danger; Heightened Senses 2 (2)

Unique Attribute: Non-Essenced Based: character will not die if they lose all their Essence Points; Also further increases in rank provide a +1 defense against all essence attacks after the first rank.

Unique Attribute: Non-Essenced Based 1 (1)

Realm Travel: Travel to Shroud or Earth only

Special Movement 2 (2): Realm Travel (Shroud, Earth); Activation 2 (-2); Restriction (-2) can only travel to these two realms

Total Cost: 20 Character Points

Racial Attributes

Adaptation, Art of Distraction, Aura of Command, Combination Attack, Computer Scanning, Essence Bonus, Enhanced [Ability], Exorcism, Extra Attacks, Extra Defenses, Extreme Damage, Features, Flunkies, Force Field, Health Bonus, Healing, Heightened Awareness, Heightened Senses, Highly Skilled, Item of Power, Jumping, Mechanical Genius, Mimic, Mind Control, Mind Shield, Organizational Ties, Power Defense, Projection, Regeneration, Rejuvenation, Sensory Block, Servant, Sixth Sense, Special Attack, Special Movement, Spirit Ward, Telekinesis, Telepathy, Teleport, Transmutation, Tunneling, Unique Attribute, Wealth

that are aware of their heritage, they continue to seek refuge with others of their kind. As for the war, they have become an integral part without them even realizing it.

With their advanced mind control abilities, they can communicate with just a thought while some can even perform telepathy. Also, they can read minds of humans and wildings giving them in information advantage. Since they are good with the mind, many groups will use these as an intelligence gathering techniques to aid them in their analysis. Unfortunately, they are being looked for by other groups that make them a liability sometimes to the existing group. This limits their use sometimes. Most of them feel alone in the world, and a few will seek the darkness for shelter.

Appearance: Most of the immigrants sought to enter the United States as illegal immigrants. They took the disguise of people from other countries so that they might blend in better with the other illegal immigrants. All of the older generation will have accents while the younger generation will not have accents. Also, they do not necessarily speak the same language of the culture they claim to be from. For example, they may look Hispanic, but they cannot speak Spanish.

This is rather common for the Xenus. As for their own language, some of the younger ones are taught the language while others learn nothing of their heritage. Also, their powers do not manifest until they're past puberty. This is when they learn the truth or are confounded by their strange abilities. The other unique item about their powers is that they are not dependent on their faith level. Their faith level modifiers do affect the rolls, but they don't lose it once they are lost.

In the shroud, they appear as their original form as aliens. They have large black, almond-shaped eyes with a tear shaped head. Their body is proportional to their head similar to a human. They stand between five to seven feet tall. They are lithe, but are strong. They have claws and can move fairly quickly. They have no nose and their mouth is small.

Background/Job: On a distant planet of Eyr, the race that conspiracies typically call "grays" live in a world that is controlled by the spire of life. This creates the caste system and laws of their world. Also, the spire tells who they can marry and what job they will do.



Before the spire, they were about to destroy themselves and their world with corruption. In fact, they had come to this world after their last world was destroyed. It was designed to apply law where there was chaos. The overseers were put in place to manage and interpret the spire's will. This great technological society flourished even more, and they use space travel to establish portals between various worlds. They had used Earth for millenniums with only the overseers knowing the true purpose of Earth. About sixty years ago, things changed when an army chaplain was brought to Eyr.

Originally, the crew of the ship was to bring the man to Eyr for the overseers to do analysis on. They did this every hundred years or so, and the victims usually died from the examination. However, this human was different. With Earth in a huge world war, the man was very quiet and even gruff. Rather than fearing the creatures, he tried to talk to them. Besides his BTU's, he only had a Bible and a small necklace with a cross. On the way to the Earth, the crew examined the Bible and what it said. The crew found the Bible intriguing and even tried to question him. He told them what he believed, and they were even more intrigued. Once they arrived at the planet, they began to tell others about this book and its stories. The man was detained rather than examined when the overseers had learned of the crew's finding. The man was told to explain that the book was fictional and not real, or he would be killed. He told the crew that it was real, and it was Jesus that would save them from the darkness. He was mercilessly killed. However, it was too late.

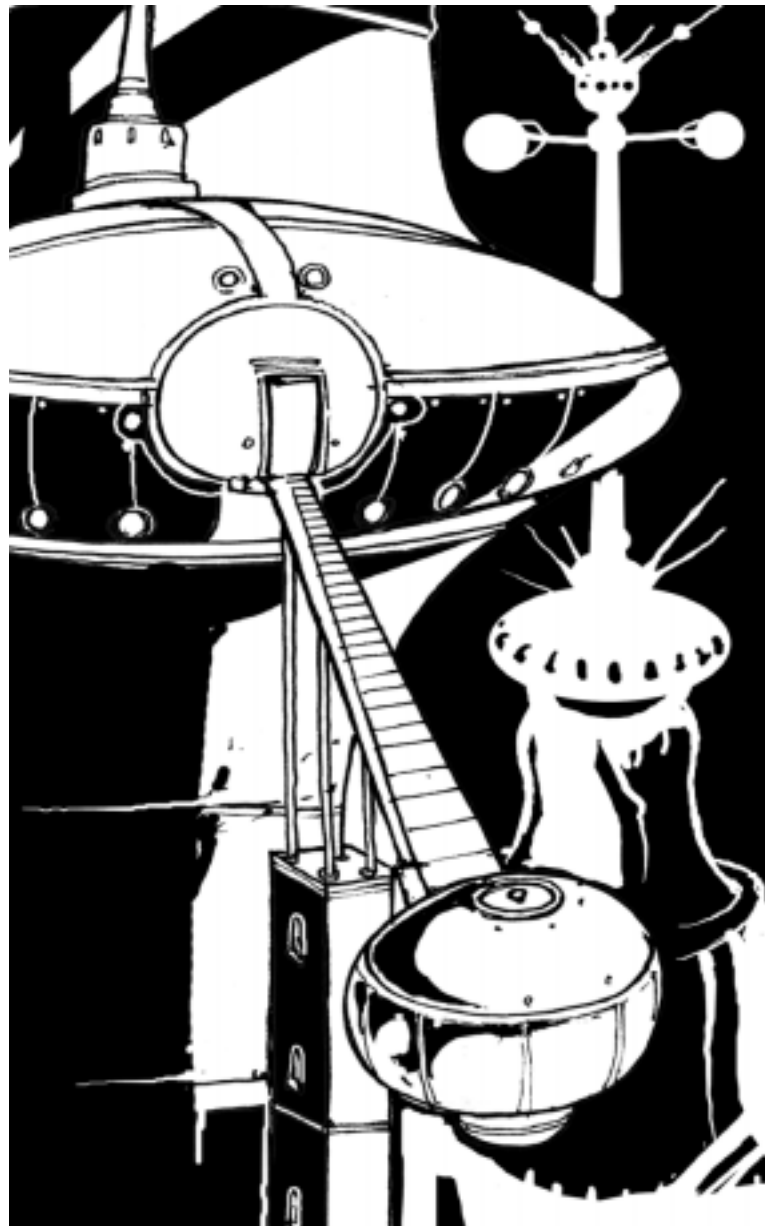
The word spread, and the Christian faith grew like wildfire. Various beings began to question the spire and the overseers. It was publicly said that the overseers were dictators controlling the world and their rights. The overseers knew the true nature of this book and began a bloody campaign to destroy all the Christians. Every Christian that was found was publicly crucified to scare the mass into submission, but the movement grew. Unfortunately, the overseers planned to exterminate the whole race if it had too. When the Christians realized this, they began to make plans to leave. In just five years after the chaplain was killed, the Christians left Eyr and sought refuge on Earth. The overseers hated this and began to make plans to follow. With an agreement with United States government, they began to seek out these refugees with either killing them or taking them back to Eyr. The other problems the refugees realized is how much evil had controlled Earth already. However, they were aided by humans, wild-ings and angels to find a home and take a stance in the war. It should be noted that not all Xenus could enter the shroud.

Racial Powers, Attributes and Defects

Mental Powers: They have powerful mental abilities from reading minds to even controlling them. They even have some ability to manipulate objects with their mind. However, they cannot read minds of beings that are from outside realms such as Heaven. They can only use this on Earth born creatures.

Sixth Sense: They have an uncanny ability to detect danger and other things around them.

Realm Travel: The Xenus can only enter the Shroud and Earth realm. It should be noted that not all Xenus can enter the shroud, but all PC's are assumed to be able.





chapter 4: Background Occupations

Most characters had a life before they became more directly involved with the war. Each background occupation gives the character additional skills, feats and wealth. For balancing, each occupation equals 4 character points. All characters that get an occupation can get only one occupation for free. All humans and wildings are required to choose at least one background occupation. Angels do not have to choose one. While they may get one occupation for free, they can choose another option. If they don't take an occupation, they can get four free points to use on other aspects of the angelic character. Also, characters can get more than one occupation. Each additional occupation costs four character points. There is no discount in character points in the occupations so the players may want to use the extra character points on more specific choices. However, their may not be one in here that suits the character.

If the player wants a different occupation than the ones that are listed below, they can create their own background occupation with the GM's approval. The GM has to approve the player creating the background occupation and the GM has to approve the final outcome of the occupation. When designing a new occupation, the only restriction is that no attribute can be placed inside an occupation. Other than that, there is no other restriction and the player should feel free to make any kind of character that they wish.

Academic

Academics include librarians, archaeologists, scholars, professors, teachers, and other education professionals.

Prerequisite: Age 23+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank bonus to that skill.

Computer Use, Craft (writing), Decipher Script, Gather Information,

“PEACE I LEAVE WITH YOU; MY PEACE I GIVE
YOU. I DO NOT GIVE TO YOU AS THE WORLD
GIVES. DO NOT LET YOUR HEARTS BE
TROUBLED AND DO NOT BE AFRAID.”

John 14:27



Knowledge: Arcane, Knowledge: Architecture, Knowledge: Area, Knowledge: Biological Sciences, Knowledge: Business, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Electronics, Knowledge: Foreign Culture, Knowledge: Law, Knowledge: Mechanics, Knowledge: Military Sciences, Knowledge: Nature, Knowledge: Occult, Knowledge: Physical Sciences, Knowledge: Police Sciences, Knowledge: Religion, Knowledge: Social Sciences, Research, or add a new Speak Language.

Wealth Bonus Increase: +2.

Athlete

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport.

Prerequisite: Strength 1 or Dexterity 1

Skills: Choose three of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +3 rank bonus to that skill. Balance, Climb, Drive, Jump, Ride, Sports, Swim, Tumble, Archery, Melee Attack, Melee Defense, Unarmed Attack, Unarmed Defense.

Wealth Bonus Increase: +1.

Blue Collar

Blue collar occupations include factory work, food service jobs, construction, service industry jobs, taxi drivers, postal workers, and other jobs that are usually not considered to be desk jobs.

Prerequisite: Age 18+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank bonus to that skill. Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

Wealth Bonus Increase: +2.

Celebrity

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actors, entertainers of all types, newscasters, radio and television personalities, and more fall under this starting occupation.

Prerequisite: Age 15+.

Skills: Choose one of the following skills to receive a +1 rank bonus on that skill. Bluff, Craft, Diplomacy, Disguise, Perform.

Wealth Bonus Increase: +3.

Creative

The creative starting occupation covers artists of all types who fan their creative spark into a career. Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, screenwriters, photographers, and web designers all fall under this occupation.

Prerequisite: Age 15+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank bonus to that skill. Bluff, Computer Use, Craft, Disguise, Forgery, Knowledge: Arcane, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Perform, Spot.

Wealth Bonus Increase: +2.

Criminal

This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers, and other types of career criminals.

Prerequisite: Age 15+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank bonus to that skill. Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge: Streetwise, Move Silently, Sleight of Hand, Gun Combat, Ranged Defense, Unarmed Attack

Bonus Feat: Select either Brawl or Sneak Attack.

Dilettante

Dilettantes usually get their wealth from family holdings and trust funds. The typical dilettante has no job, few responsibilities, and at least one driving passion that occupies his or her day. That passion might be a charity or philanthropic foundation, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence.



Prerequisite: Age 18+.

Wealth Bonus Increase: +4.

Doctor

A doctor can be a physician (general practitioner or specialist), a surgeon, or a psychiatrist.

Prerequisite: Age 25+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank bonus to that skill. Craft, Computer Use, Knowledge: Biological Sciences, Knowledge: Social Sciences, Medical, Search.

Wealth Bonus Increase: +2.

Emergency Services

Rescue workers, firefighters, paramedics, hazardous material handlers, and emergency medical technicians fall under this category.

Prerequisite: Age 18+.

Skills: Choose three of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +3 rank bonus to that skill. Balance, Climb, Computer Use, Drive, Jump, Knowledge: Biological Sciences, Knowledge: Electronics, Knowledge: Physical Sciences, Knowledge: Social Sciences, Search, Medical, Swim.

Wealth Bonus Increase: +1.

Entrepreneur

Entrepreneurs have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. These small to large business owners have a knack for putting together business plans, gathering resources, and getting a new venture off the ground. They rarely want to stick around after the launch, however, as they prefer to put their energies into the next big thing.

Prerequisite: Age 18+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank

bonus to that skill. Bluff, Diplomacy, Gamble, Knowledge: Business, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Electronics, Knowledge: Foreign Culture, Knowledge: Law, Knowledge: Streetwise

Wealth Bonus Increase: +4.

Investigative

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+.

Skills: Choose three of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +3 rank bonus to that skill. Computer Use, Craft (visual art or writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge: Arcane, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Electronics, Knowledge: Law, Knowledge: Mechanics, Knowledge: Occult, Knowledge: Physical Sciences, Knowledge: Police Sciences, Knowledge: Streetwise, Research, Search, Sense Motive, Gun Combat, Ranged Defense, Unarmed Defense.

Wealth Bonus Increase: +1.

Law Enforcement

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members, and military police.

Prerequisite: Age 20+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank bonus to that skill. Diplomacy, Drive, Gather Information, Intimidate, Knowledge: Domestic Arts, Knowledge: Cultural Arts, Knowledge: Law, Knowledge: Police Sciences, Listen, Gun Combat, Ranged Defense, Unarmed Attack, Unarmed Defense

Bonus Feat: Select one of the following: Combat Martial Arts, Light Armor Proficiency, or Burst Fire.

Military

Military covers any of the branches of the armed forces, including



army, navy, air force, and marines, as well as the various elite training units such as Seals, Rangers, and Special Forces.

Prerequisite: Age 18+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank bonus to that skill. Climb, Demolitions, Drive, Hide, Knowledge: Military Sciences, Move Silently, Navigate, Pilot, Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Dodge.

Religious

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose three of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +3 rank bonus to that skill. Decipher Script, Knowledge: Arcane, Knowledge: Occult, Knowledge: Religion, Knowledge: Social Sciences, Knowledge: Streetwise, Listen, Sense Motive.

Wealth Bonus Increase: +1.

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Prerequisite: Age 15+.

Skills: Choose three of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +3 rank bonus to that skill. Balance, Climb, Craft, Drive, Handle Animal, Knowledge: Biological Sciences, Knowledge: Nature, Pilot, Repair, Ride, Survival, Swim, Wilderness Lore, Wilderness Tracking

Wealth Bonus Increase: +1.

Student

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.

Prerequisite: Age 15+.

Skills: Choose three of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +3 rank bonus to that skill. Computer Use, Knowledge: Arcane, Knowledge: Architecture, Knowledge: Area, Knowledge: Biological Sciences, Knowledge: Business, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Electronics, Knowledge: Foreign Culture, Knowledge: Law, Knowledge: Mechanics, Knowledge: Military Sciences, Knowledge: Nature, Knowledge: Occult, Knowledge: Physical Sciences, Knowledge: Police Sciences, Knowledge: Religion, Knowledge: Social Sciences, Knowledge: Streetwise, Perform, Research.

Wealth Bonus Increase: +1.

Technician

Scientists and engineers of all types fit within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose three of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +3 rank bonus to that skill. Computer Use, Craft, Knowledge: Architecture, Knowledge: Business, Knowledge: Electronics, Knowledge: Mechanical, Knowledge: Physical Sciences, Repair, Research.

Wealth Bonus Increase: +1.

White Collar

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose two of the following skills to receive a +1 rank bonus on that skill. Also, the player may choose one skill to add a +2 rank bonus to that skill. Computer Use, Diplomacy, Knowledge: Arcane, Knowledge: Area, Knowledge: Business, Knowledge: Electronics, Knowledge: Foreign Culture, Knowledge: Law, Knowledge: Religion, Knowledge: Social Sciences, Knowledge: Streetwise, Research.

Wealth Bonus Increase: +2.



chapter 5:

Archetypes

Archetypes are ideas that create a basic framework for each character. It is merely a guideline to give the player direction in designing a particular character. These guidelines are not set, and the player is free to assign any character point to anything. However, certain GM's may prefer the player not diverge from the archetype too much unless the player wants to add extra, justified, details. Archetypes are more than jobs but are more specific than race

CHOOSING ARCHETYPES

This is a very important step in character creation. With a race and an occupation providing background detail, the archetype further adds to the detail of the character that directs the player through the rest of character creation. The archetype helps the player determine where they should assign character points throughout the rest of character creation. It is this basic framework that helps the player define what the character will be.

With the occupation determining the character's background, the archetype determines what the character is doing after character creation and at beginning of play. The player can choose one of the archetypes from below or make up their own. The GM for his or her campaign should approve the archetypes. Again, the player should not diverge very much without explaining to the GM as to why the departure. It can be as general as a fighter or as specific as a garbage man. It is best for the player to make it as general as possible so that they can have a wide range of skills for various situations. A good GM will bring the characters into many different kinds of conflict since the war rages over so much.

ARCHETYPE TEMPLATE

Below, there are several examples of archetypes that players can choose for their characters. Each one can be modified if the player wants to change the basic ideas. Also, the player can create any archetype that he or she wants.

Primary Abilities

“THIS IS HOW GOD SHOWED HIS LOVE
AMONG US: HE SENT HIS ONE AND ONLY
SON INTO THE WORLD THAT WE MIGHT
LIVE THROUGH HIM.”

1 John 4:9



These are the abilities that are recommended to be the highest. Also, there are numbers in parenthesis to give the player and idea of what the ability modifier should be at the least.

Secondary Abilities: Like the above, this is a recommendation on what the most important secondary abilities should be. Since these are merely averages of primary abilities, there are only one or two even suggested.

Skills

These are the skills that the character should spend its points in. Each skill will aid the character in each particular archetype. The player does not need to use these skills, as they are only a suggestion.

Feats

These include the feats that the archetype might find useful. Of course, the player might find other feats useful for them.

ARTIST

These are people who create. As ideas spring from their mind, they place them into reality to be lauded, hated or quickly forgotten. They love power to create and do it for dark desires or God's glory. This includes painters, writers, sculptors, designers, musicians, etc. For most part, they are not very personable. Instead, they forge ideas in their mind and allow them to take shape in the world. The other unique part of this particular caste is their desire to branch out into many different areas. While they may not enjoy the more physical activities, this does not mean they do not know about them. These diverse people know a little about everything and love to make their ideas come to life.

Primary Abilities: Awareness, Wit, Spirit

Secondary Abilities: Intelligence, Wisdom

Skills: Computer Use, Concentration, Craft, Decipher Script, Disguise, Forgery, Gather Information, Investigate, Jump, Knowledge: Arcane, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Foreign Culture, Knowledge: Nature, Knowledge: Occult, Knowledge: Physical Sciences, Knowledge: Religion, Knowledge: Social Sciences, Knowledge: Streetwise, Listen, Perform, Pick Pocket, Pilot, Profession, Research, Search, Sense Motive, Speak Languages, Spot, Wilderness Lore

Feats: -

BODYGUARD

They will protect those of their charge at all cost. They will give their lives whether it is for money, love or even patriotism. They tend to be professional and insensitive. Unlike the ones they protect, they are very wary of their surroundings and all the actions of the people around them. They are very dedicated to what they are doing, and they know that if they fail that someone will die. This is what gives them their serious appearance.

Primary Abilities: Strength, Agility, Awareness

Secondary Abilities: Initiative, Stamina

Skills: Bluff, Decipher Script, Demolitions, Disable Device, Disguise, Drive, Escape Artist, Forgery, Gamble, Gather Information, Hide, Intimidation, Investigate, Jump, Knowledge: Area, Knowledge: Foreign Culture, Knowledge: Law, Knowledge: Military Sciences, Knowledge: Police Sciences, Knowledge: Streetwise, Listen, Medical, Move Silently, Navigate, Open Lock, Pick Pocket, Poisons, Powerlifting, Read Lips, Search, Sense Motive, Sleight of Hand, Speak Languages, Spot, Swim, Tumble, Use Rope, Gun Combat, Heavy Weapons, Melee Defense, Ranged Defense, Thrown Weapons, Unarmed Attack, Unarmed Defense

Feats: Accuracy, Light Armor Proficiency, Blind-Shoot, Block Ranged Attacks, Brawl, Combat Martial Arts, Concealment, Great Stamina

COMMANDO

More skilled than the soldiers, these people dedicate themselves to the art of war. They are more than fighters and some would say they are almost one-man armies. Through stealth, they can take out one or several men at a time with advance weaponry. They are trained to use a variety of weapons, equipment and vehicles. These individuals are mostly combat oriented and do not offer very much beyond combat. Usually, they have a lot of dedication and drive.

Primary Abilities: Agility, Constitution, Wits

Secondary Abilities: Base Attack Bonus, Base Defense Bonus, Initiative

Skills: Balance, Bluff, Climb, Computer Use, Concentration, Controlled Breathing, Decipher Script, Demolitions, Disable Device, Disguise, Drive, Escape Artist, Forgery, Gather Information, Handle Animal, Hide, Intimidation, Investigate, Jump, Knowledge: Area,



Knowledge: Electronics, Knowledge: Foreign Culture, Knowledge: Mechanics, Knowledge: Military Sciences, Knowledge: Nature, Listen, Medical, Move Silently, Navigate, Open Lock, Pick Pocket, Pilot, Poisons, Read Lips, Repair, Ride, Search, Sense Motive, Sleight of Hand, Speak Languages, Spot, Survival, Swim, Tumble, Use Rope, Wilderness Tracking, Archery, Gun Combat, Heavy Weapons, Melee Attack, Melee Defense, Ranged Defense, Thrown Weapons, Unarmed Attack, Unarmed Defense

Feats: Light Armor Proficiency, Medium Armor Proficiency, Blind-Fight, Blind-Shoot, Burst Fire, Combat Martial Arts, Dodge, Steady Hand, Sneak Attack, Vehicle Dodge, Weapons Encyclopedia

DAREDEVIL

The most common of these individuals are the ones that like to try death-defying stunts in all sorts of manners. However, the archetype covers a lot of individuals who love the rush. In general, they are extremists who enjoy anything that would scare a normal individual. For work, they like jobs that tend to be dangerous. While they like to endanger themselves, they necessarily don't like to endanger others. For the kinder individuals, they don't like to scare their companions unless they have too.

Primary Abilities: Agility, Constitution, Wits

Secondary Abilities: Base Defense Bonus, Stamina

Skills: Balance, Bluff, Climb, Concentration, Controlled Breathing, Demolitions, Disable Device, Disguise, Drive, Escape Artist, Handle Animal, Hide, Jump, Knowledge: Architecture, Knowledge: Electronics, Knowledge: Mechanics, Listen, Medical, Move Silently, Navigate, Open Lock, Perform, Pick Pocket, Pilot, Research, Ride, Sleight of Hand, Speak Languages, Swim, Tumble, Use Rope, Archery, Gun Combat, Heavy Weapons, Unarmed Defense

Feats: Ambidexterity, Dodge

DIPLOMAT

For a diplomat, their words are their weapons, and they can be more powerful than any weapon. Most of the time, they serve their country and negotiate relations between other nations. Besides the ambassador position, there are several other positions they can have. Some positions include translators, liaisons, government officials, and many more. Politicians can also use this archetype by working with other political opponents and allies. Finally, diplomats also help in busi-

ness disputes. Most of the time, this occurs in business agreements or in trade negotiations. Also, they can be of help in labor disputes. The player should decide what kind of diplomat they are going to create.

Primary Abilities: Presence, Appearance, Wit

Secondary Abilities: Intelligence, Wisdom

Skills: Balance, Bluff, Computer Use, Concentration, Decipher Script, Diplomacy, Disguise, Drive, Escape Artist, Forgery, Gamble, Gather Information, Handle Animal, Intimidation, Investigate, Knowledge: Business, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Foreign Culture, Knowledge: Law, Knowledge: Religion, Knowledge: Social Sciences, Listen, Open Lock, Perform, Poisons, Read Lips, Research, Ride, Search, Seduction, Sense Motive, Sleight of Hand, Speak Languages, Ranged Defense, Unarmed Defense

Feats: -

DRIVER

If it's got wheels and flies on the ground, the driver is the master. He can take any land-based vehicle and make it do moves that no engineer would have ever thought possible. They love speed and g-forces. A driver can turn on a dime daring physics to get him. Sometimes, they will do such maneuvers even though they have passengers. Although, few of those will ever be their passengers again. While they love to drive, they also love the vehicles they manipulate so well. They will know the ins and outs of all vehicles and their capabilities. Some of them even become good mechanics and jury-riggers. If their not driving fast or tinkering with their car, they are usually involved in another activity that shares similar characteristics.

Primary Abilities: Agility, Awareness, Wits

Secondary Abilities: Base Defense Bonus, Initiative

Skills: Bluff, Climb, Concentration, Controlled Breathing, Demolitions, Disable Device, Drive, Escape Artist, Gamble, Gather Information, Intimidation, Jump, Knowledge: Area, Knowledge: Mechanics, Knowledge: Streetwise, Listen, Navigate, Open Lock, Repair, Search, Sports, Spot, Tumble, Gun Combat, Melee Defense, Ranged Defense, Special Ranged Attack, Thrown Weapons, Unarmed Defense

Feats: Blind-Shoot, Force Stop, Iron Will, Vehicle Dodge



GUNSLINGER

These are the men and women who have preferred weapon is the firearm. Besides being sure shots, they are quick and can do stunts with bullets that most people will never expect. The gunslinger knows his weapon and what it takes to use. He or she knows how many bullets they have and can hit any target no matter where it might be. Some of the stunts the can do are ricocheting bullets, finding weaknesses and disarming almost any opponent. These guys are the masters of their deadly craft, and no one besides another gunslinger can ever come close.

Primary Abilities: Agility, Awareness, Spirit

Secondary Abilities: Initiative, Base Attack Bonus

Skills: Balance, Bluff, Climb, Controlled Breathing, Disable Device, Disguise, Drive, Escape Artist, Forgery, Gamble, Gather Information, Hide, Jump, Knowledge: Military Sciences, Knowledge: Physical Sciences, Knowledge: Police Sciences, Knowledge: Streetwise, Listen, Move Silently, Open Lock, Repair, Ride, Search, Sense Motive, Sports, Spot, Tumble, Use Rope, Archery, Gun Combat, Heavy Weapons, Ranged Defense, Special Ranged Attack, Thrown Weapons

Feats: Ambidexterity, Blind-Shoot, Judge Opponent, Point-Blank Shot, Far Shot, Rapid Shot, Two-Weapon Fighting

INVESTIGATOR

When something happens, it is up to the investigator to find out regardless of who is lying and telling the truth. In traditional style of investigation, they search out for clues, research people and areas, examine forensic evidence and do much more. They also will observe people as well as question suspects. While real life is not as glamorous as the movies, it is up to the GM and his game to determine how much action the investigator will really get.

Primary Abilities: Constitution, Awareness, Wit

Secondary Abilities: Stamina, Intelligence

Skills: Balance, Bluff, Climb, Computer Use, Decipher Script, Demolitions, Diplomacy, Disable Device, Disguise, Drive, Forgery, Gather Information, Handle Animal, Hide, Intimidation, Investigate, Jump, Knowledge: Arcane, Knowledge: Architecture, Knowledge: Area, Knowledge: Biological Sciences, Knowledge: Electronics, Knowl-

edge: Foreign Culture, Knowledge: Law, Knowledge: Mechanics, Knowledge: Military Sciences, Knowledge: Occult, Knowledge: Physical Sciences, Knowledge: Police Sciences, Knowledge: Religion, Knowledge: Social Sciences, Knowledge: Streetwise, Listen, Medical, Navigate, Open Lock, Pick Pocket, Poisons, Research, Ride, Search, Sense Motive, Sleight of Hand, Speak Languages, Spot, Swim, Wilderness Lore, Wilderness Tracking, Gun Combat, Ranged Defense, Unarmed Defense

Feats: Judge Opponent, Frightful Presence, Steady Hand, Weapons Encyclopedia

MARTIAL ARTIST

They dedicate a part of their life to improving the combat skills, their minds and their bodies. They can fight, but they also know when not to fight. While their power is seen in their deadly fighting form, their true power is their unification of their mind, body and spirit. It is their discipline that makes them powerful and not their types of moves. This type of combat that makes hand-to-hand fighting an art has been around for millennia. In some cultures, this has been one of the key components of a person's life. An example would be the Samurai or the Shaolin monks. While they will usually win, they will not fight unless they have too.

Primary Abilities: Strength, Constitution, Awareness

Secondary Abilities: Base Attack Bonus Initiative

Skills: Balance, Climb, Concentration, Controlled Breathing, Drive, Escape Artist, Handle Animal, Hide, Intimidation, Investigate, Jump, Knowledge: Foreign Culture, Knowledge: Occult, Knowledge: Physical Sciences, Knowledge: Religion, Listen, Move Silently, Perform, Research, Ride, Search, Speak Languages, Sports, Spot, Survival, Archery, Melee Attack, Melee Defense, Ranged Defense, Thrown Weapons, Unarmed Attack, Unarmed Defense

Feats: Combat Martial Arts, Deflection, Dodge, Judge Opponent, Leap Attack, Stunning Fist

MEDIC

Whether the character is a doctor, a field medic or a nurse, they are helping save lives at every chance they get. As they fight injuries and infections, they will never give up until the patient is well. Medics have a deep understanding of the human body and how to get it to heal or deal with problems. For most people, medics are the ones that



separate the sick or injured from death.

Primary Abilities: Constitution, Awareness, Wit

Secondary Abilities: Stamina, Intelligence

Skills: Climb, Computer Use, Concentration, Diplomacy, Drive, Gather Information, Investigate, Knowledge: Biological Sciences, Knowledge: Social Sciences, Knowledge: Streetwise, Listen, Medical, Poisons, Read Lips, Research, Search, Sleight of Hand, Speak Languages, Spot, Use Rope, Wilderness Lore, Gun Combat, Ranged Defense, Unarmed Defense

Feats: Ambidexterity, Deflection, Endurance, Great Stamina, Iron Will, Run

MINISTER

They dedicate their lives to serving the Lord and his will. The character is empowered by God and the Word that he lives his life by. With a strong spiritual nature, they bring God's message to the lost and reaffirm the flock. However, they are human (most of the time), and they do make mistakes, but they know where to turn.

Primary Abilities: Wits, Spirit, Presence

Secondary Abilities: Initiative, Wisdom

Skills: Climb, Computer Use, Concentration, Decipher Script, Diplomacy, Disguise, Drive, Gather Information, Handle Animal, Hide, Investigate, Jump, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Foreign Culture, Knowledge: Occult, Knowledge: Religion, Knowledge: Social Sciences, Knowledge: Streetwise, Listen, Medical, Move Silently, Perform, Research, Ride, Search, Sense Motive, Speak Languages, Spot, Survival, Swim, Use Rope, Wilderness Lore, Gun Combat, Melee Defense, Ranged Defense, Special Ranged Attack, Unarmed Defense

Feats: Dodge, Endurance, Faith, Iron Will

OUTCAST

Regardless of all the prosperity that society and humanity seem to experience, there are some people that still reject society and all its trappings. For whatever reason, these people leave their lives for the streets or the wilderness. Sometimes, they become hermits that live in the wilderness while others choose to live homeless in the streets. Occasionally, there will be those that will wander across a country

from one city to another. People have their reasons and there is very little commonality between each one. The player should decide what kind of lifestyle they choose and why they chose it.

Primary Abilities: Strength, Constitution, Wits

Secondary Abilities: Stamina, Wisdom

Skills: Balance, Climb, Craft, Disguise, Handle Animal, Hide, Intimidation, Investigate, Jump, Knowledge: Area, Knowledge: Biological Sciences, Knowledge: Nature, Knowledge: Occult, Listen, Medical, Move Silently, Navigate, Poisons, Repair, Ride, Search, Spot, Survival, Swim, Tumble, Use Rope, Wilderness Lore, Wilderness Tracking, Archery, Gun Combat, Melee Attack, Melee Defense, Ranged Defense, Thrown Weapons, Unarmed Defense

Feats: Dodge, Frightful Presence, Great Stamina, Iron Will, Power Attack

PERSONALITY

There are actors, actresses, singers and many other celebrities that love the spotlight. These individuals while possibly dedicated to their craft are more interested in getting the attention of others. These people are the cream of society, and they gain an enormous amount of coverage from the press. Of course, they love this coverage and will do many antics to get their attention.

Primary Abilities: Wits, Presence, Appearance

Secondary Abilities: Stamina, Intelligence

Skills: Bluff, Controlled Breathing, Decipher Script, Diplomacy, Disguise, Drive, Escape Artist, Forgery, Gamble, Intimidation, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Foreign Culture, Knowledge: Social Sciences, Knowledge: Streetwise, Listen, Navigate, Perform, Read Lips, Research, Ride, Search, Seduction, Sense Motive, Sleight of Hand, Speak Languages, Sports, Spot, Swim, Tumble, Archery, Gun Combat, Melee Defense, Ranged Defense, Unarmed Defense

Feats: Ambidexterity, Dodge, Great Stamina

PILOT

Like the driver who loves his hot-rods, the pilot is the daredevil of the skies and seas. They can fly like the wind and produce impossible maneuvers that no one would believe. They know what the air or sea



craft can do, but they know how to take care of it. They won't push it past its limit unless they have too, and they understand when they should do this. Of course, this does not count for their debonair and panache attitude toward life.

Primary Abilities: Agility, Awareness, Wits

Secondary Abilities: Base Attack Bonus, Initiative

Skills: Bluff, Computer Use, Concentration, Controlled Breathing, Demolitions, Diplomacy, Disable Device, Drive, Escape Artist, Gather Information, Hide, Jump, Knowledge: Electronics, Knowledge: Mechanics, Knowledge: Military Sciences, Knowledge: Physical Sciences, Listen, Medical, Move Silently, Navigate, Open Lock, Pilot, Profession, Repair, Search, Speak Languages, Sports, Spot, Survival, Swim, Tumble, Use Rope, Gun Combat, Heavy Weapons, Melee Defense, Ranged Defense, Unarmed Defense

Feats: Accuracy, Dodge, Force Stop, Iron Will, Lightning Reflexes, Steady Hand, Vehicle Dodge

PROFESSIONAL

While there are soldiers on the battle lines fighting for every soul, there are those that are fighting the war on a different front. Evil is in all places and these people are the lights in the professional world. In a cutthroat business world, these people live by the word and fight for those who are lost. These individuals might know only about office life and business, but they know what is at stake and are just as vital to war as any foot soldier.

Primary Abilities: Wits, Awareness, Presence

Secondary Abilities: Initiative, Intelligence

Skills: Bluff, Computer Use, Decipher Script, Diplomacy, Drive, Forgery, Gather Information, Intimidation, Investigate, Knowledge: Architecture, Knowledge: Area, Knowledge: Business, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Foreign Culture, Knowledge: Law, Knowledge: Social Sciences, Listen, Navigate, Profession, Read Lips, Research, Search, Seduction, Sense Motive, Speak Languages, Spot, Swim, Melee Defense, Ranged Defense, Unarmed Defense

Feats: -

ROGUE

Infiltrators, thieves, pickpockets and other scoundrels that grace the streets. While these people no longer follow the dark path, they do use their skills and talents for good. An burglar doesn't break into mansions anymore, but they may be helping a shelter find cheaply priced items. Their street knowledge is very useful to help those in need.

Primary Abilities: Agility, Awareness, Wits

Secondary Abilities: Base Defense Bonus, Intelligence

Skills: Balance, Bluff, Climb, Computer Use, Demolitions, Disable Device, Disguise, Drive, Escape Artist, Forgery, Gamble, Gather Information, Hide, Intimidation, Jump, Knowledge: Area, Knowledge: Streetwise, Listen, Move Silently, Navigate, Open Lock, Pick Pocket, Pilot, Poisons, Read Lips, Ride, Search, Seduction, Sleight of Hand, Speak Languages, Sports, Spot, Swim, Tumble, Use Rope, Archery, Gun Combat, Melee Defense, Ranged Defense, Thrown Weapons, Unarmed Defense

Feats: Ambidexterity, Concealment, Dodge, Lightning Reflexes, Sneak Attack

SCIENTIST

There are two ways to play a scientist as detailed in popular entertainment. The first kind is your typical laboratory, absent-minded, inventor. They don't know much about life on the streets, but they are looking for ways to improve humanities lot. However, there are some that do work for evil and look for horrible ways to use their inventions. Since the players could not make such a character, the typical, good-hearted gadgeteer is used to create items for good. The other kind is the adventurer. While scientists know a lot of the world already, there are some scientists that have to go out and get the information and artifacts that they need. These typical smart daredevils will travel all over the world to get what they need. The player should decide what kind of scientists they will make. Also, these are not the only kinds of scientists in the world the player is free to make up any kind of scientist that they wish. However, they should explain to the GM to gain his approval.

Primary Abilities: Constitution, Awareness, Wits

Secondary Abilities: Intelligence, Wisdom

Skills: Bluff, Computer Use, Concentration, Craft, Decipher Script, Demolitions, Disable Device, Drive, Gather Information, Handle Animal, Hide, Investigate, Jump, Knowledge: Arcane, Knowledge:



Area, Knowledge: Biological Sciences, Knowledge: Electronics, Knowledge: Foreign Culture, Knowledge: Mechanics, Knowledge: Nature, Knowledge: Occult, Knowledge: Physical Sciences, Knowledge: Social Sciences, Listen, Medical, Repair, Research, Search, Speak Languages, Spot, Wilderness Lore, Melee Defense, Ranged Defense, Unarmed Defense

Feats: Steady Hand

SOLDIER

Whether fighting a war for a nation or engaged in a gang war in the streets of a large inner city, these people stand on the front lines of any conflict. Usually, they would rather fight than argue. To make it simple, they know how to use weapons and their physique to take down their opponents. For the most part, they do not like to talk, because they are not very good at it. Besides, there are others who enjoy this boring skill, and these character enjoy duking it out when talking fails.

Primary Abilities: Strength, Agility, Constitution

Secondary Abilities: Base Attack Bonus, Base Defense Bonus

Skills: Balance, Climb, Controlled Breathing, Demolitions, Diplomacy, Disable Device, Drive, Gamble, Hide, Intimidation, Investigate, Jump, Knowledge: Area, Knowledge: Electronics, Knowledge: Mechanics, Knowledge: Military Sciences, Listen, Medical, Move Silently, Navigate, Open Lock, Pilot, Poisons, Power Usage, Powerlifting, Repair, Ride, Search, Speak Languages, Sports, Spot, Survival, Swim, Tumble, Use Rope, Wilderness Lore. Gun Combat, Heavy Weapons, Melee Attack, Melee Defense, Ranged Defense, Unarmed Defense

Feats: Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Combat Martial Arts, Power Attack

STUDENT

The pursuit of knowledge is not always the case for the student. Some students seek good grades to aid them in getting in that great school or college. On the other hand, the students could care less about the schools or the knowledge and enjoy the social aspects that school provides. However, there are students who want to learn as much as possible. The type of student should be decided when the player chooses an archetype.

Primary Abilities: Wits, Awareness, Presence

Secondary Abilities: Intelligence, Wisdom

Skills: Bluff, Climb, Computer Use, Concentration, Craft, Disguise, Drive, Escape Artist, Forgery, Gamble, Gather Information, Handle Animal, Hide, Intimidation, Investigate, Jump, Knowledge: Arcane, Knowledge: Architecture, Knowledge: Area, Knowledge: Biological Sciences, Knowledge: Business, Knowledge: Cultural Arts, Knowledge: Domestic Arts, Knowledge: Electronics, Knowledge: Foreign Culture, Knowledge: Law, Knowledge: Mechanics, Knowledge: Nature, Knowledge: Occult, Knowledge: Physical Sciences, Knowledge: Religion, Knowledge: Social Sciences, Knowledge: Streetwise, Listen, Move Silently, Navigate, Open Lock, Perform, Pick Pocket, Profession, Read Lips, Research, Ride, Search, Seduction, Sense Motive, Sleight of Hand, Speak Languages, Sports, Spot, Swim, Tumble, Melee Defense, Ranged Defense, Thrown Weapons, Unarmed Defense

Feats: Concealment, Dodge, Steady Hand

TECHIE

These are the fixers, jury-riggers and gadgeteers. They spend their whole time tinkering with various kinds of machinery to produce virtually magical effects. While they can make almost anything, they can fix almost anything and make machines really efficient. This dedication to machines and electronics tend to take them away from their social lives, so they are not as good talking to people, as the average person would be.

Primary Abilities: Agility, Wits, Spirit

Secondary Abilities: Intelligence, Base Defense Bonus

Skills: Bluff, Climb, Computer Use, Concentration, Craft, Disable Device, Drive, Escape Artist, Forgery, Gamble, Gather Information, Hide, Investigate, Jump, Knowledge: Architecture, Knowledge: Electronics, Knowledge: Mechanics, Knowledge: Military Sciences, Knowledge: Physical Sciences, Knowledge: Police Sciences, Listen, Navigate, Open Lock, Pilot, Repair, Research, Search, Speak Languages, Spot, Use Rope, Gun Combat, Heavy Weapons, Ranged Defense, Unarmed Defense

Feats: Concealment, Improved Initiative, Steady Hand



chapter 6: Abilities

GENERATE ABILITY SCORES

A character's core, base abilities are determined by eight values known as Ability Scores. These values describe the character's innate, natural aptitude at interacting with the world. The eight Ability Scores are:

Strength (Str)
Agility (Agi)
Constitution (Con)
Awareness (Awa)
Wits (Wit)
Spirit (Spi)
Presence (Pre)
Appearance (App)

The values of these abilities are known as Ability Modifiers. They range from -5 to infinity, with a normal human range from -4 to +4. The human maximum is +7. Normal angel ranges are from -3 to +10. They can have a maximum of +12. As for the wildings, they have ranges between -4 to +7. The wildings can have a maximum of +9. A value of none for an Ability Score, which is different from -5, is a special case appropriate for certain creatures like abominations.

ABILITY MODIFIER COST

2 CP = 1 Ability Modifier point

Ability Modifiers cost a number of Character Points equal to the same value of the Ability modifier, which are paid for by the character's starting Character Points. All characters have a specific race that they must choose and each race has a starting base value for the character's ability modifiers. The cost is already included in the Race Character Point Cost, so the player doesn't need to pay for the base. Players may choose to modify the character's generated

“THEY THAT WAIT UPON THE LORD SHALL
RENEW THEIR STRENGTH; THEY SHALL
MOUNT UP WITH WINGS AS EAGLES; THEY
SHALL RUN, AND NOT BE WEARY; THEY
SHALL WALK AND NOT FAINT.”

Isaiah 40:31



Ability Modifiers up or down from the base by increasing or decreasing the number of Character Points assigned to the Ability Modifier, on a 1 for 1 basis (1 Character Point equals 1 Ability Modifier). If the ability modifier is a negative, the character gets back that many character points.

ZERO RATING AND “NONE” ABILITY SCORES

It is possible for some constructs (including the Giant Robot class) or alien creatures to have a score of “none.” None is not the same as a modifier of -5. A modifier of none means that the creature does not possess the Ability at all.

A character’s Ability Modifier can never be reduced to -5.

Str -5 means that the character cannot move at all. He or she lies helpless on the ground.

Agi -5 means that the character cannot move at all. He or she is motionless and helpless.

Con -5 means that the character is dead.

Awa -5 means that the character cannot think and is in a coma-like stupor, helpless.

Wit -5 means that the character is withdrawn in a deep sleep, helpless.

Spi -5 means that the character is dead since it doesn’t have a soul.

Pre -5 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

App -5 means that the character has become extremely ugly and their physique has collapsed allowing them not to move at all, in which they are helpless.

DEFINITION OF ABILITY SCORES

Strength

Strength is a measure of the character’s physical power. Strength provides a modifier to:

- **Damage rolls in melee or unarmed combat or when using weapons that is Muscle Powered.**
- **Strength-based Skill checks.**
- **Strength checks.**

Any creature that can physically manipulate other objects has at least -4 Point of Strength. A character with no Strength modifier can’t exert force, usually because it has no physical body or because it doesn’t move. Such a creature automatically fails Strength checks.

Agility

Agility is a measure of the character’s hand-eye co-ordination, nimbleness, reflexes, and balance. Agility provides modifiers to:

- **Base Attack Bonus.**
- **Base Defense Bonus.**
- **Agility-based Skill checks.**
- **Agility checks.**

Any creature that can move has at least 1 Point of Agility. A creature with no Agility modifier can’t move, but if it can act, it will use the Wits modifier for its Agility type actions. Agility always provides a +0 modifier to ranged attack rolls, regardless of the character’s Agility rating.

Constitution

Constitution determines your character’s health and stamina. Constitution provides modifiers to:

- **Stamina, which also determines the character’s hit points.**
- **Base Defense Bonus.**
- **Constitution-based Skill checks.**
- **Constitution checks.**

Any living creature has at least -4 Point of Constitution. A creature with no Constitution has no body or no metabolism. The creature is also immune to Ability damage, Ability drain, and energy drain, and always fails Constitution checks.

Awareness

Awareness is a measure of the character’s ability to perceive and understand the world around them. Awareness provides modifiers to:

- **The character’s Wisdom, which also determines the character’s essence points.**
- **The character’s Intelligence, which also determines the character’s skill points.**
- **Awareness-based Skill checks.**
- **Awareness checks.**



Any creature that can think, learn, perceive, or remember has at least a -4 modifier of Awareness. A creature with no Awareness modifier is an automaton, operating on simple instincts or programmed instructions. Since it cannot understand the outside world, it is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Awareness checks.

Wits

Wits are a reflection of the character's common sense, intuition, fast-thinking and life experience. Wisdom provides modifiers to:

- **Initiative.**
- **Intelligence**
- **Wits-based Skill checks.**
- **Wits checks.**

Any creature that can respond to its environment or actions in any fashion has at least a -4 modifier of Wits. Anything without a Wits score is an object, not a creature. Additionally, anything without a Wits score also has no Presence score, and vice versa.

Spirit

Spirit describes the character's willpower, prowess and how strong their soul is. Spirit provides modifiers to:

- **Base Attack Bonus**
- **Wisdom, which also determines the character's essence points.**
- **Spirit-based skill checks.**
- **Spirit checks.**

Any creature that has a soul has at least a -4 modifier to Spirit. If something has no Spirit score, it is an object or it is a lifeless corpse. All undead creatures have no Spirit since they don't have a soul anymore. Abominations will have a spirit score since demons infuse abominations with a little bit of their own Spirit.

Presence

Presence describes the characters strength of persuasion, manipulation and personality. Presence provides modifiers to:

- **Initiative.**
- **Stamina, which also determines the character's hit points.**
- **Presence-based Skill checks.**
- **Presence checks.**

Any creature that has the potential to affect another creature in the area has at least a -4 modifier in Presence. If something has no presence score, it is an object and has no Wits score either.

Appearance

Appearance describes how acceptable the character appears to the normal world. Appearance provides modifiers to:

- **All social checks**
- **Appearance checks**

If anything can be seen, heard, felt or smelled, they have at least a -4 modifier to Appearance. If something does not have an Appearance score, they are some type of spirit. All souls that do not take on any form will have no appearance score, and some spirits such as the Holy Ghost has no appearance. Also, this ability modifies any skill that has a social aspect to it such as diplomacy, intimidation and others.

Table : Ability Score Value Descriptions

Ability	Modifier	Description
-5	Inept	
-4	Infant	
-3	Child	
-2	Significantly below adult human average;	youth
-1	Below adult human average;	teenager
0	Adult human average	
+1	Above human average	
+2	Significantly above human average	
+3	Highly capable	
+4	Extremely capable	
+5	Best in the region	
+6	Best in the country	
+7	World-class ability;	maximum human potential
+8	Above human achievement	
+9	Significantly above human achievement	
+10	(and up)Legendary ability	



chapter 7:

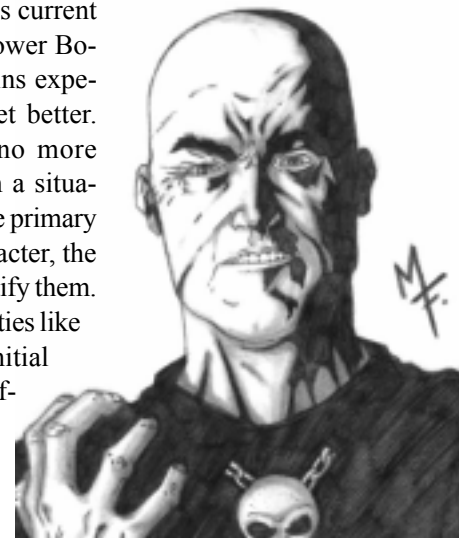
Secondary Abilities

Secondary Abilities are not as general as the primary abilities, but they are more specific for certain circumstances. Most of the time, the character's primary abilities will be used during game play. However, the secondary abilities give the character's basic abilities that are simply derivatives of the primary abilities. All people will have been able to fight in some way and somehow manage to avoid attacks. Also, all character will react in a certain time, while being able to absorb a certain amount of information. These instinctual basics are covered in the secondary abilities.

ASSIGNING SECONDARY ABILITIES

They are based on the average of two different primary ability modifiers. If the average is a negative number or zero, the value will automatically be set to zero. This is to represent the nature of the ability and the traits it share with primary abilities. With all the secondary abilities using two different primary abilities, no one primary ability has an advantage in the game.

Next, the secondary abilities are modified by the character's current level. This is called the Power Bonus. When a character gains experience, they eventually get better. Veteran characters will no more ways to stay unscathed in a situation than a novice. Since the primary abilities are set in the character, the Power Bonus does not modify them. Instead, the secondary abilities like skills are based off the initial primary abilities and are affected by the character's experience. To determine the Power Bonus, the



“THE FEAR OF THE LORD IS THE
BEGINNING OF WISDOM, AND
KNOWLEDGE OF THE HOLY ONE IS
UNDERSTANDING.”

Proverbs 9:10



player must divide the character's level by two while rounding down. Also, it can never be less than zero or a fraction. These innate abilities are essential to one's survival and knowledge and are increased as they learn more in life.

At character creation and afterwards, the character can increase these abilities by assigning character points. For one point of a secondary ability's modifier, the cost is 3 character points. However, the abilities can only be raised so much. At any one time, they can only have a maximum of 9 character points placed in one secondary ability. This means at character creation, the character can only have their modifier increased by no more than 3 points.

Power Bonus (PB) = (Current Character Level)/2

BASE ATTACK BONUS (BAB)

$[(SPI+AGI)/2]+PB$

This is the character's basic ability to hit something in combat or other extreme situations. When in normal, non-combat, circumstances, this secondary ability should not be used. This ability allows the character to hit something else with a weapon or his or her own body. Anytime a character is trying to make contact in combat, this ability should be used. Also, this ability can be used with vehicle mounted weapons as well as the character's special attacks and attributes.

The Base Attack Bonus is based on the average of the Spirit and Agility modifier. These are used, because the character's ability to attack is based on their quickness and steadiness as well as their personal drive.

- **Melee and Ranged Attacks**
- **Melee and Ranged Attack skills**
- **Attacking with Special Attacks or Attributes**
- **Base Attack Bonus checks**

BASE DEFENSE BONUS (BDB)

$[(CON+AGI)/2]+PB$

The Base Defense Bonus is used when a character must dodge at-



tacks or just get out of the way in general. This is the character's ability for dodging and general reflexes against attacks. Like the Base Attack Bonus, this ability cannot be used in non-combat situations which the character should use the Agility modifier instead or a relevant skill. For devices such as traps and even supernatural forces, they are in a way attacking the character. The character must avoid the attack so he or she would rely on their Base Defense Bonus.

The Base Defense Bonus is based on the average of the Constitution and Agility modifier. These abilities are used, because combat is just not about how quick a character is in getting out of the way. In melee and other situations, it is about parrying and shielding massive blows which would include the character's ability to take punishment. This is why constitution is used.

- **Melee and Ranged Defenses**
- **Melee and Ranged Defense skills**
- **Dodging special attacks in Combat**
- **Base Defense Bonus checks**

INITIATIVE (INI)

$[(WIT+PRE)/2]+PB$

While this ability is used mostly for combat, it is not necessarily restricted to combat. This ability determines how quick the character is to act against his opponents. As covered in combat, this is used to add to a 1d20 and whoever gets highest will go first. However, this can be used out of combat. Sometimes, speed is essential to winning some contest. If the GM determines that more than Agility or Wit is needed, the character can use Initiative to judge, which one can make the



quickest decision.

Initiative is based on the average of Wits and Presence. While it is good to be able to move quickly, the character must know where to move and make their decision fast. This quick thinking is also modified by their presence. A person with less presence may be more intimidated by someone with more presence.

- **Determines Combat order during Combat**
- **Determines order of actions during a contested event**
- **Initiative checks**

STAMINA(STA)

$[(CON+PRE)/2]+PB$

If the character is wounded in battle by weapons or unusual attacks, this ability determines how well they can withstand that attack. This ability is used to determine hit points as well as wounding. When the character experiences any kind of physical duress, they will use this secondary ability to see if they can withstand the damage. If they fail, they usually lose hit points and would levels. Sometimes, they may die if they fail a Stamina check.

Stamina is based on the average of Constitution and Presence. While Constitution determines their health and fortitude, the Presence explains the fear factor that may be involved in hitting opponents with high Presence.

- **Determines Hit Points of the character**
- **Determines Wound Level base**
- **Resisting physical detriments**
- **Stamina checks**

WISDOM (WIS)

$[(SPI+AWA)/2]+PB$

While the above abilities cover the more physical nature of a character, this ability covers the more spiritual aspect of the character. Wisdom manages the character's ability to be closer to their spirit and to God. This ability should be used when the character is faced with temptation to sin. However, this is more than a force of will ability,

but the ability to know right and wrong. Also, this determines how close the character is to God and his lessons. Another aspect this covers is the detection of evil or evil acts. If such a question ever arises, this ability should be used.

Wisdom is based on the average of Spirit and Awareness. Since wisdom measures the characters understand of God, Spirit is used to help determine how strong the character is in following God. As for Awareness, God creates and manages everything around us. To be aware of the surroundings, the character may have a better idea of God's message.

- **Determines Essence Points of the character**
- **Determines Faith Level base**
- **Resisting Temptation**
- **Detecting evil**
- **Wisdom checks**

INTELLIGENCE (INT)

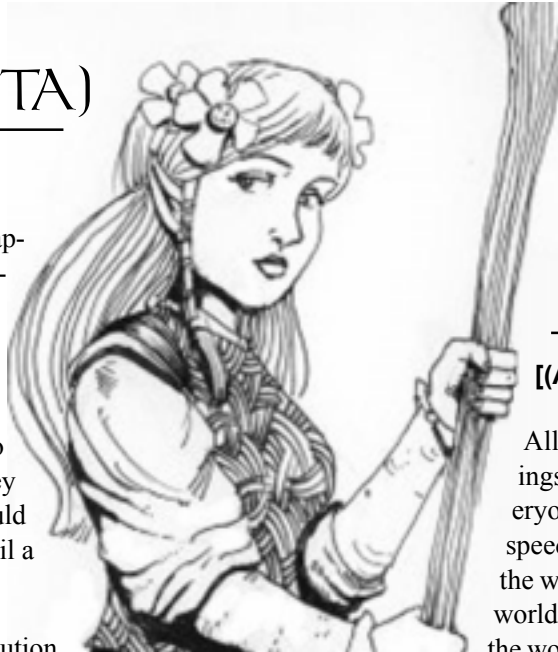
$[(AWA+WIT)/2]+PB$

All characters learn and adapt to their surroundings. This is the nature of humanity. However, everyone adapts differently and learns at a different speed. While Awareness covers the perception of the world and Wit is the ability to quickly judge the world, this ability allows the character to know about the world around them. Sometimes, this is the difference between life and death. While Wisdom may aid

the character in understanding the purpose of the surroundings, Intelligence helps the character understand how the surroundings exist. Also, Intelligence allows a character to persuade individuals. This ability helps the character in saying the right words that will best affect another character.

Intelligence is based on the average of Awareness and Wits. Awareness aids the character in perceiving the world and it's wonders while Wits lets a character judge the surroundings. If the GM chooses, this ability may replace an Awareness check when not involved with a skill or used by it. Also, this ability can be used for any persuasion check.

- **Determines Skill Points for the character**
- **Understanding the surroundings**
- **Persuading others**
- **Intelligence checks**





chapter 8:

Skills

SKILL POINTS AND SKILL RANKS

Characters have a number of Skill Points based on their Awareness, as outlined in the secondary attribute description. Each skill point may be used to by 1 Rank in that skill. If the player desires more ranks for that character, they can use character points to by additional skill points.

The maximum number of Ranks a character can have in a skill is equal to that character's level +3. Then, the player adds the Skill's relevant Ability Score modifier to the Skill Rank for the character. Of course, the Game Master can also ignore these limitations (and possibly develop his or her own Skill Rank maximums).

ASSIGNING SKILL POINTS

Skill Points dictates how many skill points they can spend per level on their skills. These are not considered part of the character's total CP. A character's Skill Points are determined by current Intelligence (1st level characters gain an additional 5 Skill Points), plus any other modifiers. For instance, a Xenus has just raised to level 5, and she has an Intelligence 5 and 2 Ranks of Highly Skilled and would have Skill Points for this new level equal to $5+8=13$. Skill Points can be used for Combat Skills and General Skills. 1 Skill Point raises the Skill Rank by 1. The player may wish to spend CP to boost any of their skill ranks.

Skill Points = Intelligence + Modifiers

Starting Characters: Skill Points = Intelligence + Modifiers +5

USING SKILLS

When a character uses a Skill, the character makes a Skill check to

“TRUST IN THE LORD WITH ALL YOUR
HEART, AND LEAN NOT ON YOUR OWN
UNDERSTANDING; IN ALL YOUR WAYS
ACKNOWLEDGE HIM AND HE WILL MAKE
YOUR PATHS STRAIGHT.”

Proverbs 3:5



Table: Skills

Skill Name	Related Attributes	Skill Name	Related Attributes
Balance	Agility	Listen	Wits
Bluff	Presence	Medical	Wits
Climb	Strength	Move Silently	Agility
Computer Use	Awareness	Navigate	Awareness
Concentration	Constitution	Open Lock	Agility
Controlled Breathing	Constitution	Perform	Wits
Craft	Awareness	Pick Pocket	Agility
Decipher Script	Awareness	Pilot	Agility or Awareness
Demolitions	Awareness	Poisons	Awareness
Diplomacy	Presence	Power Usage	Based on Power's Relevant Ability
Disable Device	Awareness	Powerlifting	Strength
Disguise	Presence	Profession	Wits
Drive	Agility or Awareness	Read Lips	Awareness
Escape Artist	Agility	Repair	Awareness
Forgery	Awareness	Research	Awareness
Gamble	Wits	Ride	Agility
Gather Information	Presence	Search	Awareness
Handle Animal	Presence	Seduction	Presence
Hide	Agility	Sense Motive	Wits
Intimidation	Presence	Sleight of Hand	Agility
Investigate	Awareness	Speak Languages	Awareness
Jump	Strength	Sports	Strength, Agility, Constitution
Knowledge: Arcane	Awareness	Spot	Wits
Knowledge: Architecture	Awareness	Survival	Wits
Knowledge: Area	Awareness	Swim	Strength
Knowledge: Biological Sciences	Awareness	Tumble	Agility
Knowledge: Business	Awareness	Use Rope	Agility
Knowledge: Cultural Arts	Awareness	Wilderness Lore	Wits
Knowledge: Domestic Arts	Awareness	Wilderness Tracking	Awareness or Wits
Knowledge: Electronics	Awareness		
Knowledge: Foreign Culture	Awareness	Combat Skills	
Knowledge: Law	Awareness	Archery	Base Attack Bonus
Knowledge: Mechanics	Awareness	Gun Combat	Base Attack Bonus
Knowledge: Military Sciences	Awareness	Heavy Weapons	Base Attack Bonus
Knowledge: Nature	Awareness	Melee Attack	Base Attack Bonus
Knowledge: Occult	Awareness	Melee Defence	Base Defense Bonus
Knowledge: Physical Sciences	Awareness	Ranged Defence	Base Defense Bonus
Knowledge: Police Sciences	Awareness	Special Ranged Attack	Base Attack Bonus
Knowledge: Religion	Awareness	Thrown Weapons	Base Attack Bonus
Knowledge: Social Sciences	Awareness	Unarmed Attack	Base Attack Bonus
Knowledge: Streetwise	Awareness	Unarmed Defence	Base Defense Bonus



see how well the character performs the action. As the character's Skill check result gets higher, the character becomes more successful at the attempt. Based on the circumstances, the character's result must match or exceed a particular number (called a DC, or Difficulty Class) to use the Skill successfully. The harder the task, the higher the number the character needs to roll.

(Skill Rank + Relevant Ability + d20) vs. DC

SKILL DESCRIPTION FORMAT

Relevant Ability

This is the Ability modifier that most often applies to the Skill check. If two (or more) Abilities are listed, it indicates that different Abilities may be relevant, depending on the situation. The GM should select the one most appropriate to the circumstances. For example, the Pilot Skill has the **Relevant Ability:** Awareness or Agility. When a character attempts to pilot a large cruise ship, the GM should require a Skill check using the Awareness modifier — the character's knowledge of the boat's controls are more important when driving such a massive ship. When the character hops into a small ski boat, however, his or her Agility is more important and thus the GM should require a Skill check using the Agility modifier instead of the Awareness Modifier.

Specializations

A selection of Specializations is provided. When a character gains a new Skill, he or she may select one Specialization for free. Any time the character makes a Skill check (a character attempting to balance on a thin ledge using Acrobatics: Balance, for example); the character gains a +1 bonus to his or her Skill check. With GM permission, players may select a Specialization that is not listed if it fits with their character concept. Also, GMs may allow characters to gain two additional Specializations for a particular Skill by paying the normal cost associated with gaining a Rank in that Skill.

Description

The Skill name line is followed by a general description of what using the Skill represents.

Balance

Relevant Ability: Agility

Specializations: Shaking Surface, Slippery Surface, Tightrope

The ability to maintain balance under adverse conditions.

Bluff

Relevant Ability: Presence

Specializations: Acting, Fast-talk, Misdirection, Misleading Body Language

The ability to make the untrue seem plausible.

Climb

Relevant Ability: Strength

Specializations: Natural Surfaces, Poles, Ropes, Vegetation, Walls

The ability to scale vertical surfaces with or without the use of specialized climbing equipment.

Computer Use

Relevant Ability: Awareness

Specializations: Artificial Awareness, Databases, Intrusion/Security, Networks, Programming

Practical knowledge of computer use. Computer engineering (hardware) is covered by Knowledge: Electronics.

Concentration

Relevant Ability: Spirit

Specializations: Clearing One's Mind, Magic Focus, Single Minded

The ability to ignore distractions and interference when focusing on a task.

Controlled Breathing

Relevant Ability: Constitution

GENERAL SKILLS



Specializations: Cyclic Breathing, Holding Breath, Slow Heart Rate

The ability to control respiratory functions in order to maximize breathing efficiency or to perform tricks such as “playing dead.”

Craft

Relevant Ability: Awareness

Specializations: Carpentry, Leatherworking, Metalworking, Plumbing, Tailoring, Woodworking

This Skill represents a character’s ability to work with a variety of materials to repair or produce useful or aesthetically pleasing objects not electronic or mechanical in nature.

Decipher Script

Relevant Ability: Awareness

Specializations: Ancient Languages, Code Cracking, Hieroglyphics, Runes

The ability to decipher texts either foreign to the character or encoded.

Demolitions

Relevant Ability: Awareness

Specializations: Artificial Structures, Bomb Disposal, Natural Structures, Safe Cracking, Underwater

The ability to set explosive charges without getting hurt in the process or inflicting undesired collateral damage. It is also used for deactivating explosives set by someone else.

Diplomacy

Relevant Ability: Presence

Specializations: Etiquette, Social Grace, Heraldry, Negotiation

The knowledge concerning the proper way to interact during social situations, and negotiations, including rules of conduct and persuasion.

Disable Device

Relevant Ability: Awareness

Specializations: Jamming, By Passing, Traps

The ability to circumvent traps, jam mechanical devices, by pass securities.

Disguise

Relevant Ability: Presence

Specializations: Costume, Dialects, Impersonation, Make-up, Prosthetics

The ability to change one’s personal appearance and/or demeanor in an attempt to deceive others.

Drive

Relevant Ability: Agility or Awareness

Specializations: Big Rig (large tractor/trailer trucks), Car, Motorcycle, Small Truck (vans, pick-ups, hi-cubes)

The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations such as performing vehicular stunts, avoiding hazards, etc.

Escape Artist

Relevant Ability: Agility

Specializations: Grappling, Restraints, Tight Spaces

The ability to escape restraints and grips of opponents, or squeeze through tight spaces.

Forgery

Relevant Ability: Awareness

Specializations: Detection, Electronic Documents, Handwriting, Paper Documents

The ability to counterfeit documents and papers or to identify forgeries. This Skill can be used in conjunction with the Computer Use Skill.

Gamble



Relevant Ability: Wits

Specializations: Card Games, Computer Games, Dice Games, Strategy, Role Playing

The ability to play various games (including betting strategies) well.

Gather Information

Relevant Ability: Presence

Specializations: Contacts, Gossip, Rumormongering

The ability to find out information about an area, from the day-to-day events to specific pieces of information.

Handle Animal

Relevant Ability: Presence

Specializations: Any single animal such as dogs, dolphins, horses, etc.

The ability to teach and train animals with an intellect above that of instinctive insects. An animal usually has an Awareness of 1-3.

Hide

Relevant Ability: Agility

Specializations: Concealment, Skulking, Tailing

The ability to hide from detection.

Intimidation

Relevant Ability: Presence

Specializations: Business, Interrogation, Political, Psychological, Street,

The ability to convincingly project a “tough guy” image through verbal and body language. A successful check means someone witnessing your performance is convinced you mean any threats you make. How they react after that will depend on how tough they are themselves in relation to the kind of threat you present — they may respond with

respect, fear, hatred, or amusement.

Investigate

Relevant Ability: Awareness

Specializations: Government, Police, Underworld

The ability to track a piece of information or person through red tape and electronic media.

Jump

Relevant Ability: Strength

Specializations: Long, High, Pole Vault

The ability to jump well and consistently. A character can normally jump about 6 feet forward or 3 feet up/back (double range with a running start). This Skill increases the character’s maximum horizontal distance by +1 foot for every two Skill ranks. This modifier is doubled for running starts and halved for vertical or backwards jumps.

Knowledge: Arcane

Relevant Ability: Awareness

Specializations: Arcane Symbols, Magic, Rituals, Spells

Knowledge of magic, its history, and basics of how it works.

Knowledge: Architecture

Relevant Ability: Awareness

Specializations: Aquatic, Bridges, Fortifications, Small Buildings, Skyscrapers

Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions or help in locating old structural plans.

Knowledge: Area

Relevant Stat: Awareness

Specializations: One specific area (city, village, forest, sea, etc.)





This Skill reflects knowledge of the geography and people of a single area. The smaller the area, the more detailed and extensive the character's knowledge. This Skill may be assigned multiple times to indicate knowledge of several areas.

Knowledge: Biological Sciences

Relevant Ability: Awareness

Specializations: Bacteria/Viruses, Botany, Ecology, Genetics, Physiology, Zoology

This field covers scientific knowledge of how living things function.

Knowledge: Business

Relevant Ability: Awareness

Specializations: Accounting, Banking, Executive, Fraud, Government, Marketing, Small Business

The ability to organize, run, and understands part or all of an organization (such as a business, government, or association).

Knowledge: Cultural Arts

Relevant Ability: Awareness

Specializations: Archaeology, Art Appraisal, History, Literature, Urban Legends

Knowledge of aspects of human culture (or another species' culture).

Knowledge: Domestic Arts

Relevant Ability: Awareness

Specializations: Cleaning, Cooking, Decorating, Home Budgeting

The ability to efficiently organize and run a domestic household.

Knowledge: Electronics

Relevant Ability: Awareness

Specializations: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

The ability to maintain, repair, build, modify (and at high Ranks,

design) electronic equipment.

Knowledge: Foreign Culture

Relevant Ability: Awareness

Specializations: One Specific Culture

Reflects knowledge of the history, religion, ethics, and lifestyle of one or more foreign countries or cultures. Each Rank in this Skill provides familiarity with a distinct culture (a Specialization). Thus, multiple Specializations may be listed for Foreign Culture depending on the Skill Rank.

Knowledge: Law

Relevant Ability: Awareness

Specializations: Civil, Criminal, Customs, Family, International, Political

Knowledge of legal procedure and practice. GMs may assume that anyone with Rank 6 or more has a license to practice law. All Specializations, except International, are specific to one country or region only (for example, "Japanese Criminal Law").

Knowledge: Mechanics

Relevant Ability: Awareness

Specializations: Aeronautical, Armorer, Automotive, Gunsmith, Locksmith, Micro, Traps

The ability to maintain, repairs, or builds a mechanical and electro-mechanical device. This also includes knowledge of tool use, welding, etc. Armorer applies to heavy vehicle-mounted weapons while Gunsmith covers personal weaponry. Use Artisan for archaic weapons.

Knowledge: Military Sciences

Relevant Ability: Awareness

Specializations: Hardware Recognition, Awareness Analysis, Logistics, Strategy, Tactics, Teamwork

The character has military-style tactical, staff, or leadership training. In addition, SWAT (or other tactical police units) often includes individuals who pick up similar Skills (and often recruit ex-military per-



sonnel).

Knowledge: Nature

Relevant Ability: Awareness

Specializations: Animals, Cycles, Plants, Seasons, Weather

Knowledge of the interactions of the natural world.

Knowledge: Occult

Relevant Ability: Awareness

Specializations: Astrology, Channeling, Numerology, Rituals, Spirits, Tarot, Voodoo, Witchcraft

Knowledge of the arcane and mystical arts, and their applications in both historical and modern society.

Knowledge: Physical Sciences

Relevant Ability: Awareness

Specializations: Astronomy, Biochemistry, Chemistry, Engineering, Mathematics, Physics

Scientific training in the way the universe works, including the necessary background knowledge.

Knowledge: Police Sciences

Relevant Ability: Awareness

Specializations: Ballistics, Criminology, Forensics

This is the science behind detective work. Ballistics is the study of the wounds inflicted by projectiles; criminology focuses on studies of criminal behavior and strategies; forensics covers evidence gathering (including hair-and-fiber, fingerprint and DNA-based identification techniques).

Knowledge: Religion

Relevant Ability: Awareness

Specializations: One Specific Religion (Buddhism, Christianity, Muslim, Satanism, etc.)

The knowledge of how current and historical religions worked.

Knowledge: Social Sciences

Relevant Ability: Awareness

Specializations: Anthropology, Geography, Politics, Psychology, Social Work, Sociology, Theology

Understanding of the way people function in society as well as societal behavioral patterns.

Knowledge: Streetwise

Relevant Ability: Awareness

Specializations: Gang Activity, Influential Individuals, Territorial Divisions (all by region)

The knowledge of street activity within a particular region or city. This is a vital survival Skill for a person on the streets.

Listen

Relevant Ability: Wits

Specializations: Background Noise, Eavesdropping, Rural, Urban

The ability to listen attentively or to perceive unusual or out of place noises.

Medical

Relevant Ability: Wits

Specializations: Acupuncture, Dentistry, Diagnosis, Emergency Response, Homeopathy, Pathology, Pharmacy, Surgery, Veterinary

Knowledge of how to heal the body. GMs may assume that anyone with Rank 6 or more has a license to practice medicine. A typical general practitioner would specialize in Diagnosis, while most police officers or paramedics Specialize in Emergency Response.

Move Silently

Relevant Ability: Agility

Specializations: Soft Step, Rural, Urban



The ability to move without being detected audibly.

Navigate

Relevant Ability: Awareness

Specializations: Air, Highway, Sea, Space, Urban, Wilderness

The ability to read maps or use specialized navigation equipment. The Navigate Skill will help a character find the fastest/safest route to a destination.

Open Lock

Relevant Ability: Agility

Specializations: Combination, Electronic, Padlocks, Puzzle Lock

The ability to open locking devices.

Perform

Relevant Ability: Presence

Specializations: Comedy, Dance, Drama, Music, Public Speaking, Singing, Fast Talking

The ability to perform well before an audience, and to evoke an emotional response through the art form.

Pick Pocket

Relevant Ability: Agility

Specializations: Palm, Legerdemain, Lift Object

The ability to make a small object disappear without notice.

Pilot

Relevant Ability: Agility or Awareness

Specializations: Heavy Airplane (usually multi-engine), Helicopter, Hovercraft, Jet Fighter, Large Ships, Light Airplane (usually single-engine), Lighter than Air Craft, Small Boats, Spacecraft, Submarines

The ability to operate air, water or space vehicles. Skill checks are normally only necessary when performing an unusual maneuver, avoiding a hazard, piloting an unfamiliar aircraft, etc.

Poisons

Relevant Ability: Awareness

Specializations: Alien, Natural, Synthetic

The ability to recognize, concocts, apply, and neutralize a variety of poisons and toxins.

Power Usage

Relevant Ability: Based on Power's Relevant Ability

Specializations: One specific Power only

Unlike other Skills, Power Usage only offers a bonus to any check for the use of one specific Power. To receive a bonus on multiple Powers, this Skill must be assigned multiple times, once for each Power. The Skill is useful to a character that may not have a high ability (such as Awareness) that is associated with one of his or her Powers (such as Mind Control or Telepathy). When the character must make a check for the specific Power, the Power Usage Skill adds a bonus as though the check is actually a Skill check.

Powerlifting

Relevant Ability: Strength

Specializations: Bulky Objects, Free Weights, Humans, Moving Objects, Small Objects (Hand-Held)

The ability to perform feats of strength with minimal chance for injury. This includes lifting or pushing heavy objects, stopping objects in motion, and supporting large masses.

Profession

Relevant Ability: Wits

Specializations: One Specific Profession (Bookkeeper, Cook, Driver, Farmer, Miner, Sailor, Writer, etc.)

The character is trained in a specific form of livelihood.

Read Lips

Relevant Ability: Awareness

Specializations: Crowded Places, Distance, Sub Vocalization



This allows a character to understand what is being said by reading lips.

Repair

Relevant Ability: Awareness

Specializations: Mechanics, Computerized, Electronics

The ability to carry out permanent or temporary repairs to equipment.

Research

Relevant Ability: Awareness

Specializations: Legal, Historical, Scientific

This Skill allows a character to locate difficult to find pieces of data by searching journals, the web, and other media.

Ride

Relevant Ability: Agility

Specializations: One Specific Species (Camel, Horse, Tiger, etc.).

This is the knowledge of how to care for a riding beast, how to saddle, mount, and dismount the animal, how to get it to perform difficult or dangerous maneuvers safely and without balking, and how to best pace it for long distance rides.

Search

Relevant Ability: Awareness

Specializations: Compartments, Detail Work, Irregularities

This Skill allows the character to find hidden or concealed objects.

Seduction

Relevant Ability: Presence

Specializations: Alien, Female, Male

A character with this Skill is adept at exploiting their sex appeal. A successful Skill check will convince another person that the character is genuinely interested in them. Whether or not the subject actually responds will depend on his or her own romantic inclinations and sexual preference. The characters should be careful with this skill since this skill could become a sin.

Sense Motive

Relevant Ability: Wits

Specializations: Body Language, Mannerisms, Speech

This represents the knowledge of determining when a person is not being honest or forthcoming.

Sleight of Hand

Relevant Ability: Agility

Specializations: Card Sharking, Fine Manipulation, Stage Magic

A character with this Skill has superior manual Agility, greater than that suggested by his or her Agility score. This includes the ability to perform “magic” tricks, palm small objects, cheat at cards, plant an item on someone, etc.

Speak Languages

Relevant Ability: Awareness

Specializations: Any One Language, Braille, Code Language, Sign Language

This Skill reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write one foreign Language for each Rank in this Skill. Thus, multiple Specializations will be listed for Languages — the first is the character’s native language(s), while the others are foreign languages.





Sports

Relevant Ability: Strength, Agility, or Constitution

Specializations: Baseball, Basketball, Cricket, Football, Hockey, Volleyball, etc.

The ability to play well in a team or individual sporting event with specialized rules.

Spot

Relevant Ability: Wits

Specializations: Ambush, Movement, Tailing

This the ability to locate people or creature trying to hide their presence.

Survival

Relevant Ability: Wits

Specializations: Aquatic, Artic, Desert, Wilderness, Urban

The ability to survive in harsh environments.

Swim

Relevant Ability: Strength

Specializations: Competition, Deep-Sea Diving, Free Diving, Scuba, Snorkeling

The character is skilled at swimming or diving. The GM may assume that any character in a modern setting (or perhaps any setting) can swim even without this Skill.

Tumble

Relevant Ability: Agility

Specializations: Dive, Flip, Roll, Somersault

The character is skilled at acrobatic tumbling and flips.



Use Rope

Relevant Ability: Agility

Specializations: Knots, Handling Loads, Securing

This Skill allows a character to adeptly use rope for any number of purposes.

Wilderness Lore

Relevant Ability: Wits

Specializations: Guide, Hunting, Identification, Natural Hazards

The character is familiar with local wilderness areas. The character can find subsistence for him or her and others and avoid natural dangers.

Wilderness Tracking

Relevant Ability: Awareness or Wits

Specializations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains

The ability to successfully trail or track someone or something while outdoors in a rural or wilderness setting.

COMBAT SKILLS

Archery

Relevant Ability: Base Attack Bonus

Specializations: Bow, Crossbow

The ability to accurately shoot with a bow or crossbow.

Gun Combat

Relevant Ability: Base Attack Bonus

Specializations: Auto-fire, Pistol, Rifle

The ability to accurately shoot with a hand-held firearm and to keep it properly main-



tained. Auto-fire applies to firing bursts of fully automatic fire from any gun, whether it is a small submachine gun, a big assault rifle, or a heavy machine gun. Pistol applies to firing single shots from a handgun. Rifle covers firing single shots from guns with a shoulder stock including rifles and shotguns.

Heavy Weapons

Relevant Ability: Base Attack Bonus

Specializations: Artillery (indirect fire weapons such as Howitzers), Gunnery (heavy machine guns, tank guns and other vehicle-mounted direct-fire weapons), Launchers (rocket and missile launchers)

The ability to accurately fire vehicle-, shoulder-, or tripod-mounted weapons such as a tank cannon or heavy machine gun, and to perform routine maintenance.

Melee Attack

Relevant Ability: Base Attack Bonus

Specializations: Axe, Baton/Club, Knife, Improvised Weapons (chairs, lamps, ladders, etc.), Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains

The ability to attack effectively with a hand-to-hand melee weapon.

Melee Defense

Relevant Ability: Base Defense Bonus

Specializations: Axe, Baton/Club, Knife, Improvised Weapons, Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains

The ability to defend well with a hand-to-hand melee weapon.

Ranged Defense

Relevant Ability: Base Defense Bonus

Specializations: Personal, Air Vehicle, Ground Vehicle, Water Ve-



hicle, Space Vehicle

The ability to avoid ranged attacks, but this does not enable a character to actually dodge bullets. Rather, it is a combination of situational awareness and tactical movement as well as knowing when to keep moving (to present a more difficult target) and when to drop for cover.

Special Ranged Attack

Relevant Ability: Base Attack Bonus

Specializations: One specific Special Attack

This Skill is used for weapons created using the Special Attack Attribute that emanate from the character's body, rather than a device or weapon. For example, eye beams, fireballs fired from the hand, or sonic blast shot from the mouth would qualify for this Skill use, but a laser gun (Gun Combat Skill) or a deadly boomerang (Thrown Weapon Skill) would not.

Thrown Weapons

Relevant Ability: Base Attack Bonus

Specializations: Blades, Cards, Grenades, Rocks, Shields

The ability to accurately throw weapons or objects at a target.

Unarmed Attack

Relevant Ability: Base Attack Bonus

Specializations: Strikes, Holds, Throws, Grappling

The ability to attack without weapons.

Unarmed Defense

Relevant Ability: Base Defense Bonus

Specializations: Strikes, Holds, Throws, Grappling

The ability to block armed or unarmed melee attacks without using a weapon.



chapter 9:

Feats

Feats represent the extraordinary abilities and proficiencies of characters. The feats that represent the extraordinary abilities allow the character to perform remarkably. For example, they allow martial art manoeuvres, the ability to use two weapons at the same time, fight in the dark, and many other possible advantages. They only help the character, but they do not inhibit the character. The other type of feat provides proficiencies. One of these types allows the character to wear different kinds of armor. However, the armor a character purchases and wear is different than the armor that is purchased in the Attribute chapter. That type of armor does not need a feat to wear it.

SELECT FEATS

At character creation, the character may choose as many feats as they like as long as they have enough character points. When the character progresses to another level, they can use their character points to purchase more feats. Anytime a character purchases a feat, the prerequisites must be met.

Feat Costs

Feats cost 2 Character Points each.

FEAT DESCRIPTIONS

The Feat entries herein detail information in the following format:

Feat Name

Prerequisites: Some Feats have prerequisites. A character must have the prerequisite in order to select or use that Feat. A character can gain a Feat at the same time that he or she gains the prerequisite. A character can't use a Feat if he or she has lost a prerequisite.

Benefit

What the Feat enables the character to do.

“DO NOT BE ANXIOUS ABOUT ANYTHING,
BUT IN EVERYTHING, BY PRAYER AND
PETITION, WITH THANKSGIVING, PRESENT
YOUR REQUESTS TO GOD. AND THE PEACE OF
GOD, WHICH TRANSCENDS ALL
UNDERSTANDING, WILL GUARD YOUR HEARTS
AND YOUR MINDS IN CHRIST JESUS”

Philippians 4:6-7



Table: Feats

Feat Name	Prerequisite	Feat Name	Prerequisite
Accuracy	Base Attack Bonus +4	Improved Knockout Punch	Brawl
Advanced Combat Martial Arts	Combat Martial Arts		Knockout Punch
	Base Attack Bonus +10		Base Attack Bonus +6
Ambidexterity	Agility 2+	Improved Trip	Intelligence 6+
Armour Proficiency (Heavy)	Armour Proficiency (Light)	Iron Will	-
	Armour Proficiency (Medium)	Judge Opponent	-
Armour Proficiency (Light)	-	Knockout Punch	Brawl
Armour Proficiency (Medium)	Armour Proficiency (Light)		Base Attack Bonus +3
Blind-Fight	-	Leap Attack	Agility 1+
Blind-Shoot	-		Base Attack Bonus +3
Block Ranged Attacks	Agility 1+	Lightning Reflexes	-
Brawl	-	Mounted Combat	Ride Skill
Burst Fire	Wits 1+	One Shot Left	-
Cleave	Spirit 2+	Point Blank Shot	-
	Power Attack	Power Attack	Strength 1+
Combat Martial Arts	Base Attack Bonus +1	Reflection	Deflection
Concealment	-	Rapid Shot	Agility 1+
Deflection	Agility 1+		Point Blank Shot
Dodge	Agility 1+	Run	-
Double Tap	Agility 1+	Sneak Attack	-
	Point Blank Shot	Spirited Charge	Mounted Combat
Endurance	-		Ride Skill
Far Shot	Point Blank Shot	Streetfighting	Brawl
Force Stop	Drive Skill 4+ Ranks		Base Attack Bonus +2
Frightful Presence	Presence 3+	Steady Hand	Agility 1+
	Intimidate Skill 9+ Ranks	Stunning Fist	Agility 1+
Great Cleave	Strength 1+		Wits 1+
	Cleave		Base Attack Bonus +8
	Power Attack	Two-Weapon Fighting	Agility 1+
	Base Attack Bonus +4	Vehicle Dodge	Agility 1+
Great Stamina	-		Drive Skill 6+ Ranks
Improved Brawl	Brawl	Weapons Encyclopedia	Intelligence 8+
	Base Attack Bonus +3	Whirlwind Attack	Agility 1+
Improved Initiative	-		Awareness 1+
			Dodge
			Base Attack Bonus +4

GENERAL AND COMBAT FEATS

Accuracy

Prerequisites: Base Attack Bonus +4

Benefit: The character suffers reduced dice penalties when attempting an accurate attack, such as striking at partial Armour, weak points, or vital spots, shooting at longer-than-usual ranges. Accuracy is also used when attempting a special trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner, and when using the Deflection Feat. Each difficulty penalty is reduced by 2 (to a minimum of 0). For example, attacking a



vital spot (-8 penalty) would become a -6 penalty, while firing at double range (-4 penalty) would receive -2 penalty. This Feat can be assigned more than once.

Advanced Combat Martial Arts

Prerequisites: Combat Martial Arts, Base Attack Bonus +10

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Ambidexterity

Prerequisite: Agility 2+

Benefit: The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed. Without this Feat, a character that uses his or her off hand suffers a -4 penalty to attack rolls, Ability checks, and Skill checks.

Armour Proficiency (Heavy)

Prerequisites: Armour Proficiency (Light), Armour Proficiency (Medium)

Benefit: When a character wears heavy armor, the armor check penalty applies only to Skill checks that involve moving. A character that is not proficient suffers the armor check penalty on attack rolls as well.

Armour Proficiency (Light)

Benefit: When a character wears light armor, the armor check penalty applies only to Skill checks that involve moving. A character that is not proficient suffers the armor check penalty on attack rolls as well.

Armour Proficiency (Medium)

Prerequisites: Armour Proficiency (Light)

Benefit: When a character wears medium armor, the armor check penalty applies only to Skill checks that involve moving. A character that is not proficient suffers the armor check penalty on attack rolls as well.

Blind-Fight

Benefit: The character does not suffer penalties associated with attacking or defending with melee weapons or while unarmed in poor light, absolute darkness, or against an invisible opponent.

Blind-Shoot

Benefit: The character suffers half penalties associated with attacking with ranged weapons in poor light, absolute darkness, or against an invisible opponent. This Feat can be assigned twice to reduce the penalty to zero. The character must be capable of detecting the general presence of the target, however, through one of his or her senses (smell, hearing, sixth sense, etc.).

Block Ranged Attacks

Prerequisites: Agility 1+

Benefit: Under normal circumstances, a character cannot use a Block Defense against a ranged attack. With this Feat, a character gains this defensive option.

Brawl

Benefit: When making an unarmed attack, the character receives a +1 bonus on attack rolls, and delivers damage equal to 1d6 + his or her Strength modifier.

Burst Fire

Prerequisites: Intelligence 8+

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target (instead of using the normal auto-fire rules). The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Cleave

Prerequisites: Spirit 2+, Power Attack

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out or by reducing the opponent's Hit Points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.



Combat Martial Arts

Prerequisite: Base Attack Bonus 6+

Benefit: With an unarmed strike, the character inflicts damage equal to 1d4 + Strength modifier.

Concealment

Benefit: The character has an unearthly ability to conceal weapons about his or her person. As long as the character has something to hide the weapons (even if it only long hair or a light robe) the character's weapons will not be noticed by anything short of an actual physical search, and such a search is conducted at an -8 penalty. A Special Attack weapon with the Concealable Ability is even harder to find: searches suffer a -12 penalty.

Deflection

Prerequisites: Base Defense Bonus 6+

Benefit: If the character makes a successful Block Defense, he or she can deflect a standard melee or ranged attack away harmlessly without damaging the blocking object. The GM may decide that some types of attacks cannot be deflected. When trying to deflect a Special Attack, the Block Defense roll is penalized: -2 for each Rank of the Special Attack.

Dodge

Prerequisite: Agility 1+

Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action. A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses.

Double Tap

Prerequisites: Agility 1+, Point Blank Shot

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target.

The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit.

Endurance

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

Far Shot

Prerequisite: Point Blank Shot

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

Force Stop

Prerequisites: Drive Skill 4+ Ranks

Benefit: When the character attempts to sideswipe a surface vehicle with his or her own, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid.

Frightful Presence

Prerequisites: Presence 3+, Intimidate Skill 9+ Ranks



Benefit: When the character uses this Feat, all opponents within 10 feet who have fewer Ranks than the character must make a Wisdom check (DC 10 + the character's Rank + the character's Presence modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and Skill checks for a number of rounds equal to 1d6 + the character's Presence modifier. The character can use the Feat once per round as a free action. A successful save indicates that the opponent is immune to the character's use of this Feat for 24 hours. This Feat does not affect creatures with an Intelligence of 3 or lower.

Great Cleave

Prerequisites: Spirit 2+, Cleave, Power Attack, Base Attack Bonus 10+

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

Great Stamina

Benefit: The character gets a +2 bonus on all Stamina check.

Improved Brawl

Prerequisites: Brawl, Base Attack Bonus 8+

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character inflicts damage equal to 1d8 + the character's Strength modifier.

Improved Initiative

Benefit: The character gets a +4 bonus on Initiative checks.

Improved Knockout Punch

Prerequisites: Brawl, Knockout Punch, Base Attack Bonus 12+

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage.

Improved Trip

Prerequisites: Intelligence 6+

Benefit: If the character trips an opponent in melee combat, the char-

acter immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

Iron Will

Benefit: The character gets a +2 bonus on all Wisdom checks.

Judge Opponent

Benefit: The character can judge his or her opponent's approximate Base Attack Bonus and weapon Skill Rank from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Hit Points. For both of these advantages, the GM may decide to provide descriptive indications such as "your enemy is much better than you with a sword, but if you connect a few times with your energy blast, it will drop him," rather than saying "the enemy's base attack bonus is 10, with a Melee Attack (Sword) Skill of 2, and he has 60 Hit Points remaining."

Knockout Punch

Prerequisites: Brawl, Base Attack Bonus 7+

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit.

Leap Attack

Prerequisites: Agility 1+, Base Attack Bonus 7+

Benefit: The character can make leaping attacks with his or her melee weapon, delivering additional damage due to momentum. Any time the character has a higher Initiative than his or her opponent; he or she may attempt a leaping attack. If the strike is successful (it hits and the target fails a defense) the character gets an extra +2 bonus to damage and may additionally add half his or her Jump Skill Ranks (if any) to the damage. If the character fails to hit, however, or the opponent succeeds with his or her defense, the character is off balance and receives a -4 penalty to any further defense checks until his or her turn to act in the following round.

Lightning Reflexes

Benefit: The character gets a +2 bonus on all Defense checks.

Mounted Combat

**Prerequisite:** Ride Skill

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armour Class if it's higher than the mount's regular Defense).

One Shot Left

Benefit: The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, plasma unit in a wrist blaster, or stone in a sling. This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment. One Shot Left does not affect weapons or Special Attacks built using the Limited Shots Disability.

Point Blank Shot

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack

Prerequisite: Strength 1+

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Reflection

Prerequisite: Deflection Feat

Benefit: If the character makes a successful Deflection defense and a successful attack roll (which uses an attack action), he or she can reflect a standard melee or ranged attack towards any target within range (including the attacker) without damaging the blocking object. This Reflection is

treated as a normal attack against the target using standard attack rules. The GM may decide that some types of attacks cannot be reflected.

Rapid Shot

Prerequisites: Dexterity 13+, Point Blank Shot

Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this Feat.

Run

Benefit: When sprinting, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

Sneak Attack

Benefit: If the character attacks a target that cannot defend him or herself effectively (the target has a situational defense roll or Armour Class penalty), the attacker adds an additional +1d6 damage each time this Feat is assigned.

Spirited Charge

Prerequisites: Mounted Combat, Ride Skill

Benefit: When mounted and charging into combat, the character deals double damage with a melee weapon (or triple damage with a lance).

Streetfighting

Prerequisites: Brawl, Base Attack Bonus 6+





Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals extra 1d4 damage.

Steady Hand

Prerequisites: Agility 1+

Benefit: This is the ability to attack with ease while moving quickly (running or sprinting, flying at high speeds, etc.) or otherwise engaged in complex stunts. This reduces the penalties suffered for attacking while in motion. Each penalty is reduced by 2 (to a minimum of 0). A character with this Feat may also use weapons in conjunction with the Tumble Skill, and may aim while they are moving. This Feat may be assigned more than once.

Stunning Fist

Prerequisites: Agility 1+, Intelligence 8+, Base Attack Bonus 12+

Benefit: Declare that the character is using the Feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Stamina saving throw (DC 10 + one-half the character's Rank + Wits modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armour Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four Ranks attained, and no more than once per round.

Two-Weapon Fighting

Prerequisite: Agility 1+

Benefit: The character can effectively fight with two melees or ranged weapons at once against the same or different targets, provided both weapons are designed for one-handed use. When using two weapons, the character can attack twice using the normal Two Weapons rules, but the penalties for doing so are reduced by 2 each time this Feat is



assigned (to a minimum of 0). Alternatively, the character can attack with one weapon and defend with another receiving a -2 penalty to Attack checks he or she makes but adding a +2 bonus to his or her Defense checks vs. melee or unarmed attacks. This bonus lasts until the character's turn in the following round.

Vehicle Dodge

Prerequisites: Base Defense Bonus 8+, Drive Skill 6+ Ranks

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Weapons Encyclopedia

Prerequisites: Intelligence 8+

Benefit: A character has the ability to recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, caliber, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly and will need to successfully roll an Intelligence based Knowledge: Military Science (Hardware Recognition) Skill check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a +4 bonus on any Knowledge: Streetwise or Knowledge: Business Skill checks needed to locate or buy weapons.

Whirlwind Attack

Prerequisites: Agility 1+, Intelligence 10+, Dodge, Base Attack Bonus 8+

Benefit: A character can give up all his or her regular attacks for the round and instead make one melee attack at the character's Base Attack Bonus against each adjacent opponent.



chapter 10: Attributes

ASSIGN ATTRIBUTES

The eight core Ability Modifiers represent your character's basic abilities, but his or her more specific acquired or innate talents and abilities are known as Character Attributes. Any Character Points remaining after you have purchased your character's Abilities, Race, and Class are available to acquire Attributes.

Character Points may be used to acquire Attributes, but since some represent exotic abilities (such as Special or superhuman powers or abilities innate to non-human races), the GM may choose to place certain restrictions on their availability in his or her particular game setting.

There are many different Character Attributes, each representing a particular talent or special ability. Each Attribute is rated with a Rank from 1-6 (or in a few cases, 1-10), but you can extend it beyond Rank 6 with GM permission. Acquiring an Attribute or increasing it in Rank requires the expenditure of one or more Character Points depending on the Attribute's Character Point cost per Rank. The Attribute descriptions indicate the Character Point cost, its game effects and limitations, and the Ability most relevant to the Attribute's use should a Ability check dice roll be needed.

The selection of Attributes is one of the most important steps during character creation. Through Attributes, you define your character's unique capabilities compared to other individuals. Think carefully about the balance between a few high-rank Attributes and a large number of low-rank Attributes.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Character Defects. Each Defect can provide you with an additional Character Point or two, which can be used to acquire more Character Attributes or further increase your character's Ability Scores.

Modifying Attributes and Adjusting

“
PAGANS RUN AFTER THINGS, AND YOUR
HEAVENLY FATHER KNOWS THAT YOU NEED
THEM. BUT SEEK FIRST HIS KINGDOM AND HIS
RIGHTEOUSNESS, AND ALL THESE THINGS WILL
BE GIVEN TO YOU AS WELL. THEREFORE DO NOT
WORRY ABOUT TOMORROW, FOR TOMORROW
WILL WORRY ABOUT ITSELF. EACH DAY HAS
ENOUGH TROUBLE OF ITS OWN.”

Matthew 6:32-34



Point Costs

Players may occasionally find that an Attribute does not exactly match their concept of how a particular power or capability should function. The GM (and, with GM permission, the players) may redefine the effects of existing Attributes to better suit particular character concepts. If the GM feels a changed effect makes the Attribute significantly more or less powerful, he or she may alter its Point cost to reflect this.

Additionally, the value of Attributes assumes the setting of the game gives them a good chance of actually being useful in play. If a character is given an Attribute that the GM decides is unlikely to have much, if any, utility in the campaign, he or she can reduce its Character Point Cost or even give the Attribute away for free. If circumstances

change and the Attribute becomes useful on a regular basis, the character should pay for the Attribute with Character Points granted through Level progression.

ADAPTATION

Cost: 1 Point/Rank

Relevant Ability: Constitution

Progression: The character is adapted to 1 environment/Rank

The character can adapt to survive in a number of environments hostile to ordinary humans equal to his or her Adaptation Rank. Examples of hostile environments include: acidic/basic liquids, extra

Table 6-1: Character Attributes

Attributes	Point Cost	Ability Score	Attributes	Point Cost	Ability Score
Adaptation	1 / Rank	Constitution	Jumping	1 / Rank	Strength
Alternate Form	2, 3 or 9 / Rank	Constitution	Mechanical Genius	2 / Rank	Awareness
Animal Friendship	1 / Rank	Presence	Metamorphosis	5 / Rank	None
Armour	2 or 4 / Rank	Constitution	Mimic	7 or 10 / Rank	Awareness
Art of Distraction	1 / Rank	Presence	Mind Control	3-6 / Rank	Wits
Aura of Command	1 / Rank	Presence	Mind Shield	1 / Rank	Wits
Celestial Fire	4 / Rank	None	Natural Weapons	1 / Rank	None
Combination Attack	3 / Rank	None	Organizational Ties	1-3 / Rank	Presence
Computer Scanning	2 / Rank	Awareness	Place of Power	1 / Rank	None
Contamination	2 or 4 / Rank	None	Pocket Realm	2-4 / Rank	Wits
Elasticity	2 / Rank	Constitution	Power Defense	1 / Rank	Variable
Essence Bonus	3 / Rank	None	Projection	1-4 / Rank	Awareness
Enhanced [Ability]	1 / Rank	None	Regeneration	4 / Rank	None
Environmental Control	1-2 / Rank	Wits	Rejuvenation	1 / Rank	Wits
Exorcism	1 / Rank	Wits	Sensory Block	1 / Rank	Awareness
Extra Arms	1 / Rank	None	Servant	2 or 5 / Rank	None
Extra Attacks	8 / Rank	None	Sixth Sense	1 / Rank	Wits
Extra Defenses	3 / Rank	None	Special Attack	1 or 4 / Rank	None
Extreme Damage	2 or 5 / Rank	None	Special Defense	1 / Rank	None
Features	1 / Rank	None	Special Movement	1 / Rank	Agility
Flight	2-4 / Rank	Agility	Speed	2 / Rank	Agility
Flunkies	1-2 / Rank	Presence	Spirit Ward	1 / Rank	Wits
Force Field	2-4 / Rank	Wits	Superstrength	4 / Rank	Strength
Health Bonus	2 / Rank	None	Swarm	2 / Rank	Constitution
Healing	4 / Rank	Wits	Telekinesis	1-2 / Rank	None
Heightened Awareness	1 / Rank	Wits	Telepathy	1-3 / Rank	Awareness
Heightened Senses	1 / Rank	Wits	Teleport	5 / Rank	Awareness
Highly Skilled	1 / Rank	Variable	Transmutation	3-5 / Rank	Awareness
Immunity	10 / Rank	Constitution	Tunneling	2 / Rank	None
Insubstantial	3 / Rank	None	Unique Attribute	1-5 / Rank	Variable
Invisibility	3 / Rank	None	Water Speed	2 / Rank	None
Item of Power	3-4 / Rank	None	Wealth	3 / Rank	None



realm, extreme pressure, intense cold, intense heat, noxious gases, radiation, underwater (the ability to “breathe” water), and vacuum (low pressure, not the absence of air). Adaptation does not apply to non-human characters whose natural environment is not the Earth’s atmosphere (such as a mermaid living in the ocean). In these cases, the character must assign Adaptation (Earth Atmosphere) to survive in normal human environments. Surviving in low- or no-oxygen environments is a Special Defense Attribute, not Adaptation.

The Attribute also provides 2 Points of Armour against environmental conditions and attacks similar to the adapted environment. For example, Adaptation (Heat) provides Armour while in the desert heat and against fiery blasts, while Adaptation (Pressure) provides Armour while deep-sea diving and against a crushing gravity attack. In most natural Earth environments, this Armour provides complete protection against the elements. Adaptation can thus be viewed as a very limited form of the Armour Attribute in many situations. A character with even Rank 1 Armour gains the benefits of Adaptation against normal environmental conditions. Armour does not protect against specific hostile environments that have less tangible damaging effects, such as extra realm, noxious gases, and underwater.

ALTERNATE FORM

Costs: 2, 3 or 9 Points/Rank

Relevant Ability: Constitution

Progression: The character’s alternate form is built from 10 Character Points/Rank

A character with Alternate Form can instantaneously transform into one other specific form that is determined during character creation and approved by the Game Master. Once selected, the form cannot be altered. Alternate Form allows the character to possess a radically different body shape than his or her normal human form, and exhibit exotic physical features as well.

If a character only has a single, permanent, non-human form, this Attribute should not be applied. Instead, the character must acquire the relevant Attributes and Defects that best represent the form’s capabilities. A character with several different Alternate Forms should assign this Attribute multiple times. The Attributes gained in the character’s Alternate Form obviously cannot be Dependent upon the Alternate Form Attribute. Different Alternate Forms can be built with different Attribute Ranks as well.

Partial-Powered Form

(3 Points/Rank)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Abilities, Attributes, and Defects. The character’s Abilities all drop to zero and thus must be raised with the Alternate Form’s new Character Points; Calculated Values also must be recalculated. Additionally, the character’s regular Attributes, Skills, and Defects no longer function in the Alternate Form, though the GM may decide that some Attributes (such as Personal Gear, Flunkies, Organizational Ties, Wealth, and others) and some Defects still retain their effects. Defects can also be assigned to the new Form to provide additional Character Points. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Full-Powered Form

(9 Points/Rank)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Attributes, and Defects. The character retains all the Abilities, Attribute Ranks, Skill Ranks, and Defect Bonus Points associated with his or her regular form. The newly acquired Attributes and Defects add to the character’s normal form. If the character’s Abilities are modified by the Enhanced [Ability] Attribute or Less Capable [Ability] Defect, the Calculated Values should be recalculated as necessary. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Cosmetic Changes

(2 Points)

A “Rank 0” option of the Alternate Form Attribute is also available at the cost of 2 Character Points. This Rank allows a character to undergo cosmetic changes that confer no additional abilities on the target. This includes: a 10% size increase or decrease, change of gender, 50% age increase or decrease, color changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

ANIMAL FRIENDSHIP

Cost: 1 Point/Rank



Sample Alternate Forms

The examples herein suggest some Attributes that may be appropriate for the Alternate Forms, but the GM can modify them if desired. Other types of alternate forms can include electricity, radiation, light, emotion, data, dream, sound, and many others.

• Animal Forms

Many nature-based shapeshifters (and cursed martial artists) have one or more Partial-Powered animal forms. Suggested Attributes: any that are relevant to the specific animal form, such as Armour, Attack Combat Mastery, Health Bonus, Features, Flight, Heightened Senses, Jumping, Natural Weapons, Special Movement, Tunneling, etc.

• Elemental/Chemical Forms

This option covers a wide range of possible forms, including: acid, base, gold, granite, ice, mercury, water, sulfur, synthetic drugs, etc. Suggested Attributes: Adaptation, Armour, Duplicate, Health Bonus, Elasticity, Enhanced [Ability], Extra Arms, Insubstantial, Extreme Damage, Regeneration, Special Attack, Special Defense, Special Movement, Superstrength, Swarm, Water Speed.

• Flame Form

The character is composed of fire, and can ignite flammable objects on contact. Any person near the character may suffer burn damage as well. Suggested Attributes: Adaptation (Heat), Armour (Optimized to heat), Environmental Influence (Heat), Flight, Force Field, Special Attack (Aura).

• Gaseous Form

This form is less substantial than a liquid form. The character cannot pick up solid objects and can only exert the pushing force of a gentle wind. Suggested Attributes: Adaptation, Extra Attacks, Flight, Heightened Awareness, Invisibility, Insubstantial, Projection, Regeneration, Sixth Sense, Size Change, Special Attack, Special Defense, Speed.

• Incorporeal Form

An Incorporeal form is without physical substance (for example, a ghost or living shadow). The character can pass through walls, walk on air or water, and perform similar ghost-like feats. Suggested Attributes: Adaptation, Flight, Invisibility, Insubstantial, Special Defense.

• Melding Form

The character can meld into any inanimate object, and still perceive nearby events as though he or she is still human. Once merged, the character cannot be harmed unless the object is damaged. Suggested Attributes: Adaptation, Insubstantial, Teleport (Within melded object), Tunneling.

Relevant Ability: Presence

Progression: Descriptive; see below

A character with this Attribute has an unusual, instinctive empathy towards animals. On a successful Presence check, the character can befriend an otherwise hostile or even ferocious animal. For example, this would allow a character to get past a police dog or guard dog. Utilizing this ability requires behaving in a calm and friendly manner; a friendship cannot be made if the character or his or her friends have already attacked the animal. An “animal” is defined as a natural creature with Awareness of 1-2 that lacks the ability to communicate via a structured language (that is, it cannot speak).

The GM can apply difficulty penalties or bonuses to the Presence check based on the character’s actions and the situation. For example, the dice roll modifier could be -4 if the animal is especially fierce or very loyal to its current owner, or +4 if the characters just saved the animal from some nasty fate. When befriendng a pack of animals, a dice roll penalty of -2 is assigned for two animals, -4 for 3-4 animals, -6 for 5-8 animals, -8 for 9-16 animals, and higher penalties for larger packs. If the attempt fails, the animal(s) may attack, threaten the character, or slink away, depending on its nature. A second attempt is usually not possible within a short period of time. If an animal is befriended, it will let the character and companions approach it, and will not attack or act aggressively unless it or the members of its pack or family are threatened. At the GM’s option, it may be affectionate enough to want to follow behind the character or somehow assist him or her.

An animal that has been befriended simply likes the character. Actual training of the animal takes time and requires the application of Handle Animal Skill. The character’s Rank in this Attribute (round up) is added to his or her Handle Animal Skill.

Rank 1 +1 to the Handle Animal Skill.

Rank 2 An additional +1 modifier is applied to the Presence check. +2 to the Handle Animal Skill.

Rank 3 An additional +2 modifier is applied to the Presence check. +3 to the

**Handle Animal Skill.**

Rank 4 An additional +3 modifier is applied to the Presence check. +4 to the Handle Animal Skill.

Rank 5 An additional +4 modifier is applied to the Presence check. +5 to the Handle Animal Skill.

Rank 6 An additional +5 modifier is applied to the Presence check. +6 to the Handle Animal Skill.

ARMOUR

Cost: 2 or 4 Points/Rank

Relevant Ability: Constitution

Progression: All attack damage the character receives is reduced by 4 points/Rank

The Armour Attribute represents actual armored plates, or simply skin or clothing that is highly resistant to damage. It is most often found on combat vehicles, abominations, angels, demons, and other beings.

Armour reduces the damage that is inflicted on the character or structure. Armour reduces the damage of each attack by 4 Points per Rank. The base cost for Armour is 4 Points/Rank.

A number of options are available for the Armour Attribute, which alter the Attribute's Point cost or modify the Armour's effectiveness. The minimum Point cost of Armour, regardless of options, is 1 Character Point.

Partial

The Armour has a small thin area (half Armour value, -1 to Point cost) or an unarmored area (no Armour value, -2 to Point cost) that can be targeted using a Called Shot. Point cost reductions apply to the total cost of Armour, not the cost per Rank.

Optimized Armour

The Armour is focused against a particular uncommon attack form. Eligible attack forms include electricity, cold, laser beams, fire/heat, essence blasts, etc. Armour cannot be optimized against broad categories such as blunt impacts or piercing weapons, however. Optimized Armour provides doubled protection against the chosen attack form only, and no protection against other forms. A character can acquire both Optimized Armour and ordinary Armour by assigning the Armour Attribute twice.

Shield Only

The Armour does not cover the character's entire body. Instead, it is a shield that the user must deliberately interpose in front of a melee or unarmed attack using a Block Defense. The character must also possess the Combat Technique (Block Ranged Attacks) Attribute to use the shield in a Block Defense against ranged attacks. If the character successfully defends, the shield's Armour can protect against damage associated with the Attribute Rank. This option reduces the cost of Armour to 2 Points/Rank (rather than 4 Points/Rank), and increases the protection provided from 4 Points/Rank to 8 Points/Rank.

ART OF DISTRACTION

Cost: 1 Point/Rank

Relevant Ability: Presence or Appearance

Progression: Descriptive; see below

Art of Distraction may represent oratorical ability, innate Presence, or even a beautiful or resonant voice. This Attribute allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, dancing, television broadcast, illusionary image, written word, etc.) If the character is trying to directly distract a potentially hostile group, such as an angry mob or a group of security guards, his or her Rank dictates how many people are distracted. If the character has an audience that is already prepared to listen, the Rank determines the percentage of that audience that is distracted or moved enough to take action, whether that involves buying the character's next CD, donating money to a charity, or voting for the character in an election.





If multiple people with this Attribute work as a team, the total number of people distracted is added together. Appearance is used both when distracting people physically (for example, with sex appeal), and Presence is used to distract someone through emotion, rhetoric, or force of personality.

- Rank 1** The character can distract one individuals, or 5% of an audience will be motivated.
- Rank 2** The character can distract up to two individuals, or 10% of an audience will be motivated.
- Rank 3** The character can distract a small crowd (1-10 individuals), or 20% of an audience will be motivated.
- Rank 4** The character can distract a medium crowd (11-50 individuals), or 50% of an audience will be motivated.
- Rank 5** The character can distract a large crowd (50-200 individuals), or 75% of an audience will be motivated.
- Rank 6** The character can distract a very large crowd (200-1000 individuals), or 95-100% of an audience will be motivated.

AURA OF COMMAND

Cost: 1 Point/Rank

Relevant Ability: Presence

Progression: Descriptive; see below

The character possesses a natural knack for leadership. This Attribute is similar to Art of Distraction, except it only works on allies or subordinates or possibly with leaderless individuals looking for guidance (such as ordinary people caught in an emergency). Instead of distracting them, the character is able to inspire allies or neutrals into following him or her into dangerous situations that they might otherwise avoid.

Simply because a character is in a position of authority over other people does not automatically imply that he or she possesses the Aura of Command Attribute. In a military structure, subordinates will usually follow most orders (even dangerous ones) without hesitation because it is part of their job. Aura of Command reflects a character’s almost unnatural ability to inspire others to engage in actions that few people would ever consider undertaking. Note that few leaders have an Aura of Command sufficient to inspire their entire force at once. Commanders usually concentrate on key individuals (such as immediate subordinates) and hope the actions of these people will

encourage others to follow them.

- Rank 1** The character can inspire one person.
- Rank 2** The character can inspire up to two people.
- Rank 3** The character can inspire a small team (1-10 people).
- Rank 4** The character can inspire a medium team (11-50 people).
- Rank 5** The character can inspire a large team (50-200 people).
- Rank 6** The character can inspire a very large team (200-1000 people).

CELESTIAL FIRE

Cost: 4 Points/Rank

Relevant Ability: Awareness

Progression: The character receives 10 Celestial fire Points/Rank to acquire Spiritual Powers

A character with the Celestial fire Attribute has the ability to manipulate spiritual energies to produce a specific set of effects that seemingly defy physical laws. The player should define the character’s special ability and establish a consistent theme for his or her powers. Themes that are common in Celestius Ex include:

- Fire is a common attack and elemental control that many angels choose to use; the effects could be a bolt of fire that strikes enemies to large pillars of flame that extend to the sky.
- Spiritual Light can be used to brighten up an area in the shroud as well as harm demons; it can range from a beam of striking light to a large flare that stuns all enemies in an area.
- Music and song are often powerful ways to soothe enemies or bolster allies.
- Psionic abilities that produce psychic effects such as Telepathy, Telekinesis, or Precognition; psi powers are normally assumed to be talents with which the character was born, although they may have required special training to awaken.

A character with the Celestial fire Attribute receives 10 Celestial Fire Points per Rank of this Attribute. Celestial Fire Points may be used like Character Points to acquire individual Attributes. Attributes acquired using Celestial fire Points are designated “Spiritual Powers” and represent the extent of the character’s celestial fire. A Spirit



tual Power is used just like an ordinary Attribute; except each time the character uses it he or she must expend Essence Points. This represents an angel concentrating on his or her inner spirit.

Characters can acquire almost any Attributes as Spiritual Powers using their Celestial fire Points with these exceptions: Essence Bonus and Celestial Fire. The GM should exercise caution in allowing characters to acquire Highly Skilled or Organizational Ties, since either can be inappropriate or unbalancing. In addition, each Spiritual Power should be given its own descriptive name or special effects. Thus, while a Spiritual Power may be acquired as “Special Attack Rank 2,” on a character sheet it should be written down as “Lightning Bolt: Weapon Attack Rank 2,” etc.

Each power normally drains Essence Points from the character equal to one half (round up) the Celestial fire Points that were spent to acquire that Rank of the Attribute. For example, acquiring the Elasticity Attribute at Rank 5 as a Spiritual Power, costs 10 Celestial fire Points. Invoking the Elasticity Spiritual Power at Rank 5 drains 5 Essence Points from the character ($10 \div 2 = 5$). A character can choose to use a Spiritual Power as if it were acquired at a lower Rank to conserve Essence Points, however. Continuing the example, the character can use Elasticity at Rank 2 instead (even though it can be used at a maximum of Rank 5), which only drains 2 Essence Points.

If the Spiritual Power is an Attribute with instantaneous effects, such as Exorcism, Teleportation or Weapon Attack, the character must invoke the power anew (and spend Essence Points) each time he or she wishes to make use of it. If it has continuing effects (as in the case for most other Attributes), these effects will last for one minute; the character can maintain it for a greater duration by spending additional Essence Points equal to the Celestial fire Point cost every minute. The Game Master can adjust this time up or down as necessary for his or her campaign. Maintaining a Spiritual Power requires no special concentration, but if the Power is not maintained it will cease to function and need to be invoked all over again in order to reactivate it.

COMBINATION ATTACK

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The character can combine attacks with up to 2 other characters/Rank

With training, individual characters can learn to combine their Spe-

cial Attack Attribute into awesome displays of power. In order to do this, all the characters must have both the Combination Attack Attribute and the Special Attack Attribute. The number of characters that can combine at once is dependant on the Rank of Combination Attack; a character can combine with up to 2 other characters for each Rank. There is also an Essence Point cost associated with Combination Attack: 2 Essence Points per person involved in the attack. Each character must pay this cost separately. For example, if four characters are combining, they each must pay 8 Essence Points.

The attack takes place on the Initiative of the character with the lowest Initiative and uses the character with the lowest attack modifier to determine if it hits. A single attack roll is made. The target has a defense penalty of -1 per character involved in the attack. If the attack succeeds, it inflicts double damage (for example, if two character combine, one with a 2d8 Special Attack and one with a 3d8 Special Attack, the total damage inflicted would be 10d8 — 5d8 doubled).

Note that characters with the Combination Attack Attribute are not subject to the same restrictions as normal characters that perform a similar action.

COMPUTER SCANNING

Cost: 2 Points/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

This Attribute allows a character to access, read, and understand data from all computers in the Surrounding area. The DC for the check is determined by the complexity and security of the computer; most home computers are DC 10 while high-tech secure machines are DC 20 to 30. When trying to access a computer built as an Item of Power, the character suffers a penalty of -2 for each Rank of the Item of Power. The Attribute Rank determines the maximum distance in which scanning can take place. To read multiple computers over a network, the area must be sufficient to encompass the target computers. Since this Attribute can be a very powerful tool in a campaign, the GM and players should ensure it is used appropriately.

Rank 1	Scanning can happen at the range of 1 foot.
Rank 2	Scanning can happen at the range of 10 feet.
Rank 3	Scanning can happen at the range of 100 feet.
Rank 4	Scanning can happen at the range of 1



- mile.**
- Rank 5** **Scanning can happen at the range of 10**
- miles.**
- Rank 6** **Scanning can happen at the range of 100**
- miles.**

CONTAMINATION

Cost: 2 or 4 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

This Attribute represents the character’s ability to transform other people (or animals, or objects) into entities like him or herself. Frequently, this victim can then contaminate even more people. The method should be specified when the character is created. It might be similar to myths behind the vampire legend — the character’s blood carries a “plague” that, when ingested, mutates the person over a matter of hours or days. Alternatively, the character might lay an egg or seed (real or metaphorical) in the body of his or her prey, which will later hatch within the victim, killing him or her as a new monster is born. The character might even need to perform some special ritual that alters the victim. Whatever the case, the conditions under which the victim can become “contaminated” must be specified.

For 2 Points/Rank, contamination is “difficult” — the victim must be willing, unconscious, or restrained for deliberate contagion to occur, or the target must perform an unusual activity (such as eating a morsel of the character’s flesh).

For 4 Points/Rank contamination is “easy” — the contagion might be similar to a traditional werewolf attack, where a scratch or bite results in a victim becoming a werewolf. The GM can add special conditions, limitations, or effects to ensure that becoming a monster is a curse and not a blessing.

The higher the Rank of Contamination, the faster the transformation occurs. There should always be some means of curing or delaying the eventual mutation, however. Possible cures include the death of the creature that inflicted the contaminant, radical surgery, blood transfusion, or a successful mystical healing.

The GM will decide whether a player character who is turned into a monster remains in the player’s control or is reclassified as an NPC. Any retention (dreams, memories, etc.) of the victim’s former existence depends on the nature of the contamination and whether the vic-

tim has been “transformed,” “devoured,” or “reborn” in the process. A person who has been successfully contaminated Will usually gain a certain number of Attributes “paid for” with the Bonus Points acquired by assigning new character Defects (often including Cursed, Ism, Marked, Permanent, and Owned, the last one representing servitude to his or her new master). Usually the mutation will result in a monstrous form similar to that of the character responsible. Thus, a spider alien that laid an egg in its victim may produce another spider alien; the victim of a vampire will grow fangs, etc. The GM should be wary of potentially undesirable possibilities such as a werewolf character infecting the entire group of characters, thereby creating an entire group of werewolves.

The Contamination Attribute usually allows the creator or mother some measure of control over the newly transformed character. In these instances, the Rank of Contamination is added as a favorable modifier to any Mind Control attempts performed against the subject.

A variation to Contamination inflicts the target with some sort of curse or disease, rather than transforming him or her into a different type of creature. Examples of these afflictions include rapid ageing, debilitating diseases, sensitivity to specific elements, etc.

- | | |
|-----------------|---|
| Rank 1 | The transformation occurs over several |
| months. | |
| Rank 2 | The transformation occurs over several |
| weeks. | |
| Rank 3 | The transformation occurs over several |
| days. | |
| Rank 4 | The transformation occurs over several |
| hours. | |
| Rank 5 | The transformation occurs over several |
| minutes. | |
| Rank 6 | The transformation occurs over several |
| rounds. | |

ESSENCE BONUS

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The characters’ Essence Points are increased by 10 Points/Rank

Possessing this Attribute increases the Essence Points of the character, allowing him or her to draw on a greater pool of essence reserves in times of need. This Attribute is particularly important for characters with the Celestial Fire Attributes.



ENVIRONMENTAL CONTROL

Cost: 1-2 Points/Rank

Relevant Ability: Wits

Progression: Descriptive; see below

The character can affect environmental conditions such as light, heat, darkness, or weather. This is most appropriate for characters with Special control over a particular element or facet of nature such as sorcerers, demons, and spirits, but it could also represent various technological devices. If a character wishes to perform multiple effects (for example, control light and darkness) he or she should acquire the Attribute multiple times.

Light

The character can illuminate an area with light as bright as a sunny day on Earth. Light control costs 1 Point/Rank.

Darkness

The character can summon smoke, fog, darkness, or the like to enshroud an area, blocking normal vision. Darkness control costs 2 Points/Rank if the character can create total darkness that completely obscures light sources, or 1 Point/Rank if the darkness is only partial.

Silence

The character can block out sounds within the area of effect. It costs 1 Point/Rank to create a barrier that prevents anyone outside from hearing sounds coming from within or vice versa, or 2 Points/Rank to create a zone of silence where no sounds exists.

Temperature

The character can alter temperatures in the area from arctic cold to desert heat. If the character wishes to produce heat or cold sufficient to start fires or instantly freeze someone solid, the player should assign the Special Attack Attribute instead. Temperature control costs 1 Point/Rank if the character is limited to either increasing or decreasing temperature, or 2 Points/Rank if he or she can do both.

Weather

The character can alter the weather to create or still weather condi-

tions of various sorts such as breezes, winds, rain, snow, fog, or storms. For weather that is reasonable for the local climate, the area affected depends on the character's Level. For weather that is abnormal (rain in a desert, snow in a hot summer) or violent (lightning storm, blizzard, hurricane), the character's Rank is treated as one less for purposes of area affected or two less if both violent and abnormal. If this would reduce the Rank below 1, the effect cannot be produced. For focused attacks, such as lightning bolts or tornadoes, use the Special Attack Attribute instead. To produce precise effects or keep abnormal or violent weather under control, the GM may require a Wits check with a penalty equal to the area Rank (for example, -4 if affecting a regional area) and a bonus equal to the character's Attribute Rank (for example, +5 if the character has Rank 5). It will often take several rounds for weather to build up or disperse. Abnormal weather effects will return to normal soon after a character ceases to use this Attribute. Weather control costs 2 Points/Rank if general in nature, or 1 Point/Rank if very specific (such as, "rain making").

Maintaining Environmental Control requires a slight amount of concentration: the character can perform other actions while doing so, but can only affect one area at any given time. The size of the environment the character can control is determined by the character's Rank.

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|---------------|--|
| Rank 1 | The character can affect a small area (like a room). |
| Rank 2 | The character can affect a modest area (like a house). |
| Rank 3 | The character can affect a local area (like a neighborhood or village). |
| Rank 4 | The character can affect a regional area (like an entire city). |
| Rank 5 | The character can affect a large area (like an entire county). |
| Rank 6 | The character can affect an entire region (like a state, province, or small country). |

EXORCISM

Cost: 1 Point/Rank

Relevant Ability: Wits

Progression: Descriptive; see below

A character with this Attribute knows how to perform or create rituals, charms, or spells capable of driving out, binding, or banishing demons (or possibly other supernatural entities). In Celestius Ex, an-



gels, wildings, ministers or other servants of God often possess this ability.

Each attempt at exorcism counts as an attack and requires a Wits check with a +1 bonus per Rank of the Attribute. A ritual action is also necessary in most cases, such as a chant or mystical gestures, or use of particular objects, such as holy water or spirit wards. During the exorcism attempt, the character is completely focused on the exorcism and cannot defend against other attacks. In addition, the target entity must fail a Wisdom Check, with a penalty equal to the Rank of the Exorcism Attribute.

If the attack succeeds (the exorcist makes his or her Wits check and the entity fails his or her own Wisdom Check) the entity will be affected. It cannot attack the exorcist (and any companions sheltered behind him or her) for one round. In addition, the entity loses Essence Points equal to 5 Points times the attacker's Exorcism Rank. Although prevented from attacking the exorcist for one round, the creature may choose to take other actions, such as taunting or threatening the exorcist, fleeing, or even vanishing.

Exorcism may be repeated each round with successes draining additional Essence from the target, and failures having no effect (and leaving the demon free to attack the character). If the entity is ever reduced to 0 or fewer Essence Points as a result of the spiritual attack, it is either banished to its own realm (if normally extra-realm), turned to dust, or permanently "sealed" in an object or in a mystic location (an Item or Place of Power may be ideal) until a specific action is taken that breaks the seal (GM's option).

- Rank 1** The exorcist's Wits check is made at +1 bonus. The target's Wisdom check made at -1 penalty. Success drains 5 Essence Points from the target.
- Rank 2** The exorcist's Wits check is made at +2 bonus. The target's Wisdom check made at -2 penalty. Success drains 10 Essence Points from the target.
- Rank 3** The exorcist's Wits check is made at +3 bonus. The target's Wisdom check made at -3 penalty. Success drains 15 Essence Points from the target.
- Rank 4** The exorcist's Wits check is made at +4 bonus. The target's Wisdom check made at -4 penalty. Success drains 20 Essence Points from the target.
- Rank 5** The exorcist's Wits check is made at +5 bonus. The target's Wisdom check made at -5 penalty. Success drains 25 Essence Points from the target.
- Rank 6** The exorcist's Wits check is made at +6 bonus. The target's Wisdom check made at -6 penalty. Success drains 30 Essence Points from the target.

EXTRA ARMS

Cost: 1 Point/Rank

Relevant Ability: None

Progression: Descriptive; see below

Unless indicated otherwise, all characters possess two arms (or similar appendages) and hands. By assigning this Attribute, the character can acquire more. In Celestius Ex, demons and wildings make use of this attribute.

An "arm" is defined loosely as an appendage that can reach out and manipulate objects with some finesse. A trunk, tentacle, or prehensile tail is an arm; a limb that simply ends in a gun-barrel, melee weapon, or tool mount is not. Legs with paws or feet are not usually considered to be "arms" unless the character has good manipulation ability when using them (such as the way chimpanzees can use their feet to grasp objects). Extra arms are useful for holding onto several things at once, but do not give extra attacks (for that ability, see Extra Attacks Attribute). A tractor beam is a specialized "arm" best simulated by the Telekinesis Attribute.

The Physical Impairment Defect reflects possessing only one arm or no arms.

- Rank 1** The character possesses 1 extra arm.
- Rank 2** The character possesses 2-3 extra arms.
- Rank 3** The character possesses 4-8 extra arms.
- Rank 4** The character possesses 9-15 extra arms.
- Rank 5** The character possesses 16-25 extra arms.
- Rank 6** The character possesses 26-50 extra arms.

EXTRA ATTACKS

Cost: 8 Points/Rank

Relevant Ability: None

Progression: The character gains 1 extra attack each round/Rank

This Attribute reflects the character's ability to use every combat situation to his or her benefit. Each round, the character may make one or more additional offensive actions at the character's maximum Base Attack Bonus, provided that the attacks are all similar in nature (for example, all hand-to-hand, all ranged, etc.) Also, unless two or more opponents are very close together, armed or unarmed hand-to-



hand attacks must target the same person. The GM must decide when the character can use his or her extra attacks. The suggested method spreads the actions roughly evenly over the character's Initiative range. For example, if a character had three attacks and rolled an Initiative of 18, he or she would attack on Initiative numbers 18, 12, and 6. If the enemy rolls an Initiative of 20 and has 5 attacks (Extra Attacks Rank 4), he or she can attack on Initiative numbers 20, 16, 12, 8, and 4. This option has the advantage that it spreads actions over the entire combat round, but it involves the player paying closer attention to the Initiative numbers. Alternatively, the attacks may be carried out at the same time during the character's single Initiative.

EXTRA DEFENSES

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The character gains 1 extra defense each round/Rank

This Attribute reflects the character's ability to use every defensive combat situation to his or her benefit. Each round, the character may make one or more additional defensive or non-combat actions. Additionally, penalties for performing more than one defensive action each round only apply after the extra defenses are used. For example, a -2 penalty is applied to the fifth defense for a character with Rank 3 Extra Defenses.

EXTREME DAMAGE

Cost: 2 or 5 Points/Rank

Relevant Ability: None

Progression: Damage the character delivers is increased by 2 Points.

A character with the Extreme Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage.

For 2 Points/Rank, additional damage is only inflicted when the character uses one specific weapon type, Special Attack, or method of attack; this attack is defined during character creation. For example, it might represent a special talent with a weapon (such as guns, blades, blunt weapons), knowledge of a particular martial arts technique, or ability with a specific Special Attack.

For 5 Points/Rank, this knowledge can be applied to all forms of physical combat including armed, unarmed, martial arts, and ranged weapons, as well as Special Attacks such as essence blasts, Special spells that inflict damage, or vehicle weapons.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering Extreme Damage in an attack; the ability to sense a weakness is far more important. The capacity of Extreme Damage to augment any kind of attack makes it a very useful Attribute for a combat-oriented character.

FEATURES

Cost: 1 Point/Rank

Relevant Ability: None

Progression: The character has 1 feature/Rank

The character possesses one or more secondary abilities that grant useful but mundane, non-combat related advantages. Features are typically possessed by non-humans and reflect various, minor biological or technological advantages.

Examples of racial features include homing instinct, longevity, molting ability, a pouch, scent glands, secondary eyelids, etc. Examples of technological features suitable for building into cyborgs, robots, or androids include diagnostic equipment, gyrocompass, modem, radio, self-cleaning mechanism, etc. A wide range of other Attributes cover other more useful features such as gills, wings, fangs, and enhanced senses.

FLIGHT

Cost: 2, 3, or 4 Points/Rank

Relevant Ability: Agility

Progression: Descriptive; see below

A character with Flight can fly through an atmosphere or in space (in space, he or she would still need protection from the environment). This is a common ability for angels, demons, some wildings, and vehicles. The methods usually used to achieve flight are: wings, propellers, rotors, rockets, anti-gravity, hot air, or some other technique.

Depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character. A fast-moving character



may have an attack penalty as well.

Flight costs 4 Points/Rank if the character can hover and fly at variable speeds, take off and land vertically, or stop in mid-air. This is the most common type of flight possessed by characters.

Flight costs 3 Points/Rank if the flyer cannot hover, but instead flies like a normal airplane. Thus, the character needs a smooth surface for land-

ing and take off, and must maintain a minimum speed (at least 1/10 of its maximum speed) once airborne to avoid crashing.

Flight costs 2 Point/Rank if the flyer is either a Skimmer/Hovercraft or a Glider.

Skimmer / Hovercraft

The character is limited to skimming no more than a yard or two off the ground or water. He or she may be riding on a cushion of air, magnetic lines of force, or even traveling along Special lines.

Glider

The flyer can only become airborne if he or she launches from a high place (like a tree or rooftop) or from a fast-moving vehicle. Additionally, he or she can only gain speed by diving, or gain altitude by

riding thermals.

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| Rank 1 | The character can fly at speeds up to 10 mph (approximately 18 feet/round). |
| Rank 2 | The character can fly at speeds up to 50 mph (approximately 90 feet/round). |
| Rank 3 | The character can fly at speeds up to 100 mph. |
| Rank 4 | The character can fly at speeds up to 500 mph. |
| Rank 5 | The character can fly at speeds up to 1,000 mph. |
| Rank 6 | The character can fly at speeds up to 5,000 mph. |

FLUNKIES

Cost: 1 or 2 Points/Rank

Relevant Ability: Presence

Progression: Descriptive; see below

Flunkies hang around the character doing whatever he or she wants and never ask for anything in return. They can provide a character with more free time, can keep the character safe from danger, or can simply make the character's life easier. Flunkies aim to please, even at their own expense. They are also known as groupies, stooges, or toadies.

For 1 Point/Rank, the Flunkies are not warriors; they may get in the way of an enemy, or fight in self-defense, but will not attack. For 2 Points/Rank, the Flunkies will take up arms at the request of their master. For specific talented and loyal battle-ready followers, see the Servant Attribute. Mercenaries who the character hires for specific tasks are not Flunkies, since they have their own agenda and expect compensation.

Individual Flunkies are NPCs. A character's Flunkies normally have identical Abilities and Attributes, although Skills may vary. A character may have Flunkies with varied Abilities or Attributes, but each one with a different set of Abilities or Attributes counts as two Flunkies. A Flunky should be built on 20 Character Points (plus any Defects) and (2 + Int Modifier) x4 Skills. All Skills are cross-class for a Flunky.

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| Rank 1 | The character controls 1 flunky. |
| Rank 2 | The character controls 2 flunkies. |
| Rank 3 | The character controls 3 or 4 flunkies. |



- Rank 4** **The character controls 5 to 7 flunkies.**
Rank 5 **The character controls 8 to 12 flunkies.**
Rank 6 **The character controls 13 to 20 flunkies.**

FORCE FIELD

Cost: 2, 3, or 4 Points/Rank

Relevant Ability: Wits

Progression: The Force Field reduces damage by 10 Points/Rank

A Force Field is an essence field around the character that protects against incoming attacks. Force Fields can represent Special barriers, telekinetic shields, or technological “screens” that protect certain vehicles.

A typical Force Field is different from Armour, since it can be battered down by a sufficiently powerful attack. A Force Field can be “up” or “down.” When down, it does not stop any damage. Unless the Detectable Defect is assigned, an up Force Field is invisible. Force Field status must be determined at the start of the character’s actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Force Field, with any additional penetrating damage applied against Armour (if any). Thus, if a weapon hit successfully penetrates a Force Field, the Armour Attribute can still protect against it. A Force Field can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by Armour), the Force Field temporarily loses one Rank of effectiveness. The character can only regain Ranks if the field is down and regenerating, unless the Regenerating Ability is assigned. A Force Field recovers one Rank every round it is turned off and not in operation (“down”). A Force Field that is knocked down to zero Ranks automatically shuts off to regenerate.

The cost is 4 Points/Rank if it is an area Force Field that is extendable to protect others nearby, 3 Points/Rank if it only protects the character, or 2 Points/Rank if it is a two-realm wall (up to 100 square feet) or shield that acts as a barrier. A wall can be projected out to a distance of up to 15 feet away from the character.

An extendable Force Field can be assumed to cover a diameter out to about 25% more than the character’s longest realm (for example, the Force Field of a six-foot human would be about eight feet across). A wall is assumed to be about 100 square feet (such as a 10’x10’ wall),

while an ordinary Force Field is form fitting. All Fields will block anyone who is not Insubstantial at Rank 6 from moving through it. If a character with an extended Force Field also has Flight, the GM may allow the character to carry other people who are inside the Force Field with him or her while flying.

A Force Field can be given additional customized Abilities or Disabilities. Each Ability taken reduces the protection provided by the Field by 10 Points, but gives it some special capability. Each Disability taken increases the protection of the Field by 10 Points but adds some sort of weakness.

Force Field Abilities

• Air-Tight

The Field prevents the passage of gas molecules. While this is a beneficial defense against toxic gas attacks, a character in the Field Will eventually deplete all breathable oxygen.

• Blocks Incorporeal

The Field prevents the passage of characters that are in the shroud from going through it. It also stops characters currently using Rank 6 Insubstantial.

• Blocks Teleport

A character cannot teleport into or out of the Field. This is mostly useful only for extendable Force Fields or those that protect vehicle. It cannot be used with the Shield Only Disability.

• Field-Penetrating

The Force Field can be used to interpenetrate other Force Fields while making attacks (or moving through them). If the character’s Field is in direct contact with an enemy Force Field, and can stop more damage than the foe’s, the enemy’s Field is neutralized and offers no protection against the character’s attack, but is still up. In the case of an extended Field or wall, the character can actually move through the Field.

• Offensive

The Field delivers a powerful electric or essence shock to anyone who touches it; inflicting 1d6 damage for every 10 damage the Force Field currently blocks. Consequently, the damage delivered by an Offensive Force Field decreases as the Field becomes damaged and is



knocked down in Ranks of effectiveness.

• Regenerating

If the character uses one non-combat action to regenerate the Force Field, it regains one lost Rank of effectiveness. A character with the Extra Attacks Attribute can regenerate multiples Ranks each round.

Force Field Disabilities

• Both Directions

The Force Field blocks attacks moving in any direction, both inwards and outwards, thereby virtually preventing the user from attacking when the Force Field is up. This means that when the Force Field is active and the user makes an attack, the Force Field Will affect their attack as it would an outside attacker's (reducing the damage inflicted and going down in Ranks if its protection value is exceeded). This Disability cannot be used with the Shield Only Disability.

• Internal

The field is only usable inside a specific vehicle or other structure. This can be used to represent a Field that protects a vital part of a vehicle's interior such as the power plant or dungeon cells, or a character who draws his or her personal Force Field's essence from some sort of power source inside his or her headquarters.

• Limited

The field has a major or minor limitation. An example of a minor limitation would be a Force Field that is effective against ranged attacks but not melee, one that offers full-strength frontal and rear protection but only half-strength protection from above, or one that requires one minute to reach full strength. An example of a major limitation would be a Force Field that prevents the character from making any attacks during operation, one that is unstable in certain types of environments (such as sub-zero temperatures or near water), or one that only works against a very specific type of weapon (such as lasers). A minor limitation counts as one Disability, a major limitation as two Disabilities.

• Shield Only

This type of Field is one of the 2 Points/Rank versions. The Field does not entirely surround the character. Instead, it is a shield (maximum of about 1 yard in diameter) that the user must deliberately interpose between an attacks using a Block Defense. The character

must also possess the Combat Technique (Block Ranged Attacks) Attribute to us the Field in a Block Defense against ranged attacks. If the character successfully defends, the Force Shield provides protection as normal. This Disability cannot be used with the Block Teleport Ability or Both Directions Disability. It counts as two Disabilities.

• Static

The character cannot move when generating the Field. He or she may still attack or otherwise act, but must stay in one place (or continue to drift if floating through space, continue to fall if falling, etc.)

• Uses Essence

The Force Field drains Essence Points from the character. Upon activation, the Field burns a number of the character's Essence Points equal to half the total Point cost of the Attribute. The same numbers of Essence Points are consumed each minute the Field is up. This is not available for Force Fields acquired with the Celestial Fire Attribute since they ordinarily burn Essence Points.

HEALING

Cost: 4 Points/Rank

Relevant Ability: Wits

Progression: The character can restore up to 10 Hit Points/Rank to a target

This Attribute allows a character to heal a target's injuries (including him or herself; for continuous healing, see the Regeneration Attribute). In Celestius Ex, characters with healing power include angels, demons, wildings, holy individuals and sorcerers, while vehicle may be equipped with high-tech medical bays with similar abilities.

The maximum number of Hit Points that a Healer can restore to a particular person in any single day equals 10 per Rank. This cannot be exceeded, even if multiple healers work on a subject; the combined Hit Points restored cannot exceed the maximum Hit Points that the character with the highest Rank could restore. The subject must have at least a full day's rest before he or she can benefit from any additional healing. Hit Points are restored over a 10-minute period, rather than instantly.

A character with Healing Rank 4+ can cause a subject to regenerate lost body parts or organs, such as a severed hand. One with Rank 5+ can restore Extreme Damage, such as putting a character together



who was literally cut in half. No healer can repair someone who was blown to bits, disintegrated, or dead for more than a few minutes, however.

A subject must normally be alive to benefit from Healing. A character with Healing Rank 3+ may, however, revive someone who is “clinically” dead (serious injury, heart stopped) but not actually brain dead. A character is considered “dead” if his or her Hit Points are reduced to a bigger negative number than the character’s maximum Hit Points. A healer can revive a mortally wounded character, however, if he or she can bring the subject’s Hit Points back up from beneath the negative threshold to a positive value quickly. This grace period can be extended indefinitely if the subject’s remains have been somehow placed in suspended animation.

HEALTH BONUS

Cost: 2 Points/Rank

Relevant Ability: None

Progression: The character’s Hit Points are increased by 5/Rank

Possessing this Attribute increases the Hit Points of the character, allowing him or her to withstand more damage in combat. A character with Health Bonus cannot also possess the Not So Tough Defect.

HEIGHTENED AWARENESS

Cost: 1 Point/Rank

Relevant Ability: Wits

Progression: The character gains a +2 bonus/Rank to specific Ability/Skill checks

The character possesses a high degree of situational awareness. He or she is usually very alert and receives a bonus on Ability and Skill checks relevant to noticing otherwise hidden things, such as concealed objects, ambushes, or anything else related to sensory awareness. The bonuses of Heightened Awareness are cumulative with those of Heightened Senses.

HEIGHTENED SENSES

Cost: 1 Point/Rank

Relevant Ability: Wits

Progression: The character gains one heightened sense or technique/Rank

A character with Heightened Senses has one or more senses that have been sharpened to a superhuman level of acuity. It can represent either the preternatural sharpening of a specific sense honed by special training (such as a blind person’s trained sense of touch) or the enhanced senses of a paranormal or technologically augmented character. Additionally, several Ranks of Heightened Senses reflect the capabilities of sensors built into spaceships and other commercial or military vehicles. For each Rank of the Heightened Senses Attribute, the character will either gain one enhanced sense (Type I), one sense technique (Type II), or a combination of Type I and Type II senses. The character must make a successful Wits or relevant Skill check against an appropriate DC to detect and pinpoint a specific target within a large area (for example, to listen to a specific conversation thought the background noise of the city).

Type I

One of the character’s five senses — hearing, smell, vision, taste, or touch — is enhanced, and can operate over an area of several city blocks. The character may take the same sense twice, which doubles the effect and extends the area of detection. A character using a Heightened Sense has a +4 bonus (+8 if the sense was heightened twice) on Ability and relevant Skill checks that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

Type II

The character has one Heightened Sense technique, which extends beyond human capabilities. Examples of techniques include: Darkvision, electric current detection; infravision; magnetic field detection; microscopic vision; radar sense; radio reception; sonar detection; ultrasonic hearing; ultravision; vibration detection; X-ray vision. Most techniques only work at short range, often requiring line of sight.

The Heightened Awareness Attribute allows a lower Rank of enhancement for all of a character’s senses.

HIGHLY SKILLED

Cost: 1 Point/Rank



Relevant Ability: Variable

Progression: The character gains an additional 4 Skill Points/Rank

A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points than an average adult. Extending this Attribute beyond Rank 6 provides 4 additional Skill Points per Rank (for example, Rank 11 would provide a total of 44 Skill Points). Acquiring several Ranks of the Highly Skilled Attribute is the ideal method for creating a versatile character.

IMMUNITY

Cost: 10 Points/Rank

Relevant Ability: Constitution

Progression: Descriptive; see below

With this Attribute, the character is completely immune to damage and adverse effects that stem from a particular weapon, element, application, or event. For example, a character with Rank 1 Immunity to silver cannot be hurt by silver weapons and Will not feel pain if clubbed with a sack of silver dollars. Similarly, a character with Rank 4 Immunity to fire/heat could walk into the most intensive firestorm possible and emerge unscathed.

Rank 1 The Immunity plays a small role in the game. Typical examples include: weapons made from a rare substance (such as gold, silver, or adamantite); attacks from a specific opponent (such as a brother, single animal type, or oneself); under specific conditions (such as in water, one hour during the day, or at home).

Rank 2 The Immunity plays a moderate role in the game. Typical examples include: weapons made from an uncommon substance (such as wood, bronze, or iron); attacks from a broad opponent group (such as blood relatives, demons, or animals); under broad conditions (such as during the night, on weekends, or in holy places).

Rank 3 The Immunity plays a large role in the game. Typical examples include: electricity; cold; a specific weapon type (such as daggers, arrows, or rapiers).

Rank 4 The Immunity plays a major role in the game. Typical examples include: fire/heat; a broad weapon type (such as swords or clubs); mental attacks.

Rank 5 The Immunity plays an extreme role in the game. Typical examples include: gunfire (including forms of artillery); bladed weapons; unarmed attacks.

Rank 6 The Immunity plays a primal role in the game. Typical examples include: weapons; essence; blunt trauma.

INSUBSTANTIAL

Cost: 3 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

Each Rank of this Attribute reduces a character's density so much that he or she can pass through certain types of objects (including weapons) as though insubstantial. If a specific substance is not listed in Rank progression, the GM should use the entry that it most closely resembles. The density of the human body, for example, falls approximately at Rank 2 (water); consequently, a punch from an enemy would harmlessly pass through a character with Rank 3 Insubstantial. Characters with Rank 6 Insubstantial are effectively incorporeal and can pass through virtually anything, including most forms of energy.

Rank 1 The character can pass through paper and cloth.

Rank 2 The character can pass through wood and water.

Rank 3 The character can pass through concrete and earth.

Rank 4 The character can pass through iron and steel.

Rank 5 The character can pass through lead and gold.

Rank 6 The character can pass through energy.

INVISIBILITY

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The character is invisible to one sense or technique/Rank

This Attribute Will completely hides the character from one or more senses or detection methods. The character may possess a supernatural concealment ability or a technological cloaking device, or have a



psychic or Special talent that causes observers to overlook him or her. To represent partially invisibility, see the Sensory Block Attribute.

For each Invisibility Rank, the player selects one sense or technique to which the character is “invisible.” Senses include the human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral; ethereal; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration. The GM may decide that the most common forms of Invisibility — often sight and hearing — cost 2 Attribute slots rather than only 1.

While the character may not be detected using specific methods, indirect evidence can still reveal the character’s presence. For example, a character that is invisible to sight will still leave footprints in muddy ground. Similarly, a vase that is knocked from a table by a character that is invisible to sound will still make noise as it smashes on the floor.

In normal combat situations involving human or nearly human opponents, a character that is invisible to sight has a great advantage. Once the invisible character gives away his or her general position (for example, by firing a gun, attacking with a sword, or shouting) he or she can be attacked, but there is a -4 penalty for anyone within melee range and -8 for anyone at a greater distance. Heightened Awareness and Heightened Senses can reduce this penalty, as can the Blind-Fight or Blind-Shoot Feats. This penalty is halved if using an Area or Spreading Special Attack on the invisible character.

ITEM OF POWER

Cost: 3-4 Points/Rank

Relevant Ability: Usually none, but sometimes Wits

Progression: The item is built using 5 Character Points/Rank

This Attribute describes any exotic, portable item that directly enhances a character in some way (perhaps by conferring Attributes). An Item of Power represents advanced technology or a relic with paranormal powers. Special weapons that others can use are often designed with Item of Power, with Points allocated to the Special Attack Attribute.

Each item is built using up to 5 Character Points per Rank of the Item of Power Attribute, which can be used to assign other Attributes. For some character concepts, Items of Power above Rank 6 are not unreasonable. Assigning Defects to the item earns Bonus Points, which are used to acquire additional Attributes for the item. Defects that

cannot usually be assigned include: Conditional Ownership, Ism, Marked, Nemesis, Owned, Red Tape, Significant Other, Skeleton in the Closet, and Wanted. Players selecting this Attribute must have a discussion with the GM to determine what abilities the Item of Power possesses and how it works. The player, with GM approval, may also create specific abilities for Items of Power using the Unique Attribute. An Item of Power may be combined with a mundane, minor, or major Gadget (such as a car that can fly, or a sword that can teleport people).

The item costs 4 Points/Rank if it is difficult for the character to misplace or for an enemy to steal/knock away, or it is almost always with the character. Examples include jewellery, frequently worn clothing, or equipment the character carries with them always. The item costs 3 Points/Rank if it is easier for the character to misplace or for an enemy to steal/knock away, or it is often distant from the character. Examples include thrown weapons, armor that is stored when not in use, and vehicles or equipment that stay at the character’s home until needed.

Additionally, the total Point cost (not cost per Rank) for the Item is increased by 1 if it can only be used by a small subset of individuals (Restricted Use). For example: only characters with a Strength above 18, only sorcerers, only members of a specific religion, or only wildlings. The total Point cost is increased by 2 if the Item can only be used by the character (Personal Use); someone with the Mechanical Genius Attribute cannot reconfigure this restriction.

Items that cannot be lost or stolen, such as objects that are implanted in or fused to the character’s body (often true for cyborgs), are not Items of Power. In these cases, the items are considered part of the character and thus the player should use Points to acquire the Attributes directly. If a character requires a specific object, or group of objects, to act as a focus when using one or more of his or her innate Attributes, the Special Requirement Defect applies instead of Item of Power.

JUMPING

Cost: 1 Point/Rank

Relevant Ability: Strength

Progression: The character adds 20 to his or her Jump Skill each Rank

With this Attribute, the character can make very high, unaided vertical jumps but cannot actually fly. This ability is very appropriate for martial artists or wildlings.



MECHANICAL GENIUS

Cost: 2 Points/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

The character has an innate knack for creating, modifying, and working with complex machines. Unlike someone who is merely well trained in a particular technical skill, a Mechanical Genius is a natural and is able to flip through a tech manual for an advanced technology in 30 seconds and figure out a way to repair the machine in an hour or so. Such characters often have high Ranks in Electronics and Mechanical Skills as well.

A character with this Attribute can also build new and modify existing gadgets at an astonishing rate, provided he or she has appropriate parts and facilities. In game terms, this means he or she can modify existing Personal Gear or technology-based Items of Power by exchanging Attributes and Defects, as long as the overall Point total is unchanged. A Mechanical Genius can also build Gear and Items of Power, but their creation requires the character to allocate the appropriate number of Character Points.

Alternatively, the GM may describe this Attribute as “Special Genius,” that allows a character to modify Special Items of Power by exchanging Attributes and Defects.

Rank 1 The character can build/repair machines at 2 times normal speed.

Rank 2 The character can build/repair machines at 5 times normal speed.

Rank 3 The character can build/repair machines at 10 times normal speed.

Rank 4 The character can build/repair machines at 20 times normal speed.

Rank 5 The character can build/repair machines at 50 times normal speed.

Rank 6 The character can build/repair machines at 100 times normal speed.

METAMORPHOSIS

Cost: 5 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

The Metamorphosis Attribute allows a character to transform a target into alternate forms by adding Attributes to, or adding/removing Defects from, the target character. The maximum duration of this change is dictated by the Attribute Rank. If the target character successfully makes a Stamina check (DC 14 + Rank of Metamorphosis), the Metamorphosis attempt does not work. The GM may rule that Metamorphosis automatically fails if the subject's new form could not survive in the present environment. Consequently, a character could turn an enemy into a goldfish, but the attempt would only work if the target was currently in water. This prevents this ability from being used as a quick way to instantly kill an opponent. Again, GMs may waive this restriction where appropriate (such as for a villain in a supernatural horror campaign). In order to transform him or herself, the character needs the Alternate Form Attribute.

For each Rank of Metamorphosis, the character can assign 1 Character Point to a target's Attributes. This can either raise the target's current Attribute Rank, or result in the target gaining a new power. Alternatively, for each Rank the character can add 3 Defect Bonus Points to, or remove 3 Defect Bonus Points from, a target. Cosmetic changes that confer no additional abilities on the target, but do not fall under the Marked Defect, are considered a 1 Bonus Point change total (for all changes). This includes: change of sex, 50% apparent age increase or decrease, color changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Unless the GM indicates otherwise, Character Points gained through Metamorphosis can only be used to add Ranks to the following Attributes: Adaptation, Armour, Elasticity, Extra Arms, Features, Flight, Heightened Senses, Insubstantial, Jumping, Natural Weapons, Regeneration, Special Defense, Special Movement, Speed, Superstrength, Tunneling, and Water Speed. Additionally, only the following Defects can be changed: Awkward Size, Diminutive, Ism, Less Capable, Marked, Not So Tough, Physical Impairment, Sensory Impairment, and Unappealing. Metamorphosis is not intended for transforming people into stone or other forms where they would be effectively immobilized. In order to do that, use the Special Attack Attribute with the Incapacitating Ability.

Rank 1 The character may change up to 1 Character Point or 3 Defect Points. The Metamorphosis lasts for 1 minute.

Rank 2 The character may change up to 2 Character Points or 6 Defect Points. The Metamorphosis lasts for 2 minutes.

Rank 3 The character may change up to 3 Character Points or 9 Defect Points. The Metamorphosis lasts



for 5 minutes.

Rank 4 The character may change up to 4 Character Points or 12 Defect Points. The Metamorphosis lasts for 10 minutes.

Rank 5 The character may change up to 5 Character Points or 15 Defect Points. The Metamorphosis lasts for 30 minutes.

Rank 6 The character may change up to 6 Character Points or 18 Defect Points. The Metamorphosis lasts for 1 hour.

MIMIC

Cost: 7 or 10 Points/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

Upon a successful Power Usage: Mimic Skill check against a DC of 15 plus the Rank of the target Attribute or Skill, the character can temporarily mimic any Attribute or Skill Rank of any single target character within range. The Rank of Mimic equals the maximum Attribute Rank that can be mimicked (doubled to determine the maximum Skill Rank). The Rank of a mimicked Attribute/Skill only replaces the character's corresponding Rank (if applicable) if it is higher; the character's Attribute/Skill Rank cannot decrease through Mimic unless a specific Restriction is assigned.

Alternatively, upon a successful Power Usage: Mimic Skill check against a DC equal to the target Ability Score, the character can temporarily mimic any Ability Score of any single target character within range.

For 7 Points/Rank the character can only mimic one Attribute/Ability/Skill at any single time. For 10 Points/Rank, the character can mimic as many Attributes/Abilities/Skills simultaneously at the appropriate Ranks (as indicated) as he or she desires (each mimicked Attribute/Ability/Skill must be copied separately, each requiring a separate Skill check).

Rank 1 The character can mimic up to Rank 1 Attributes or Rank 2 Skills, at a range of 15 feet and a duration of 5 rounds.

Rank 2 The character can mimic up to Rank 2 Attributes or

Rank 4 Skills, at a range of 30 feet and a duration of 1 minutes.

Rank 3 The character can mimic up to Rank 3 Attributes or Rank 6 Skills, at a range of 45 feet and a duration of 2 minutes.

Rank 4 The character can mimic up to Rank 4 Attributes or Rank 8 Skills, at a range of 60 feet and a duration of 4 minutes.

Rank 4 The character can mimic up to Rank 5 Attributes or Rank 10 Skills, at a range of 75 feet and a duration of 8 minutes.

Rank 6 The character can mimic up to Rank 6 Attributes or Rank 12 Skills, at a range of 90 feet and a duration of 16 minutes.

MIND CONTROL

Cost: 3-6 Points/Rank

Relevant Ability: Wits

Progression: Descriptive; see below

This Attribute allows the character to mentally dominate other individuals. Holy individuals, Sorcerers, demons angels, and creatures with hypnotic Powers are among those likely to have Mind Control.

Mind Control costs 6 Points/Rank if it can be used on any human or alien with an Awareness of 3 or higher (animals are excluded). It costs 5 Points/Rank if it works on broad categories of humans ("any Japanese" or "any male," for example). It costs 4 Points/Rank if the category is more specific and less useful ("Shinto priestesses" or "people obsessed with beauty"). Finally, it costs 3 Points/Rank if the category is very specific (members of the character's family, or members of a specific military unit). The effects of Mind Control should be roleplayed. If necessary, the GM can take over the character, although it is more fun if the player (with GM guidance) continues to play the character.

Initiating Mind Control requires a full round. The character must successfully make a Power Usage: Mind Control Skill check (if attacking multiple targets, roll only once) against DC 10 plus the Awareness modifier of the target (use the highest modifier if tar-





getting multiple people). At Ranks 1, 3, 5, 7, and 9, the character receives a +1 bonus to his or her attempt to Mind Control a target. If the check is successful, the target must make a Wisdom save against DC 10 plus the attacker's Wits modifier plus the attacker's Rank in Power Usage: Mind Control. When controlling a large number of people, an average Wisdom check for the entire group could be used. At Ranks 2, 4, 6, 8, and 10, the target also receives a -1 penalty when attempting to defend against Mind Control (or when trying to break established contact). At Rank 7, for instance, the character gains a +4 bonus while the target suffers a -3 penalty. A character needs to defeat an opponent in Mind Combat to toy with the target's emotions (for example, giving the opponent new fears or a prejudice).

Once Mind Control is established, it remains in effect until the dominating character willingly relinquishes control, or until the target breaks free from the control. A target may attempt to break control under two circumstances: whenever he or she is given a command that conflicts with the nature of the character, and whenever the GM deems it appropriate for dramatic effect. To sever the connection, the target must make a successful Wisdom save against DC 10 plus the attacker's Awareness modifier and Power Usage: Mind Control Skill Rank plus the modifiers based on the controller's Mind Control Rank.

Against Target's Nature

If a Mind Controlled target is commanded to perform an action that he or she would not willingly do under normal circumstances, the target can attempt to break control. Additionally, the target may receive a bonus if the action goes against his or her nature. The more distasteful the target finds the command, the greater the bonus. For mildly distasteful actions (such as licking an enemy's boots), no bonus is given. For highly distasteful or undesirable actions (such as stealing from an ally), a +4 bonus is given. Finally, for exceptionally distasteful or undesirable actions (such as attacking an ally), a +8 bonus is given. Note that these bonuses are cumulative with penalties associated with the controlling character's Mind Control Rank.

When the GM Deems Appropriate

If the character commands his or her target to perform a number of mundane activities (clean the house, fetching a drink of water, etc.), the GM may decide the target does not receive an opportunity to break established control. Even a seemingly inoffensive command such as "sit in the closet" or "go to sleep," however, may have a drastic impact on the lives of others if a bomb is about to explode in a church or the target is piloting a vehicle at the time. In these instances, the GM may give the target a chance to break free of the Mind Control even if the target does not regard a command as dangerous or distasteful

(which would present an opportunity to end the control). This option puts the GM in direct control of the situation, which will benefit the campaign. Naturally, the GM can also apply modifiers to the save attempt that are cumulative with penalties associated with the controlling character's Mind Control Rank.

A character need not control every thought and action of his or her victims but can allow them to live normal lives until they are needed; these targets are known as "sleepers." Additionally, people who have been Mind Controlled Will not usually remember events that occurred during the time period they are controlled and will have a gap in their memories.

The GM may allow a character to temporarily boost his or her Mind Control Attribute by one or two Ranks against a single individual who is his or her captive by "working" on the subject for a day or more. This bonus can represent concentrated brainwashing techniques or dedicated study of a subject.

Player Characters should only be placed under Mind Control for extended periods of time in exceptional circumstances.

- Rank 1** **The character can control the mind of 1 target for a duration of several minutes.**
- Rank 2** **The character can control the minds of 2-3 targets for a duration of several hours.**
- Rank 3** **The character can control the minds of 4-8 targets for a duration of several days.**
- Rank 4** **The character can control the minds of 9-15 targets for a duration of several weeks.**
- Rank 5** **The character can control the minds of 16-25 targets for a duration of several months.**
- Rank 6** **The character can control the minds of 26-50 targets for a duration of several years.**

MIND SHIELD

Cost: 1 Point/Rank

Relevant Ability: Wits

Progression: The character gains a +2/Rank for Wisdom saves involving mind invasion

A character with Mind Shield is protected against mental intrusion. This may be a reflection of his or her own mental abilities, a protective spell, special training, or some innate ability. A character with Mind Shield can detect and block attempts to read his or her mind by a character with Telepathy of equal or lower Rank to the Mind Shield.



The character may also add the twice the Rank of Mind Shield to his or her Wisdom check (as appropriate) when defending against a Mind Control attempt, telepathic Mind Combat, or a Special Attack with the Mind or Soul Attack Ability.

NATURAL WEAPONS

Cost: 1 Point/Rank

Relevant Ability: None

Progression: The character gains 1 Natural Weapon/Rank

The character has one or more relatively mundane natural weapons, such as sharp teeth, claws, tentacles, etc. Natural weapons are normally possessed by animals, monsters, and similar characters, but could also represent technological capabilities that mimic such abilities such as an android or cyborg with retractable claws. More powerful Natural Weapons can be designed using the Special Attack Attribute, with the Melee Disability.

The character possesses one such attack form per Rank. Possessing more than one such natural weapon gives the character a wider variety of attack forms.

Hands, feet, a heavy tail, ordinary teeth, or hooves are not normally counted as Natural Weapons since they are (relatively) blunt; and thus inflict usual Unarmed damage.

• Claws or Spikes

The character possesses sharp talons or spikes on his or her fingers, paws, or feet. In addition to regular damage, the claws inflict 1d4 additional damage when used in melee combat. This attack uses the Unarmed Attack (Strikes) Skill.

• Fangs, Beak, or Mandibles

The character has very sharp teeth, or alternatively, a beak or insect-like mandibles. This natural weapon inflicts only 2 damage above normal damage in melee combat, but a successful strike that penetrates Armour gives the character the option to maintain a biting grip and continue to inflict equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful Strength check. While the



attacker is maintaining a biting grip, his or her own ability to defend is impeded: the attacker cannot use weapons to defend, and suffers a -4 Defense penalty against any attack. This attack uses the Unarmed Attack (Bites) Skill.

• Horns

These are large horns for butting or stabbing. Horns add 2 extra damage to normal damage in melee combat but are exceptionally effective if the character charges into battle. If the character wins Initiative against an opponent and has room for a running start, he or she can lower his or her head and charge. A successful attack will deliver normal attack damage, plus 1d6 (rather than the normal +2). If a charge fails to connect, the charging character will be off balance and suffers a -2 penalty to his or her Defense for the remainder of the round and a -4 Initiative roll penalty on the following combat round. This attack uses the Unarmed Attack (Strikes) Skill.

• Spines

The character is covered in nasty spikes, quills, or sharp scales. Anyone who wrestles with the character automatically suffers 2 damage each round. This damage is in addition to any attack damage delivered. During these struggles, the opponent's clothes will also be ripped and shredded unless they are armored.

• Tail Striker

If the character has a combat-ready tail, it can be equipped with spikes,



a stinger, or other similarly nasty weapon. The attack inflicts an additional 2 damage (in addition to normal damage). Upon a successful attack, the target must make a Agility check or suffer a -4 Initiative penalty the following combat round (the target is off balance). This attack uses the Unarmed Attack (Strikes) Skill.

• Tentacles

One or more of the character's limbs — or possibly his or her hair — are actually tentacles. A character with tentacles gains a +2 bonus to his or her Unarmed Attack and Unarmed Defense Skill Rank when engaged in a wrestling attack or defending against one. Tentacles are also difficult to avoid in combat (opponent suffers a -1 Defense penalty).

ORGANIZATIONAL TIES

Cost: 1-3 Points/Rank

Relevant Ability: Presence

Progression: Descriptive; see below

Organizational Ties represents a character's close relationship with a hierarchy of some sort that grants him or her access to respect and privileges. Monetary advantages are usually covered by the Wealth Attribute, while access to special equipment may be represented by the Wealth Attribute. Examples of organizations include the feudal system, powerful corporations, organized crime rings, secret guilds and societies, governmental positions, military organizations, and some religions. For campaigns in which all players belong to the same organized group, the GM may decide that Organizational Ties are not required. Consequently, this Attribute is optional; the GM may prefer to treat organization membership as a background detail instead.

The value of Organizational Ties depends on its importance in the setting. An organization that exerts moderate power within the setting is worth 1 Point/Rank, one that has significant power costs 2 Points/Rank, and one that has great power in the setting costs 3 Points/Rank. Players should not assign this Attribute to represent organizations that have very little power. The GM determines the extent of the organization's influence.

Rank 1 The character is connected to the organization and can rely on it for occasional support and favors (and expect to be called on in return).

Rank 2 The character has respected status in an organization such

as a landed knight in the feudal system, a junior executive in a corporation, a city council member, or a Mafia "Wise Guy" in an organized crime family. The organization brings the character status and some wealth.

Rank 3 The character has middle rank in an organization such as a corporate vice president in charge of a department, a lesser feudal lord with a castle and lands, or a Mafia "captain" who runs a neighborhood, or a junior congressman or member of parliament.

Rank 4 The character has senior rank in an organization, such as the senior vice-president of a large corporation, a high-ranking officer in the military, or a US state governor.

Rank 5 The character has controlling rank in an organization, such as the president of a corporation, the boss of a large crime family, or a US senator.

Rank 6 The character has a controlling rank that spans multiple organizations, such as the ruler of a small nation, or "boss of bosses" of many different crime families.

POWER DEFENSE

Cost: 1 Point/Rank

Relevant Ability: Variable

Progression: The character reduces the DC of the related secondary abilities to the defensive use of an Attribute by 1/Rank

Power Defense is acquired in conjunction with another Attribute not normally used for defense (Attribute must be defined when Power Defense is assigned). Power Defense allows a character to use the other Attribute to defend against attacks, possibly avoiding all damage entirely. The character must make a check (as appropriate for the situation or Attribute) with a bonus of +1 per Power Defense Rank against a DC equal to the attacker's final to hit roll result. If successful, the character activates his or her Attribute in time to defend against the attack and avoids all damage (and effects) from the attack. The player should consult with the Game Master to determine which Attributes are appropriate for a Power Defense.

A character may only attempt one Power Defense each round unless he or she also possesses the Extra Defenses Attribute, in which case he or she may sacrifice one extra defense to attempt an additionally Power Defense (the two may not be used in conjunction, through).



Characters must assign this Attribute once for each Attribute they wish to use defensively.

PROJECTION

Cost: 1 to 4 Points/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

The character can project an image that fools one or more senses. The Projection cannot be touched because it is not substantial. Closer inspection will usually reveal the Projection for what it is, which may cause it to disappear (GM's discretion). The GM may require a Wisdom check to "see through" a Projection against a DC equal to: 10 plus the projector's Wits modifier plus the projector's Rank in Power Usage: Projection.

A Projection may be of a particular object or entity, or of a complete scene (such as a furnished room or crowd). It may also be thrown over an existing person, scene, or object to make it appear different than it really is. A Projection that is untended is normally static, either remaining in one place or (if created over something) moving as the underlying object or entity moves. To give a Projection the semblance of independent activity (such as a projected image of a person who moves and speaks), the character must actively concentrate on manipulating the Projection, and perform no other actions.

For 1 Point/Rank the character can create Projections that can be detected by one sense, usually sight (sense must be determined during character creation). For 2 Points/Rank the Projections can be detected by two senses, usually sight and hearing. For 3 Points/Rank the Projections can be detected by three senses. For 4 Points/Rank the Projections can be detected by all senses. No matter how realistic the Projections, however, they can never cause physical sensations intense enough to inflict pain or damage. An image of a roaring fire may feel hot, and a character may believe that he or she is burning, but the fire cannot actually deliver damage. To create Projections capable of injuring targets, the character should possess a Special Attack Attribute, which is tied to the Illusion Attribute through the Dependent Defect.

A character can normally maintain only a single Projection at a time. To be able to maintain multiple Projections at once costs the character an extra 1 Point for every distinct Projection the character can sustain simultaneously after the first. Thus, "Projection Rank 3 (one sense, four Projections)" would cost six Points: three Points for Rank

3 (one sense) and three more Points for being able to sustain four Projections at a time. The GM can assume that a group of objects or entities in close proximity, such as a furnished room, a swarm of insects, or a horde of charging warriors, counts as a single Projection rather than several. If a character is already sustaining his or her maximum number of Projections and wishes to create another one, an existing Projection must first be dispelled.

In order for the character to create a convincing Projections of something complex, the GM may require a Power Usage: Projection Skill check against an appropriate DC. The GM can adjust the DC depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also give the character a +1 bonus for every Rank he or she has in excess of the minimum Rank needed to create the Projection. For example, if a character with Projection Rank 5 decides to create a merely human-sized Projection (which needs only Rank 1), a +4 bonus applies. If the roll fails, the character's Projection has some subtle flaw in it; the character creating it may not be aware of this until someone else points it out, however.

Rank 1 The character can create small illusions, about the size of a single person.

Rank 2 The character can create medium illusions, large enough for an entire room, or a large object like a car or elephant.

Rank 3 The character can create large illusions that can cover a house-sized area.

Rank 4 The character can create very large illusions that can cover an entire neighborhood (or a few hundred square yards).

Rank 5 The character can create huge illusions that cover a village-sized area.

Rank 6 The character can create great illusions that can cover a town-sized area.

REGENERATION

Cost: 4 Points/Rank

Relevant Ability: None

Progression: The character can regenerate 1 Hit Point each round/Rank

Characters with this Attribute automatically heal their own injuries, whether the characters are awake, asleep, or unconscious. The character's Hit Points cannot exceed their original total. At higher Healing Ranks, the character's body will revive itself if "clinically"



dead but not actually brain-dead (Rank 3+), repair massive trauma such as lost limbs or organs (Rank 6+), or restore the character if cut into several pieces (Rank 6+). However, the body cannot repair itself if it is blown to bits or disintegrated. Also, a character will not die if their at the dead Wound Level.

REJUVENATION

Cost: 1 Point/Rank

Relevant Ability: Wits

Progression: The character instantly regains 1 Essence Point each round/Rank

Characters with this attribute have a strong will that reinvigorates their spirit. The character's Essence Points cannot exceed their original total. However, this attribute does not allow a creature that depends on Essence to survive if it's Essence level ever reaches zero.

SENSORY BLOCK

Cost: 1 Point/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

A character with Sensory Block can cover an area (size is determined by the Rank) with a field that partially blocks specific senses or detection techniques. This can represent a Special ability, technological enhancement, or paranormal effect. Each time this Attribute is assigned, the character can either block one sense or enhanced sense (Type I) or one detection technique (Type II), which is determined during character creation. The GM may allow multiple assignments to the same sense or technique, which results in cumulative penalties. To fully block a detection technique, see the Invisibility Attribute.

Type I

One of the five senses — hearing, smell, vision, taste, or touch — is partially blocked. This may mean that individuals within the area covered cannot see well (vision), cannot hear well (hearing), etc. Checks made by these individuals when pertaining to the specific senses suffer a -4 penalty, which is cumulative with any Heightened Senses bonus.

Type II

A detection technique is partially blocked. Examples of techniques include: Darkvision, electric current detection; homing weapons; infravision; magnetic field detection; microscopic vision; radar detection; radio reception; sonar detection; a specific Sixth Sense technique; ultrasonic hearing; ultravision; vibration detection; X-ray vision. Ability or Skill checks relating to these detection techniques suffer a -4 penalty.

**Rank 1
radius.**

**Rank 2
radius.**

**Rank 3
radius.**

**Rank 4
radius.**

**Rank 5
radius.**

**Rank 6
radius.**

Servant

The Sensory block covers up to 100 ft

The Sensory block covers up to 500 ft

The Sensory block covers up to 1-mile

The Sensory block covers up to 5-mile

The Sensory block covers up to 50-mile

The Sensory block covers up to 500-mile

Cost: 2 or 5 Points/Rank

Relevant Ability: None

Progression: The servant is constructed from 10 Character Points plus 10/Rank

The character has a servant or companion entity. It serves as a familiar, pet, companion, or bodyguard. Examples of Servants could include: a Special girl's talking animal companion, a pet robot, a sorcerer's apprentice, a fierce wolf, a bound demon or ghost, a mage's familiar cat, or a vampire's enslaved servants. For a more powerful pet monster servant (usually associated with gladiatorial combat), see the Pet Monster Attribute. Servants are NPCs controlled by the GM, but they will normally work toward the character's best interests. Nevertheless, they should have their own personalities and may occasionally get into trouble of their own.

A Servant is assumed to be around "all the time." To create a servant that the character summons for a brief period of time, acquire the Attribute as a Spiritual Power — this will result in the servant only remaining around as long as the character spends appropriate Essence Points.

This Attribute costs 2 Point/Rank if the character is limited to one



particular Servant. If the character can dismiss the Servant and replace it with a different one between adventures or during an adventure with suitable effort (GM's option such as casting a summoning spell or taming a new animal), then the Attribute costs 5 Points/Rank. A character can take the Attribute several times to have multiple Servants.

A Servant is a 1st Level Adventurer, created with his or her own Ability Scores, Attributes, Defects, and Skills as normal but with only 10 Character Points. Each Rank of the Servant Attribute also gives the player 10 additional Character Points to add to the Servant (for example, 20 Points at Rank 1, 30 Points at Rank 2, etc.). The Servant may not have the Servant, and some relationship-based Defects should not be assigned due to its innate role as a character's Servant. Thus, it is inappropriate for a Servant to have the following Defects: Owned, Red Tape, or Significant Other.

SIXTH SENSE

Cost: 1 Point/Rank

Relevant Ability: Wits

Progression: The character gains 1 Sixth Sense/Rank

Some characters have the ability to detect things that are hidden to normal senses or technological sensors, while others have affinities for specific objects or people. Sixth Sense typically represents psychic or Special ability, but can also reflect trained and acute senses or divine intervention.

The character may sense one particular category of phenomena per Rank. The player should define the category with the GM's approval (Sixth Sense is very much a GM-defined ability). As a guideline, the character is automatically alerted when something his or her Sixth Sense detects is in close proximity (roughly 20 foot radius area). The GM may require a Wits check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. In some cases, the GM may allow detection at greater distances if the source is very strong. The GM should give a bonus (+2 modifier or more) if the character is touching the source.

A character that specifically concentrates on using his or her Sixth Sense may gain more precise information on a successful Wits Check. The exact content of this information is up to the GM. If the check succeeds, the GM may provide the character with a few extra clues about the source such as "the celestial fire is coming from those buildings over there" or "you sense the evil presence feels otherworldly...

and hungry." If the check fails, the character will not gain any additional information unless something happens, such as the phenomena becoming stronger, or coming much closer. The GM should always try to use Sixth Sense to plant clues that make a story more exciting, but not allow it to short-circuit the process of discovery in a mystery plot.

Examples of phenomena to which the character may be sensitive include astral/ethereal beings, danger, Pocket Realms, electricity, elements, emotions, evil, illusions, interpersonal dynamics, celestial fire, magnetics, paranormal nexus points, particular objects, places of power, psionics, spirits, telepathy, truth, virtue, or the use of specific Attributes or Defects.

Precognition and Postcognition

Alternatively, Sixth Sense can be assigned to represent precognition and postcognition — the ability to access visions of past and future events. This option is a GM-defined Attribute, however, which allows him or her limit its application and scope within the campaign. For precognition and postcognition, the Attribute's Rank reflects the maximum time difference between the present situation and a perceived future or past event (the higher the Rank, the longer the time difference). Low-Ranking character may only perceive events within minutes or hours of the current time; high-Ranking characters can extend this time to hundreds or even thousands of years.

SIZE CHANGE

Cost: 1, 5, or 6 Points/Rank

Relevant Ability: Constitution

Progression: Descriptive; see below

This Attribute reflects the ability to increase or decrease the stature of the character. A character may have the ability to both shrink and grow for 6 Points/Rank. Alternatively, the character can choose to shrink only at a cost of 1 Point/Rank or to grow only at a cost of 5 Points/Rank; this restricts the character to changing size in one direction (with the ability to return to his or her normal size). For example, a character with Size Change (Shrinking Only) Rank 2 could shrink to half size and once shrunk could grow back, but he or she could never increase his or her height beyond normal.

It takes one round for a character to change size. Size Change is normally designed to affect only the user, but it can be specified as usable on others instead. If so, it only affects a single willing subject,



whom the user must touch. For it to be used as an attack against unwilling persons or over a distance, the character must also acquire the Special Attack Attribute with the Linked (Size Change) Ability.

- Rank 1** The character's size can increase or decrease one size category (a Medium character can either grow to Large or shrink to Small).
- Rank 2** The character's size can increase or decrease two size categories (a Medium character can either grow to Huge or shrink to Tiny).
- Rank 3** The character's size can increase or decrease three size categories (a Medium character can either grow to Gargantuan or shrink to Diminutive).
- Rank 4** The character's size can increase or decrease four size categories (a Medium character can either grow to Colossal or shrink to Fine).
- Rank 5** The character's size can increase or decrease five size categories (a Small character can grow to Colossal; a Large character could shrink to Fine).
- Rank 6** The character's size can increase or decrease six size categories (a Tiny character can grow to Colossal; a Huge character could shrink to Fine).

SPECIAL ATTACK

Cost: 1 or 4 Points/Rank

Relevant Ability:None

Progression: The character possesses an attack that delivers 1d8 damage/Rank

Celestius Ex characters sometimes wield powerful offensive energies, such as electric zaps, fireballs, unusual martial arts strikes, or energy swords. Some characters, such as cyborgs or robots, as well as vehicles, may have guns, missiles, or beam weapons built into their bodies.

Special Attack costs 4 Points/Rank, and delivers 1d8 damage per Rank.

Special Attacks may be further customized by assigning one or more attack Abilities. Each attack Ability taken reduces the damage by 1d8 but adds an additional capability. Attacks may also be assigned one or more attack Disabilities. Each attack Disability increases the damage by 1d8 but reduces the attack's utility by imposing some form of limitation.

The player must assign Abilities and Disabilities when the Special Attack is designed. On the player's character sheet, they are listed in

parentheses following the attack's modified damage. He or she may assign a combination of Abilities and Disabilities that would reduce its damage to a minimum of 1d8. To create a "zero damage" Special Attack, one would select the No Damage Disability. For example, suppose a character has a Special Attack at Rank 2. He or she would only be able to purchase one Ability, which would reduced the attack's

Special Attack Abilities

Ability	# of Slots
Accurate	1
Affects Incorporeal	1
Area Effect	1
Aura	2
Auto-Fire	3
Burning	1
Concealable	1
Contagious	2 or 4
Drain Body	1
Drain Essence	1
Drain Mind	1
Drain Soul	1
Enduring	1
Flare	1
Flexible	1
Flurry	1
Homing	1 or 2
Incapacitating	3
Incurable	4
Indirect	1
Irritant	1
Linked (Attack)	2
Linked (Attribute)	1
Long Range	1
Mind or Soul Attack	5
Muscle-Powered	1
No Regeneration	1
Penetrating (Armour)	1
Penetrating (Force Field)	1
Quake	1
Spreading	1
Stun	1
Tangle	2
Targeted	1 or 2
Trap	1
Undetectable	4
Unique Ability	1
Vampiric	2-4



damage from 2d8 to 1d8. If the character wanted to purchase a second Ability, he or she must first assign a Disability, which would raise the attack's damage back to 2d8. The character could then purchase a second Ability, reducing the damage back to 1d8.

A Weapon Attack should always be given a descriptive name such as "Pillar of Fire" or "Heart's Strike." When designing the attack, the player (with GM input) should determine what Skill and Specialization is appropriate for its use. For most Special or superpowered ranged attacks, it will be Special Ranged Attacks. For vehicle Attacks, it is usually Heavy Weapons (Gunnery). For ranged weapons designed as Personal Gear, it is usually Guns or Thrown Weapon with an appropriate Specialization depending on the description. Any weapon with the Melee Disability uses the Melee Attack or Unarmed Attack Skills depending on its description. For example, Melee Attack (Sword) is appropriate to an energy sword, while Unarmed Attack (Striking) would be suitable for a spirit that drained essence by its touch or a martial arts strike.

Alternate Attacks

Although a character or vehicle often uses his or her highest-Rank "primary" weapon, alternate or backup ones may also be possessed. The Point cost of these additional "secondary" attacks are one quarter the cost of the primary attack at 1 Point/Rank. The primary attack — the attack with the highest Rank — is the only one that costs the standard 4 Points/Rank. Secondary attacks may each possess different damages, Abilities and Disabilities. If acquiring alternate attacks as Spiritual Powers the secondary attacks drain the regular 4 Essence Points/Rank, not 1 Essence Point/Rank.

Vehicle Weapon Attacks and Different Gunners

If a vehicle has the Special Attack Ability, each armament is normally designed for use by whoever is controlling the vehicle. An operator can only fire one of the weapons each round, unless he or she possesses the Extra Attacks Attribute and the Special Attack has the Flurry Ability. If the vehicle carries multiple people, however, it may be designed with many independently operated weapons, each manned by a different character, which allows simultaneous attacks. If a weapon is created from this category, it should be noted as requiring a "Different Gunner" and purchased at an additional flat cost of 2 Points each (this is the half-cost discounted version).

Special Effects

The special effects of Area Effect, Drain (Any), Flare, Incapacitating, Irritant, Spreading, and Tangle are determined by the Rank of the Special Attack only. Extreme Damage, Superstrength, and critical hit multipliers are not included in the calculation. Additionally, Armour and Force Fields do not normally protect against Drain (Any), Flare, Incapacitating, Irritant, or Tangle. Before making an attack, a character can choose to inflict less damage than the normal 1d8/Rank, or reduce the power of their special effects.

Effects Based on Damage Inflicted

The scope of the special effects for attacks with the Area Effect, Drain (Any), Flare, Incapacitating, Irritant, Linked, Spreading, or Tangle Abilities depend on the rank of the Special Attack. For example, Drain (Mind) reduced the target's Awareness Score by 2 for every Special Attack Rank; similarly, Tangle creates restraints that have 4 Health Points for every Special Attack Rank. To introduce randomness into these special effects, their scopes could instead be based on every 5 damage that the attack inflicts (or would have inflicted in the case of attacks with the No Damage Disability). For the examples, Drain (Mind) would reduce a target's Awareness Score by 2 for every 5 damage, and Tangle would create restraints that have 4 Health Points for every 5 damage. If this alternate rule is used, damage must be rolled for all attacks — including ones with the No Damage Disability — to determine the special effect scope.

Special Attack Abilities

The following Abilities may be assigned to a Special Attack. The GM may disallow any combination of Abilities that seems inappropriate.

• Accurate

The attack is unusually accurate giving a +4 bonus to Attack rolls (or Ability checks if the attack has the Mind or Soul Attack Ability). This Ability can be assigned two or three times for a +8 or +12 bonus, but may not be combined with the Linked (Attack) Ability.

• Affects Incorporeal

This attack will affect characters that are currently Astral or Incorporeal as if they were solid.

• Area Effect

This is an attack, like an explosive blast, that affects not only the direct target, but also anyone in the immediate area. All affected char-



acters are allowed a Defense check (diving for cover, swerving out of the way) for half damage. Characters and vehicle that can shield them with very solid objects or terrain in the vicinity may avoid damage completely (GM's discretion) on a successful Defense check. This represents the character ducking or moving behind cover. The GM will decide whether an object or person is within the area of effect, and may assume the area radius is equivalent to 5 feet for every Special Attack Rank. Area Effect can be assigned multiple times; each Ability doubles the area radius.

• **Aura**

Rather than having to make an actual attack, the character instead automatically damages anyone who touches his or her body. An example might be a character that was sheathed in flame or electrified. If this Ability is combined with the Area Effect Ability, it automatically damages anyone in the designated area around the character. Aura counts as two Abilities.

• **Auto-Fire**

The attack consists of a burst of multiple shots like a machine gun or rapid sequence of essence bolts. Instead of scoring one hit when an attack is successful, the attacker scores hits (minimum of one, maximum of five) equal to the difference between his or her final to hit roll (including all modifiers) and the target's defense roll (including all modifiers) divided by five, rounded down. For example, if a character (with a final hit roll result of 27) attempts to hit a target that rolls a final defense value of 16, he or she would score 2 hits ($27 - 16 = 11$; $11 \div 5 = 2.2$; round down to 2). Each hit delivers separate damage (important when considering Armour and Force Fields). Bonuses from Extreme Damage, Superstrength, and critical hit multipliers are only applied to the first hit in an Auto-Fire burst — all others only inflict the normal damage of the Special Attack. The Game Master may increase the maximum number of hits scored to 10 to reflect more potentially damaging attacks. Auto-Fire counts as three Abilities.

• **Burning**

This represents acid, flaming liquid, or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrates the opponent's Armour, the target will suffer an additional 1 damage/Rank of the Special Attack each round for 5 rounds or until the effect is somehow neutralized (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralization). Armour does not protect against the extra burning damage in subsequent rounds. Alternatively, Burning can be defined as a "hourly burn," in which case the damage is 2 per Rank rather than 1

but is applied on a daily basis (rather than round-by-round). Finally, a "slow burn" inflicts 4 damage/Rank-inflicted daily (rather than round-by-round). This Ability may best represent a disease or slow poison attack. Unlike a regular Burning attack, the hourly burn and slow burn damage will continue until the victim is dead or makes a successful Stamina check against a DC or 15 + the Rank of the Special Attack (made on an hourly or daily basis).

• **Concealable**

This option is only available for Hand-Held weapons, vehicle weapons, or personal gear. Such weapons are normally assumed to be visible — a weapon built into a vehicle has obvious barrels or gun ports, for example. A Concealable weapon is not so obvious; it may extend out from the vehicle or be disguised as something else. If built as a Hand-Held Weapon or Personal Gear, this means it is small enough to be used with one hand and concealed under clothing. Most pistol-sized or knife-sized weapons are Concealable. For more cinematic games, larger weapons such as swords and machine guns can be designed as Concealable as well.

• **Contagious**

Some or all of the attack's damage or other effects will be passed on to others who touch (or otherwise contact) a victim. If mildly contagious, not everyone will be infected; a prospective victim must fail a Stamina check versus a DC 15 + Rank of Special Attack to be affected. If taken twice, it is highly contagious; someone must fail the Save at a -4 penalty in order to be affected. Alternatively, the contagion may be automated under some circumstances. The save is normally a Stamina check, but some contagion may require a Wisdom check. The GM should adjudicate Effects and countermeasures. The Ability is usually combined with the Toxic Disability. Contagious counts as two Abilities if mildly contagious or four Abilities if highly contagious.

• **Drain Body**

The attack causes the victim to suffer weakness and/or loss of coordination. The victim's Strength, Agility, or Constitution (chosen when the attack is designed) is reduced by 2 per Rank of the attack. The Ability drain is in addition to any Hit Point losses from the attack. To design an attack that only drains the chosen Ability, but inflicts no other punishment, the No Damage Disability must also be assigned. If a target's Constitution is drained to 0, he or she is rendered unconscious but does not die as normal. Lost Ability Score Points are recovered at two Points per hour of rest.



• Drain Essence

The attack drains away the victim's personal essence supply, causing him or her to become fatigued and/or despondent. In addition to the damage delivered to the victim's Hit Points, the attack causes the same loss of Essence Points. To design an attack that only drains Essence Points, the No Damage Disability must also be assigned. Lost Essence Points recover at their normal rate.

• Drain Mind

The attack causes the victim to lose his or her mind. The attack may be a psionic attack, a tranquillizer or similar drug, or another form of attack. The victim's Awareness is reduced by 1 multiplied by the Special Attack Rank. This Awareness drain is in addition to any Hit Point losses from the attack. To design an attack that only drains Awareness, the No Damage Disability must also be assigned. The drained Points return at the rate of two every hour.

• Drain Soul

The Attack affects the victim's spirit. This attack may be a wave of fear, despair, or some other Wisdom-destroying emotion. The victim's Spirit is reduced by 1 multiplied by the Special Attack Rank. This drainage is in addition to any Hit Point losses from the attack. The same amount of hit points loss will be the same amount of essence points loss. To design an attack that only drains the chosen Ability, the No Damage Disability must also be assigned. The drained Points return at the rate of two every hour.

• Enduring

Enduring can only be assigned in conjunction with Area Effect. The attack remains active within the affected area over multiple rounds. Examples of this type of attack include chemical clouds, sheets of fire, electrical charges, or super cooled vapors. Anyone entering or remaining in the area is immediately subject to the attack; defense checks are outlined under Area Effect. Each time Enduring is assigned, the Area Effect attack remains active for 1 additional round.

• Flare

If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking at the attack must roll a Stamina check against DC 10 + 2 per Rank of the Special Attack. If a target character fails his or her Stamina check, he or she is blinded for a number of combat rounds equal to the amount by which the save was failed. Characters with appropriate Special

Defenses will not be blinded. Flare may be taken multiple times; each time it is taken, add an extra 2 to the DC of the Stamina check. Flare can also be generalized to cover other sense-overloading attacks. For example, the attack might cause deafness.

• Flexible

This Ability represents long, flexible, or extendible attacks such as a prehensile whip, essence-lash, razor-ribbon, or similar attack mode. The target's defense rolls are at a -2 penalty. If the attacker is strong enough to physically lift the target, a successful attack can trip or disarm an opponent (snagging a hand-held weapon) in lieu of delivering damage. Such non-damaging attack stunts are made at a -4 penalty to the attack roll since they require great talent to execute accurately.

• Flurry

This Ability allows a character to use his or her Special Attack multiple times in a round if that character has multiple attacks — one extra use per round each time it is assigned, in addition to the first regular use. Normally, a Special Attack can only be used once each round. The second attack would be made using the character's second Base Attack Bonus, the third using the third Base Attack Bonus, and the fourth using the fourth Base Attack Bonus. For example, if a character had a Base Attack of +17/+12/+7 and had this Ability twice, he or she would make three Weapon Attacks at +17/+12/+7. If he or she only had it once, the character would be able to attack twice at +17/+12.

• Homing

The attack or weapon fires a projectile or essence bolt that can track and follow its target. The character receives a +4 bonus to his or her attack roll, and if the attack misses or the target successfully defends, the weapon will return to try again (only one more time) in the next combat round. A Homing attack is vulnerable to Sensory Block, however. In a setting where electronic Sensory Block is not common (such as ancient Japan), Homing counts as two Abilities.

• Incapacitating

This represents any form of attack that can instantly incapacitate a foe even if it does not inflict actual damage. This includes putting an opponent to sleep or turning him or her to stone. Regardless of whether the attack does physical damage, the victim must make a check against a secondary ability (either Stamina or Wisdom— decide when the attack is designed) against DC 10 + 2 per Special Attack Rank to



avoid being completely incapacitated. When designing the attack, specify the form the incapacitation takes: asleep, awake but paralyzed, turned to stone, transformed into an inert doll, etc. The effects will wear off in several minutes, unless the Incurable Ability is also taken. To design an attack that only incapacitates the target, the No Damage Disability must also be assigned. Incapacitating counts as three Abilities.

• Incurable

The attack produces wounds or other effects that do not heal naturally, and are incurable by normal methods. Rather than recovering at a normal rate or being amenable to standard medical treatment, recovery cannot take place until some exotic event or treatment has occurred. This requirement must be specified when the attack is designed, subject to GM approval. Incurable counts as four Abilities.

• Indirect

The weapon can fire shots in a high ballistic arc. Examples include grenade launchers and artillery guns. This allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles (or even shoot over the horizon, if the Long Range Ability is also assigned). Indirect fire is tricky, however. To effectively fire at an indirect location, the attacker must be able to “see” the target (sensors can be used), or someone else must spot the target and relay its position to the attacker. Indirect fire results in a -2 penalty to the attack roll with an additional -6 penalty if the target cannot be physically seen by the attacker (for a total of -8). A weapon with the Indirect Ability can be used under normal medium and short ranges without any penalty.

• Irritant

This represents pepper spray, a skunk’s musk, an itching spell, or similar effect. Whether or not damage penetrated Armour, the subject must make a Stamina check against DC 10 + 2 per Special Attack Rank. If the target fails, the character is partially blinded and distracted (-2 penalty on all rolls to do anything) for a number of rounds equal to the amount by which he or she failed the save. Irritant is usually taken in conjunction with the Toxic Disability to simulate an attack against which a gas mask or the like offers protection.

• Linked (Attack)

An attack with this Ability is “attached” to another (or “master”) attack. The master attack may be an ordinary weapon (such as an item of Personal Gear, like a sword or gun), a Natural Weapon or unarmed attack, or a different Special Attack. If that master attack is

successful, this linked attack automatically hits as well (no defense allowed), but if it misses or fails to penetrate the target’s defenses (Armour, Force Fields, etc.), the linked attack automatically fails too (with full Essence Point cost, if applicable). If the master attack hits and delivered enough damage to successfully penetrate Armour, then the Armour does not protect at all against the damage of the second linked attack. Damage bonuses from Extreme Damage, Superstrength, and critical hit multipliers only apply to the master attack, not to each attack. An attack with the Linked Ability may not be given the Accurate or Long Range Abilities or the Inaccurate, Low Penetration, Melee, or Short Range Disabilities; its range and accuracy are dependent on the attack to which it is linked. The attack can only be used in conjunction with the master attack; it cannot be used separately, on its own. Unless the GM indicates otherwise, only one Special Attack can be attached to each master attack. Linked (Attack) counts as two Abilities.

• Linked (Attribute)

An attack with this Ability is attached to one of the following Attributes, which the character must also possess: Realm Portal, Insubstantiality, Metamorphosis, Shape Change, Size Change, or Teleport. If the attack hits, a living subject Will be affected by that Attribute provided he or she fails a Stamina check to resist against DC 10 + 2 per Special Attack Rank.

• Long Range

An ordinary attack is assumed to have an effective range of about 500 feet (2 miles in space). This Ability extends the range to 1 mile (20 miles in space). Long Range weapons are typical of beam cannons on spaceships, guided missiles, or the guns of tanks or vehicle. It can be assigned multiple times: each time it is taken after the first doubles the actual range. Since the Earth’s horizon limits line-of-sight for characters standing on the ground, multiple Long Range Abilities are often combined with the Indirect Ability. This Ability is incompatible with the Melee and Short Range Disabilities.

• Mind or Soul Attack

The attack is not a physical attack but rather is a mental assault (Mind Attack) or contest of spirit or Will (Soul Attack). During creation, the player must specify either Mind or Soul as the focus of the Ability. Instead of using the character’s base attack bonus to hit, the character must roll a successful Awareness (Mind Attack) or Wits (Soul Attack) check for his or her character (though appropriate Skills can modify this). Furthermore, instead of a normal defense roll, the subject makes a Wisdom check plus any bonuses for the Mind Shield



Attribute (DC is the attacker's Awareness or Wits check total). Soul Attack ignores Armour and Force Fields, and affects Insubstantial or Astral characters normally. Both versions count as five Abilities.

• Muscle-Powered

This ability normally is only appropriate for melee or thrown weapons. The character adds any damage modifier due to Strength to the attack's base damage.

• No Regeneration

This is a lesser form of Incurable. The damage from the attack cannot be restored using the Healing or Regeneration Attributes but can otherwise recover or be repaired normally.

• Penetrating (Armour)

Armour does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Armour) is assigned, Armour stops 10 less damage than normal from the attack (up to the Armour's maximum rating).

• Penetrating (Force Field)

The Force Field Attribute does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Force Field) is assigned, the Force Field stops 10 less damage than normal from the attack (up to the Field's maximum rating).

• Quake

This attack causes a linear shock wave in the ground, causing rumbling and fractures. The quake "fault" Will only be large enough for one person to fall into its depths unless it is combined with the Area Effect Ability. A victim may fall into the crevasse if he or she fails a Base Defense check (DC 15 + Special Attack Rank). The fissure will be approximately 3 feet deep for the first 5 damage (including bonuses for Strength and Extreme Damage) and is doubled for every additional 5 damage the attack inflicts. Thus a quake that delivers a total of 15 damage creates a fissure 12 feet deep, while one that delivers 30 damage creates a crevice 96 feet deep. Quake can only be used on a solid surface (which may be earth, sand, cement, or asphalt), and may not be combined with the Aura Ability or No Damage Disability.

• Spreading

This type of attack spreads to cover an expanding area like a cone of

essence or a spray of projectiles or essence bolts. The defender receives a -1 penalty to his or her Defense roll. Multiple adjacent targets in the attack path may also receive damage if they are lined up or in a dense formation, up to a maximum of one extra target for every Special Attack Rank. The Spreading Ability can be acquired multiple times; each one further penalizes the target's Defense roll by -1 and doubles the number of possible adjacent targets. Spreading is often assigned in conjunction with the Short Range Disability.

• Stun

An attack with this Ability inflicts temporary damage such as an electric shock that shorts out electronics and renders people unconscious. Lost Hit Points are recovered or repaired at one Point every minute rather than at the normal rate. Stun damage cannot kill. Although the attack only inflicts temporary damage (compared to the real damage of a regular attack), it has the advantage that it may be used to incapacitate a foe without the risk of killing him or her.

• Tangle

Attacks that can entangle the victim may include a spray that freezes the target in ice, or traps him or her in the branches of an animated plant, simple webbing, etc. The entanglement has 4 Hit Points for every Special Attack Rank. If a target does not successfully defend a Tangle attack, he or she is trapped until sufficient damage is delivered to the entanglement to reduce its Hit Points to zero or lower (at this point it is destroyed). A trapped character has restricted movement and attacks physically at a -4 penalty, cannot defend (ignore Agility bonuses for AC), and cannot perform actions that require complex gestures. A character is usually able to speak, however. A victim who has partially destroyed an entanglement may regain additional body movement (GM's discretion). A Tangle attack also inflicts damage as normal unless the No Damage Disability is also assigned to the attack. An "Incurable" entanglement can only be damaged by some special means (such as fire or water) defined when the Tangle attack is created. Tangle counts as two Abilities.

• Targeted

The attack inflicts double damage to a specific group of targets and normal or no damage to everyone else. Thus, an attack could be good essence (double damage to evil creatures), chaos essence (double damage to lawful creatures), life essence (double damage to undead creatures), or detrimental to a specific race. Targeted counts as one Ability if no damage is delivered to non-Targeted opponents, or two Abilities if normal damage is delivered.



• Trap

The attack lays a mine, booby trap, or some other similar device, which “sits and waits” until someone triggers it. A successful Spot Skill check (DC 10 + Special Attack Rank) will reveal the trap’s presence. The Trap Ability can be paired with the Melee Disability to simulate a booby trap that must be carefully planted. Without the Melee Disability, the trap can be deployed at a range; a successful attack roll indicates that the Trap was fired or tossed into the correct area.

• Undetectable

Most Special Attacks have a visible component that makes it easy for targets to determine who is attacking them. An attack with the Undetectable Ability does not provide any indication that it is about to strike and cannot be traced back to the attacker using normal methods. This may result in the attacker gaining surprise (target is flat-footed). If the target knows he or she is under attack, he or she may still defend but does not gain his or her Agility bonus to AC. This Ability is most often associated with non-physical attacks such as ones with the Drain (Any), or Mind or Soul Attack Abilities. Undetectable counts as four Abilities.

• Unique Ability

The attack has some other unspecified Ability that is not listed, and is subject to GM approval. Examples can include an attack that alters the target’s memories, one that affects the appearance of the target, and many more. The number of Ability slots is determined by the GM based on the benefit the Unique Ability provides.

• Vampiric

This Ability can be added to any attack that causes normal damage or one that drains Ability Score values. Upon a successful attack, the lost Hit Points or Ability Scores are transferred to the attacker. Vampiric counts as two Abilities if the attack can only restore lost Points or Ranks (thus, the character could heal him or herself). It counts as three Abilities if the attack can increase the character’s Hit Points above their normal maximum value (no more than twice normal, however). Finally, it counts as four Abilities if it can increase

Special Attack Disabilities

Disability	# of Slots
Backblast	1
Drop Shields	1
Extra Essence	1
Inaccurate	1
Internal	1
Limited Shots	1
Low Penetration	1
Melee	2
No Damage	1
Only In (Environment)	1 or 2
Self-Destruct	4
Short Range	1
Slow	1
Static	2
Stoppable	1
Toxic	1
Unique Disability	1
Unreliable	1
Uses Essence	1

the character’s Ability Scores above their normal maximum value). Any values or Points in excess of the user’s normal Rank fade at a rate of 10 Hit Points or two Ability Score values per hour. This Ability may not be combined with the Area Effect or Spreading Abilities. Vampiric costs 2, 3, or 4 Ability slots.

Special Attack Disabilities

Some, none, or many of these Disabilities may be assigned to a Special Attack. The GM may disallow any combination that seems inappropriate.

• Backblast

The attack produces some sort of backblast or other side effect that affects anyone or anything standing directly behind the attacker (within 5 feet). An example is a rocket launcher that produces a hazardous backblast to anyone standing behind the gunner, but some spells or other abilities might have similar risks. The damage of the backblast is normally one quarter the damage of the actual attack. If this Disability is taken twice, it affects everyone in a 5-foot radius around it, including the attacking character (unless he or she also has Immunity to one’s own attacks). Backblast cannot be combined with the Area Effect and Aura Abilities at the same time.

• Drop Shields

This Disability can only be taken if the character also has a Force Field. It requires the character to turn off all Force Fields before using the attack, and they must remain down until the character’s turn to act on the following round.

• Extra Essence

This is only appropriate for characters acquiring the attack as a Spiritual Power. The attack costs twice as many Essence Points as normal. Extra Essence can be taken multiple times, with each time doubling the Essence Points requirement.

• Inaccurate



The attack is not as accurate as normal ones, and imposes a -4 penalty to all attack rolls. This Disability can be taken two or three times for a -8 or -12 penalty.

• Internal

The attack is only usable inside a specific vehicle or other structure. This may represent a vehicle's built-in internal security systems or an attack for which the character draws power from a Mechanism inside and channels it through his or her body.

• Limited Shots

The attack is only usable for a few combat rounds, after which it either runs out of ammunition or power, or simply burns out. Assigning this Disability once means it can make up to six attacks; if taken twice, up to three attacks; if taken three times, only one attack. If the attack also has the Auto-Fire Ability, one "attack" means a single Auto-Fire burst.

The base numbers of Disability slots are for attacks that take several minutes or more to "reload." If the attack can be "reloaded" with one action, the number of Disability slots is reduced by 1 (minimum of 1 slot). If the attack can be "reloaded" instantly (an ammunition source is still required), the Disability is worth two fewer slots (minimum of 1 slot).

• Low Penetration

The attack has an inferior ability to penetrate Armour and Force Fields relative to its damage. Examples include shotgun blasts, hollow-point bullets, or phased plasma guns. Any Armour or Force Field Attribute stops an additional 10 damage. This Disability is incompatible with either of the two Penetrating Abilities. GMs must approve Special Attacks with multiple assignments of Low Penetration.

• Melee

The attack is only usable against adjacent opponents and may require physical contact. An example of a Melee attack is a physical or essence sword or a touch that inflicts debilitating effects. Of course, many Melee weapons can be thrown as well in desperate situation, but the attack suffers a -4 attack penalty and the damage is divided in half. The Melee Disability cannot be combined with the Long Range Ability or Short Range Disability. It is sufficiently limiting that it is equivalent to two Disabilities.

• No Damage

The attack does not deliver ordinary physical damage. This Disability is usually only taken if combined with Abilities such as Drain (Any), Flare, Incapacitating, Irritant, Linked (Attribute), or Tangle that produce effects that do not rely on physical damage. The damage value of the attack is used only to rate the effectiveness of these special abilities — the greater the damage value, the more effective the attack. Characters that use Special Attacks with the No Damage Disability may still need to roll to determine the effectiveness of some attack Abilities, however.

• Only In (Environment)

The attack or weapons can only target objects that are on or in a particular limited environment, for example, "only in water" (representing a torpedo) or "only in space" (representing a powerful weapon that requires a vacuum to work). The environment should not be one that is ubiquitous in the campaign (for example, "only in air" is not valid unless a lot of the game action Will take place in airless environments). If the environment is very rare in the campaign, the GM may allow this to count as two Disabilities.

• Self-Destruct

Use of this attack destroys the weapon (characters obviously assign this Disability to themselves very rarely). This Disability is usually combined with Melee and Area-Effect to represent an explosive self-destruct system. It may not be combined with Limited Uses. It counts as four Disability slots.

• Short Range

This attack is only usable at fairly close range (effective range of about 50 feet). The Short Range Disability cannot be combined with the Long Range Ability or the Melee Disability.

• Slow

The attacker must use one combat action to aim, charge, chant an incantation, load the weapon, or perform some other necessary activity before each attack. Someone with the Extra Attacks Attribute can use one of his or her extra actions to prepare the attack rather than wasting the entire round. The Slow Disability can be taken more than once to represent an attack that takes even longer to initiate. Assigning it twice increases the time to three rounds; three assignments increase the time to 10 rounds (about a minute); four increases the time to two-six hours; five increases the preparation to days. This Disability may not be used with the Linked (Attack) Ability.



• Static

The attack cannot be used while the character is moving (or if a vehicle weapon, while the vehicle is moving under its own power). This could be due to a need for precise aim or total concentration. The weapon might also require all power to be diverted to its essence supply, or might be static because of recoil, or another reason. The character is considered flat-footed while preparing to fire the attack. Static is worth two Disabilities.

• Stoppable

The attack fires a projectile or essence bolt that is massive or slow

twice increases the time to reach the target to two rounds; each further assignment doubles the transit time. Slow moving missiles and plasma bolts are examples of attacks that might have Stoppable two or three times.

• Toxic

The attack is a gas, toxin, biological weapon, sound, radiation, or other harmful effect that only damages living things. Non-living material (such as most vehicle) or characters that have the appropriate Adaptation or Special Defense Attributes are immune to its effects.

• Unique Disability

The attack has some other unspecified limitation, which is subject to GM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, an attack that drains Hit Points from the user, etc.

• Unreliable

Any time this attack is used and the attack roll is an unmodified (or “natural”) 1, the attack fails to take place and the weapon or ability either burns out, jams, overheats, or otherwise malfunctions. The Special Attack Will not work again until some condition is fulfilled. For example, repairing a vehicle weapon requires a skilled individual to make a successful Awareness check (one attempt each round), and while the character is making repairs; he or she cannot carry out other activities. The same could apply to a Special attack with a Awareness check needed to remember the correct words. Other remedies might be appropriate for recovering different attacks (for example, a dragon whose breath weapon has “burned out” might have to eat a hearty meal first).

• Uses Essence

The attack draws upon the user’s personal essence, each attack draining 5 Essence Points. This Disability can be taken twice, and, if so, it uses 5 Essence Points per Rank. This Disability is not available for Spiritual Powers, which automatically use essence (see the Extra Essence Disability instead).

Special Defense

Effect	1 Slot	2 Slots
Ageing	Ages slowly	Does not age
Air/Oxygen to Breathe environment	Survive in low low-oxygen	Does not breathe
Hunger	Need to eat once every 2-4 days	Never need to eat
One Type of Celestial fire	+3 Defense and checks	+6 Defense and checks
Pain	Unwanted sensation is reduced	No pain is felt
Sleep	Sleep once every 3-7 days	Never need to sleep
Specific Attack Ability	+3 Defense and checks	+6 Defense and checks

enough to be shot down and does not reach the target until Initiative zero. Consequently, the attack can be stopped in mid-flight. A cannon shell would probably not qualify, but a missile or plasma-ball might. Anyone with an unused combat attack action during the same round may make a ranged attack against the projectile. To stop the attack, a successful hit (or hits) must deliver at least 3 damage for every 1d8 of damage of the attack. Stoppable may not be combined with the Melee Disability. Stoppable may be purchased more than once to reflect an attack that takes even longer to reach the target. Assigning Stoppable

SPECIAL DEFENSE

Cost: 1 Point/Rank

Relevant Ability: None



Progression: The character gains 1 Special Defense slot/Rank

A character with this Attribute is resistant or completely immune to a specific type of uncommon ailment or injury, normally one whose effects are otherwise insidious in nature. Special Defense can be acquired multiple times to represent a character that is resistant or immune to different kinds of attacks/events.

If a category is assigned one slot, the character is partially resistant; for two slots, the character has complete or enhanced resistance. For ability to survive under harsh physical conditions, see the Adaptation Attribute. Several examples of Special Defenses and their effects are shown. The GM and players are encouraged to develop their own as well.

SPECIAL MOVEMENT

Cost: 1 Point/Rank

Relevant Ability: Agility

Progression: The character gains 1 type of movement/Rank

This Attribute is appropriate for characters such as non-humans, super martial artists or super ninja who may possess exotic abilities that let them perform unusual stunts like running over water, etc. The character may select one special movement ability for every Rank of this Attribute. GMs may also develop a selection of other special movement abilities.

Cat-Like

The character will take half damage (round down) from most falls and always lands on his or her feet.

Realm Travel

Upon a successful Spirit check against DC 10, the character can instantly travel between the normal world and her home realm to one other realm, such as Heaven, Hell or purgatory. Each time this method is assigned, the character can travel to another single realm.

Light-Footed

The character can skim over sand, snow, or ice at full speed.

Slithering

The character can slither along the ground at normal walking/running speeds. This allows a character to move quickly while maintaining a very low profile.

Swinging/Brachiating

The character can swing through forests and cities (areas with natural or artificial structures above swinging height) using vines/ropes/webbing or simply his or her arms.

Untrackable

The character never leaves footprints, tracks, or a scent when he or she walks or runs.

Wall-Bouncing

The character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces (walls). For example, he or she can proceed down hallways or climb an alleyway between two buildings (bouncing from wall to wall).

Wall-Crawling

The character can cling to walls or ceilings as though they were on the ground or floor. This counts as two Special Movement abilities.

Water-Walking

The character can run over water as if he or she were on land. This counts as two Special Movement abilities.

Spirit Direction

When the character opens his or her mind to the natural world, he or she will always move in the “right” direction. The “right” direction is not always the desired direction, however.

SPEED

Cost: 2 Points/Rank

Relevant Ability: Agility



Progression: Descriptive; see below

A character with Speed can move much faster than a normal character, as well as perceive the world at an increased pace. In Celestius Ex, a fast-moving character can still interact with the world. This means that the character will not run into buildings along city streets because he or she can perceive them early enough and make sharp turns to avoid them. Fast characters can also read books quickly, write at incredible speeds, and perform normal chores and activities at enhanced rates. In addition to gaining +2 Initiative at each Rank, the character is harder to hit when moving quickly due to the incredible speed at which the character is moving.

Many characters with Speed Will also possess one or more Ranks in the following Attributes: Combat Technique (Lightning Reflexes), Extra Attacks, Extra Defenses, Heightened Awareness, Extreme Damage, Regeneration, Special Movement.

- Rank 1** The character can move at speeds up to 50 mph, and gains +2 Initiative.
- Rank 2** The character can move at speeds up to 100 mph, and gains +4 Initiative.
- Rank 3** The character can move at speeds up to 200 mph, and gains +6 Initiative.
- Rank 4** The character can move at speeds up to 400 mph, and gains +8 Initiative.
- Rank 5** The character can move at speeds up to 800 mph, and gains +10 Initiative.
- Rank 6** The character can move at speeds up to 1,600 mph, and gains +12 Initiative.

SPIRIT WARD

Cost: 1 Point/Rank

Relevant Ability: Wits

Progression: The character's Spirit Ward inflicts 1d8 damage/Rank; targets suffer a -1 Wisdom check penalty/Rank.

A character with this Attribute can create potent spirit wards against angels, demons, ghosts, or other supernatural spirits. This might only be possible at an appropriate holy place such as a temple or a church. A supernatural entity cannot pass through a doorway, window, or other portal with a ward on it unless the entity expends great effort (spending 5 Essence Points per Rank of the ward and making a successful Wisdom check against DC 15 plus the Rank of the ward). This also counts for the shroud. Repeated attempts are possible as long as the creature still has Essence Points to spend. If the entity does pass through, the spirit ward might burst into flame or otherwise

vanish, its power overcome by the intruder.

If a supernatural entity is struck with a spirit ward (this requires a successful attack in combat), it suffers 1d8 damage per Rank of the ward for every round the ward is in contact with it. If a Spirit Ward is placed on a person who is possessed by or under the Mind Control of a dark entity, the controlled character receives a chance to break free.

SUPERSTRENGTH

Cost: 4 Points/Rank

Relevant Ability: Strength

Progression: The character's Strength is increased by 8/Rank

While Enhanced [Ability] allows players to increase their character's Ability Scores, it is somewhat limiting to superstrong characters and vehicle. Celestius Ex heroes and giant monsters are Will known for possessing strength well beyond mortal limits. Such characters possess the Superstrength Attribute.

SWARM

Cost: 2 Points/Rank

Relevant Ability: Constitution

Progression: The character can transform into 1 critter/Rank for every current Hit Point

A character with this Attribute can transform into a swarm of small creatures: rats, bats, wasps, crows or other creatures or things (such as tiny attack robots). Vampires, demons, mummies or angels most often possess this dramatic ability.

The type of swarm must be determined during character creation. The character can create one critter from his or her body for every current Hit Point multiplied by the Rank in this Attribute. Thus, a character with 50 current Hit Points who has Swarm at Rank 4 could transform into a mass of 200 creatures (50 x 4 = 200).

When transformed into a swarm, the character cannot use any of his or her existing Attributes or Skills. The actions of the swarm are basically limited to three options: move, observe, and attack. Additionally, all the critters of the swarm must remain within close proximity of each other (within a radius of 10 feet per Rank).



A swarm's Base Attack Bonus is equal to its Attribute Rank + 4. It inflicts 1 damage for every 10 critters (round up; minimum one damage) in the swarm. A swarm has zero Essence Points, but does not fall unconscious as a normal character would. In many instances, the Armour and Force Field Attributes Will protect the target character from all damage, since the Attributes stop sufficient damage from each critter attack. Against some critters, even regular clothing may be enough to stop some or all damage. Each situation will be different; the GM must determine how much damage, if any, Will penetrate the target's defenses.

A swarm can be attacked normally, and each creature in it dies if it is hit (no Defense roll is allowed). Unless an opponent is using an attack with the Area Effect or Spreading Abilities, however, only a single member of the swarm can be killed per attack (GM's discretion). Consequently, a swarm of 200 creatures requires 200 attacks to be completely destroyed. Attacks with the Spreading Ability can affect multiple critters at time, while attacks with the Area Effect Ability can be devastating to the swarm.

A character that dissolved into a swarm may choose to use an action to revert into normal form. To accomplish this, all available critters in the swarm (those not killed or trapped) must join together. Transforming back to normal form requires a character's action for that round, but does not cost any Essence Points. The character will return to normal form with Hit Points equal to the number of critters that recombined divided by the Swarm Attribute Rank (round down). For example, if a character with 50 current Hit Points and Swarm at Rank 4 divided into 200 creatures, and after a battle, recombined with only 130 available critters, the character would then have a current total of 32 Hit Points ($130 \div 4 = 32$).

TELEKINESIS

Cost: 1-2 Points/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

The character can concentrate on an object and move it without physically touching it. Telekinesis may represent mental ability, celestial fire, or some form of tractor beam. Characters with the ability to control a particular element (Earth, Water, etc.) may also use Telekinesis to represent their particular ability.

A character using Telekinesis can lift an object or group of adjacent objects and move it at walking speed (30 feet/round) or manipulate it

with the Agility of a human hand. Telekinesis works over a close distance (up to about 15 feet) at full strength; effective strength declines by one Rank if used within a short range (up to 50 feet), or by two Ranks if used at medium range (up to 500 feet). Ranges multiply by 1,000 in space. The weight that a character can lift depends on his or her Rank, as does the degree of fine motor control.

The character can also levitate an object (or group of objects) and have it strike another person as if it were a short-ranged thrown weapon. The weight Telekinesis can lift is reduced by a factor of 10 when throwing an object hard enough to inflict damage. For example, a character with Rank 5 could lift up to 10 tons but could only throw objects weighing up to 1 ton. This is treated as a normal attack and thus can be negated by a successful defense roll. Damage depends on the weight of the object hurled: 1d4 damage for an object weighing up to 2 pounds, 1d8 damage for up to 20 pounds, 2d8 damage for one up to 200 pounds, 3d8 damage for one up to one ton, and so on. The same damage applies to the object being hurled. If Telekinesis is used to directly crush or constrict a target, damage delivered equals 2 Points/Rank.

A character who uses Telekinesis to grab another person and throw him or her uses the same procedure, but this requires a successful Power Usage: Telekinesis Skill check against a DC equal to the target's defense roll. Accurately tossing an opponent so that he or she hits another target requires a successful to hit roll. If attempting to disarm a character with Telekinesis, the subject should be allowed a Strength check against DC 10 + 1 per Telekinesis Rank to retain the weapon. If a character wishes to fly at speed exceeding 30 feet/round, he or she needs Flight rather than Telekinesis.

Ordinary Telekinesis (capable of lifting anything physical, but not forms of essence) costs 4 Points/Rank. At a cost of only 2 Point/Rank, the character may have a more focused Telekinesis. This restricts the character to telekinetically moving (or sculpting) a particular type of matter. Some examples are provided.

Air

The character can only move air (or other gases). A cubic yard of air weighs about 2.1 pounds. Enough air to fill a roughly 10' x 10' x 10' room weighs 75 pounds.

Earth

The character can only move dirt, rock, stone, sand, etc. He or she cannot affect treated metals. A cubic yard of packed dirt masses about 2 tons; the same mass of concrete weighs about 2.5 tons, while a



cubic yard of solid granite weights about 2.7 tons.

Fire

The character can only affect flames of an existing fire, or can possibly start them with his or her mind as well (GM's discretion). Since fire does not have mass, the Rank indicates the size of the flames that can be controlled and manipulated: small fires at Rank 1 (like a candle or match flame), up to raging infernos that cover several city blocks at Rank 6.

Metal

The character's Telekinesis only works on metal. This may be a mystical limitation, or it may be the character's power is actually based on magnetic. A cubic yard of steel weighs about 8 tons.

Water

The character can lift and move water. A cubic yard of water weights about 1700 lbs. (close to a ton). A gallon of water weights about 8 pounds.

Wood

The character's power only works on wood (living or dead). This ability is usually mystical in nature and common to nature priests and spirits. A cubic yard of wood weighs less than a ton.

- Rank 1** **The character can lift up to 2 lbs.**
- Rank 2** **The character can lift up to 20 lbs.**
- Rank 3** **The character can lift up to 200 lbs. (a person).**
- Rank 4** **The character can lift up to 1 ton (a car).**
- Rank 5** **The character can lift up to 10 tons (a large truck).**
- Rank 6** **The character can lift up to 100 tons (a small spaceship or house).**

TELEPATHY

Cost: 1-3 Points/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

Telepathy is the classic mental ability, and Celestius Ex characters

with ESP will often possess it. Versions of telepathy may also represent other Special capabilities; demons that can tempt their victims often possess Telepathy, for example.

Telepathy costs 1 Point/Rank if its utility is quite restricted (for example, "only works with canines" or "only with close friends"). It costs 2 Points/Rank if its utility is somewhat restricted (for example, "only with humans" or "only with beasts"). It costs 3 Points/Rank if it has universal utility.

This Attribute allows the character to read and transmit thoughts, and at higher Ranks, to actually "invade" a person's mind and probe their memories or alter their thoughts. Telepathy normally works only if a subject is in sight, or can be otherwise perceived (touched, heard, etc.). If the subject is beyond normal perceptions, mental invasion is impossible, while transmitting thoughts, reading surface thoughts or sharing the subject's sensory impressions only works if that particular subject is someone the character is close to, such as a parent, sibling, long-term co-worker, close friend, or lover.

A subject cannot detect a telepath reading thoughts or sensory impressions unless he or she has the Telepathy or Mind Shield Attribute at an equal or higher Rank. If so, he or she can choose to block the telepath (or attempt to block it with the Mind Shield), in which case the only way to get through is via mental invasion. A subject will always be aware of a mental invasion (although a non-telepath may not understand exactly what is going on).

Rank 1 **The character can, by concentrating, use mind reading to pick up the "loud" surface thoughts of a particular subject. A "loud" thought is something about which the subject is thinking hard or that has a very strong emotional content. The character can also transmit a single feeling, such as "fear" or "love" to another person.**

Rank 2 **The character can, by concentrating, use mind reading to pick up the ordinary surface thoughts of a particular subject. The character can only read what a person is actually thinking at the time. Two telepaths can communicate with one another at conversational speeds by reading each other's thoughts. The character can also transmit a word, simple image, or simple concept (like "flower" or a person's face) to a non-telepath on which he or she concentrates. It requires an entire round of concentration to convey one concept, which makes telepath to non-telepath communication slow.**

Rank 3 **The character can, by concentrating, pick up a single subject's surface thoughts and sensory impressions (i.e., see through a subject's eyes, feel**



what he or she feels, etc.). The character can choose to edit out some senses if desired. Alternatively, the character can concentrate and read “loud” surface thoughts from 2-6 people. The character can transmit sub-vocalized speech to a single non-telepath at normal conversational speeds or send a single powerful image or word to 2-6 people.

Rank 4 The character has the same capabilities as at Rank 3 Telepathy. In addition, he or she can invade another person’s mind. This counts as an attack, and if the subject is unwilling or unaware, the character will enter Mind Combat with him or her. If the subject is willing or loses the mental combat, the telepath can probe his or her memory for information he or she needs. The character will also instinctively read “loud” surface thoughts of anyone he or she touches (unless deliberately blocking the ability) without any need for concentration. The character can transmit thoughts at conversational speeds to 2-6 people at a time, simultaneously.

Rank 5 The character has the same capabilities as Rank 4 Telepathy, except that he or she can read “loud” surface thoughts of anyone in the general vicinity without any need for concentration, unless deliberately blocking the ability. A successful mental invasion can even probe memories that the subject can no longer consciously remember. The character can transmit thoughts at conversational speeds to 7-20 people at a time, simultaneously.

Rank 6 The character has the same capabilities as Rank 5 Telepathy. He or she automatically reads the surface thoughts of everyone in the vicinity and automatically shares the sensory experiences of anyone he or she is actually touching without any need for concentration, unless he or she deliberately tries to block this ability. The character can transmit thoughts at conversational speeds to 21-50 people at a time, simultaneously. If the character succeeds with a mental invasion, he or she may not only probe memories but may also alter them, deleting existing memories or giving the subject false ones.

TELEPORT

Cost: 5 Points/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

Teleport enables the character to transport him or herself instantly from place to place without crossing the intervening space. It is a common ability for angels, demons and wildings.

Teleporting is only possible if the character has visited the intended destination or can clearly see or otherwise sense the destination (possibly through the Heightened Senses or Sixth Sense Attributes). The GM may allow characters to teleport to unknown destinations (such as “100 yards up” or “to the other side of the door”), perhaps for an additional 1 or 2 Character Points total. Accidentally teleporting into a solid object may be fatal or simply cause a failed teleport at the GM’s option. A character can carry anything while teleporting that he or she could normally carry.

Teleporting is much quicker than any other means of travel (Flight, Space Flight, etc.), however, it is often risky. A Power Usage: Teleport Skill check against DC 15 should be required to perform a teleport beyond a “safe” distance. Failure means the character ends up in the wrong place (GM option) and his or her power “burns out” or “mal-functions” for hours or days.

When Teleport is first assigned, the GM may ask the player to decide if velocity (speed and direction) is conserved during travel. Alternatively, the character might adapt velocity to each Teleport individually. In many campaigns, the effects of velocity will simply be ignored.

- Rank 1** The maximum teleportation distance is 1 miles, while the safe distance is 30 feet.
- Rank 2** The maximum teleportation distance is 10 miles, while the safe distance is 300 feet.
- Rank 3** The maximum teleportation distance is 1,000 miles, while the safe distance is 1 mile.
- Rank 4** The maximum teleportation distance is 10,000 miles, while the safe distance is 10 miles.
- Rank 5** The maximum teleportation distance is 100,000 miles, while the safe distance is 100 miles.
- Rank 6** The maximum teleportation distance is 1,000,000 miles, while the safe distance is 1,000 miles.

TRANSMUTATION

Cost: 3-5 Points/Rank

Relevant Ability: Awareness

Progression: Descriptive; see below

This Attribute allows a character to transmute one non-living object (or set of connected objects) into another, or even create them an object from nothing. Transmutation costs 5 Points/Rank if the character can transmute any object into another (within the limits of his or her Rank). It costs 4 Points/Rank if the character can only transmute



(to or from) a general class of objects such as “metal,” “weapons,” “clothing,” or “food.” It also costs 4 Points/Rank if the character can only transmute one object to another of similar mass; the types of objects are unrestricted. The cost is 3 Points/Rank if the character is limited to a transmutation within a specific category and of similar mass, such as “regular clothes to battle costume,” “lead to gold,” or “spoiled food to edible food.” Finally, if the character can only create objects in one of the categories, but not transmute one object to another, the cost is reduced by 1 Point/Rank. The GM may restrict any categories that seem overly broad or too powerful.

The character cannot transmute material into new objects outside the character’s experience. The character could transmute a weapon into a book, painting or videotape, but the content must be something with which he or she was already familiar. Likewise, a character that had no familiarity with computers could not transmute a television into one using Transmutation. The GM may choose to require a Awareness Ability check (or relevant Skill check) if the character attempts a particularly complex transmutation. Failure may indicate the new object does not function properly; this is especially applicable when creating complex technological devices. Unless the GM decides otherwise, Transmutation is only able to make objects that could be classified as Personal Gear; it cannot create Items of Power. When attempting to transmute an Item of Power, the character suffers a penalty to the Awareness Ability check of -2 for each Rank of the Item of Power.

- Rank 1** **The character can transmute objects weighing up to 1 lb.**
- Rank 2** **The character can transmute objects weighing up to 5 lbs.**
- Rank 3** **The character can transmute objects weighing up to 10 lbs.**
- Rank 4** **The character can transmute objects weighing up to 50 lbs**
- Rank 5** **The character can transmute objects weighing up to 100 lbs.**
- Rank 6** **The character can transmute objects weighing up to 500 lbs.**

TUNNELING

Cost: 2 Points/Rank

Relevant Ability:None

Progression: Descriptive; see below

The Tunneling Attribute allows a character to move earth and/or burrow underground. Tunneling assumes that the character is going through sand or packed earth; boring through solid rock is one Rank slower. The tunnel the character leaves behind will either be permanent or will collapse immediately (must be specified during creation of each tunnel).

- Rank 1** **The character tunnels very slowly, similar to the tunneling speed of ten men with shovels.**
- Rank 2** **The character tunnels slowly, similar to the tunneling speed of a bulldozer.**
- Rank 3** **The character tunnels at a snail’s pace (up to 60 feet per minute).**
- Rank 4** **The character tunnels at a walking speed (up to 10 mph).**
- Rank 5** **The character tunnels at slow vehicle speeds (up to 50 mph).**
- Rank 6** **The character tunnels at fast vehicle speeds (up to 100 mph).**

UNIQUE ATTRIBUTE

Cost: 1-5 Points/Rank

Relevant Ability:Varies

Progression: Descriptive; see below

This Attribute covers any abilities not detailed in the rules. Often a single Point is sufficient to give the character “flavor,” but more Points can be allocated to enhance the effects on game play and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Attribute possesses.

The GM should assign a Point cost per Rank based on how the Attribute compares to other Attributes and how useful it is. In general, an Attribute that is somewhat useful in the game should cost 1 Point/Rank, one that is very useful should cost 2-3 Points/Rank, and one that is extremely useful should cost 4-5 Points/Rank (or more).

Note: The Unique Attributes in the Race section are special for that race. While they can be easily replicated, GM’s are encouraged not to allow players to obtain Racial Unique Attributes that do not come with their race. These attributes are what make certain races unique and different.

- Rank 1** **The Attribute has little character or game effect.**



- Rank 2** **The Attribute has a moderate character or game effect.**
Rank 3 **The Attribute has a large character or game effect.**
Rank 4 **The Attribute has a major character or game effect.**
Rank 5 **The Attribute has an extreme effect on the character or game.**
Rank 6 **The Attribute has a primal effect on the character or game.**

UNKNOWN SUPERHUMAN POWER

Cost: Variable

Relevant Ability: Variable

Progression: Variable

In some campaigns, the characters may be unaware of their superhuman abilities until they manifest at crucial moments. To represent this, the player can allocate some Points to Unknown Superhuman Power when creating the character. The player does not purchase Ranks in this Attribute — he or she simply spends a selected amount of Character Points. The GM takes those Points and adds a bonus of 50% (rounding up) and uses them to assign other Attributes to the character. The GM does not tell the player which Attributes have been assigned; they are revealed to the player (and character) as the game unfolds and the powers manifest. GMs are encouraged to reveal the character's powers slowly and when it is appropriate for the campaign's story. The GM should never feel pressured to tell the player what his or her characters unknown Attributes are before the time is right.

WATER SPEED

Cost: 2 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

A character with Water Speed can float and travel on or under water. The character can swim on the surface at high speeds and dive underwater for brief periods by holding his or her breathe, or indefinitely if

he or she has the Adaptation (Underwater) Attribute. To survive the pressure associated with deep diving, the Adaptation (Pressure) Attribute must also be assigned. Depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character. A character without Water Speed can still swim but much more slowly (about 2 mph).

- Rank 1** **The character is as fast as a slow fish or rowboat (up to 10 mph).**
Rank 2 **The character is as fast as a swift fish or yacht (up to 20 mph).**
Rank 3 **The character is as fast as a modern steamship (up to 40 mph).**
Rank 4 **The character is as fast as a speedboat (up to 80 mph).**
Rank 5 **The character is as fast as a hydrofoil (up to 160 mph).**
Rank 6 **The character is faster than any fish or watercraft (to 320 mph).**

WEALTH

Cost: 3 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

WEALTH

Cost: 2 Point/Rank

Relevant Ability: Variable

Progression: The character gains an additional +4 Wealth Bonus points/rank

The character is more financially stable ("liquid") than an average person. This will allow him or her to easily acquire commercially available goods, and bribe or hire people. Note that hirelings that are intensely loyal to the character should still be acquired through Flunkies or the Servant Attributes. The character can be assumed to have non-liquid assets (like houses or real estate) commensurate with his or her wealth. In order to have access to things that are difficult to acquire without special licenses, or which are illegal, he or she should still take Organizational Ties.



chapter 11:

Defects

SELECT DEFECTS

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent and often comical role-playing opportunity. They only impede your character to a limited extent and are not intended to totally negate his or her many abilities.

The Defects that have “Linked to Attribute” in their description are direct limitations on your character’s Attributes, rather than more general disadvantages. The combined Character Points and Bonus Points associated with the Attribute cannot be lower than 1. For example, if a character’s Rank 1 Teleport (5 Character Points) is restricted with a 9 BP Limited Use, Instantaneous Defect, the Defect actually only returns 4 BP to the character (since Teleport costs at least 1 Point).

By taking a character Defect you can gain up to three (or occasionally more) Bonus Points (BP) to increase Ability Scores or Attributes Ranks, or select additional Attributes. The number of Points you receive is directly proportional to how much the Defect hinders your character; Defects that do not inflict a significant disadvantage (such as a weakness to bullets made from the earth of planet Neptune) are not worth any BP. After you have selected your character’s Defects, return to the previous steps to use your Bonus Points (treat Bonus Points as extra Character Points).

It is recommended that you assign no more than eight Defects to your character. In most cases two-five Defects are appropriate.

ACHILLES HEEL

The character loses twice as many Hit Points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver for werewolves. It could also reflect the character’s nature such as a robot taking extra damage from water (as it causes short circuits), or an alien’s weakness to weapons from

“WATCH AND PRAY SO THAT YOU WILL NOT
FALL INTO TEMPTATION. THE SPIRIT IS
WILLING, BUT THE BODY IS WEAK.”

Matthew 26:41



his or her home planet. The GM must approve any Achilles Heel Defects. A character may have an Achilles Heel to either a common, uncommon, or rare attack form (in the context of the campaign).

1 BP The attack form is rare.

2 BP The attack form is uncommon.

3 BP The attack form is common.

ACTIVATION TIME

Linked to Attribute. A character with this Defect cannot use one of his or her Attributes whenever desired because it requires a short time to activate. Once activation has started, only the character can stop it from becoming active when the appropriate time is up. This could represent a physical change that is not instantaneous, the collection of spiritual energies to perform a task, a device that takes time to “power up,” or an Attribute that only works when the character is mentally prepared (or angry, or overcome with another emotion).

One additional BP is granted if the activation can be interrupted temporarily, but restarted where it left off. One example of this is an Item of Power body suit that the character must put on. If the character stops activating the Power (i.e. stops dressing) to make a phone call, he or she can continue afterwards. 2 additional BP are granted if the activation must start again from the beginning if it is interrupted before the Activation Time has elapsed. An example of this is a spell that must be chanted completely before the Power activates; if it is interrupted, the spell must be started again from the beginning. The Concentration Defect is often linked to these two applications of Activation Time.

1 BP The Attribute requires a round to initiate.

2 BP The Attribute requires a minute to initiate.

3 BP The Attribute requires an hour to initiate.

Defects

Defect
Achilles Heel
Activation Time
Backlash
Bane
Blind Fury
Concentration
Conditional Ownership
Confined Movement
Cursed
Dependent
Detectable
Easily Distracted
Famous
Girl/Guy Magnet
Incomplete Training
Inept Attack
Inept Defence
Involuntary Physical Change
Ism
Limited Use, Instantaneous
Limited Use, Ongoing
Marked
Maximum Force
Nemesis
Not So Tough
One-Way Transformation
Owned
Part of Body
Permanent
Phobia
Physical Impairment
Recurring Nightmares
Red Tape
Reduction
Restriction
Sensory Impairment
Significant Other (S.O.)
Skeleton in the Closet
Special Requirement
Temptation
Unique Defect
Unreliable Power
Unskilled
Vulnerability
Wanted
Weak Point

BACKLASH

Linked to Attribute that requires a check to activate (GM’s discretion). The character suffers from an unfortunate side effect whenever an associated Attribute fails to work. If the character fails his or her check when using the Attribute, the character is hit with the Essence or essence that would have powered the Attribute’s use. The Backlash could be physical damage, memory loss, Ability Score drain, disorientation, or many other effects that make the character’s life more difficult. The player and GM should determine the game effect of the Backlash.

1 BP The backlash occurs if the character fails the check by 6 or more.

2 BP The backlash occurs if the character fails the check by 3 or more.

3 BP The backlash occurs if the character fails the check by 1 or more.

BANE

A character with the Bane Defect is vulnerable to an otherwise non-damaging substance such as water, sunlight, or a specific element, material, or object. The Bane should relate to the character’s background or powers in some way. For example, a fire demon’s bane might be water, while myths indicate that a vampire suffers damage when touched by a crucifix.

The character suffers damage if his or her skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one’s reflection, hearing the noise of a church or temple bell, or having the Bane in close proximity), the damage is halved. Alternatively, if the Bane only affects the character when ingested, the damage is doubled. Finally, the damage rating assumes that the Bane is common, such as water, sunlight, steel, or wood. If it is less common such as a holy symbol, Buddhist scripture, or rare element, the



damage is also doubled. If it is even more rare, such as one particular artefact, the damage may be tripled or quadrupled.

- 1 BP The Bane causes minor damage (1d6/round of exposure).**
- 2 BP The Bane causes moderate damage (2d6/round of exposure).**
- 3 BP The Bane causes severe damage (3d6/round of exposure).**

BLIND FURY

Under specific conditions selected by the player (and approved by the GM), the character will enter a state of unbridled anger. While enraged, the character will furiously attack the closest person, whether that individual is a friend or foe. Once that person is defeated or flees, the berserk character will attack the next closest “threat.” Examples of conditions that might initiate Blind Fury include: receiving a certain amount of damage, sight of blood, a specific sound or smell, being outnumbered in combat, seeing a friend in mortal danger, confrontation with a specific opponent, etc.

The character can only return to a normal emotional state under another specific condition. This return could involve Wisdom check, or could be an automatic reversion. Examples of return conditions include: no opponents in the vicinity, a specific calming technique performed by an ally, solitude, injection of a particular drug, being knocked unconscious, etc.

- 1 BP Initiating the Blind Fury is difficult; reverting to normal emotional state is easy.**
- 2 BP Initiating the Blind Fury and reverting to a normal emotional state are both moderately difficult.**
- 3 BP Initiating the Blind Fury is easy; reverting to normal emotional state is difficult.**

CONCENTRATION

Linked to Attribute. The character must concentrate while using a specific Attribute that functions over a period of time; it does not apply to Attributes with an instantaneous effect. If the character’s concentration is interrupted voluntarily or by an outside event, the Attribute ceases to function.

- 1 BP The Attribute requires slight concentration. The character can still perform other non-combat actions, but cannot engage in combat or use other Attributes that also require Concentration.**
- 2 BP The Attribute requires intense concentration. The**

character can move at a slow speed and talk with others while using the Attribute, but cannot perform any complex actions or use any other Attribute.

3 BP The Attribute requires full concentration. The character cannot do anything else while using the Attribute; he or she must remain still and devote full attention to the Power.

CONDITIONAL OWNERSHIP

Linked to Attribute. Only a character who possesses the Item of Power Attributes can acquire this Defect. The character’s possessions granted by those Attributes actually belong to another person or organisation. They are issued to the character, but the agency imposes “mild,” “strict,” or “severe” conditions on their use.

“Mild conditions” indicate that the character can use the objects for some personal business (such as travelling), but if he or she is released from the organisation or disobeys direct orders, the objects can be taken away. The character can also be assigned different objects at any time. For example, a police detective might have conditional use of an unmarked police car.

“Strict conditions” indicate that the character is only permitted to use the objects for activities as ordered by the organisation. This is the way most military and police equipment is issued. If the character is caught using the objects for personal activities, he or she will receive a severe reprimand.

“Severe conditions” indicate that the character can only use the objects under specific orders. A government owned time travel device would probably fall under these conditions. Using the objects at any other time results in incarceration, physical punishment, or even death.

- 1 BP Mild conditions are imposed on the objects’ ownership and usage.**
- 2 BP Strict conditions are imposed on the objects’ ownership and usage.**
- 3 BP Severe conditions are imposed on the objects’ ownership and usage.**

CONFINED MOVEMENT

This Defect prevents the character from leaving a narrowly defined area. This may represent, for example, an undead villain that is cursed to haunt a particular place, an android that is programmed to follow a specific guard route, or a government-licensed magical girl that is only registered for travel in a specific region.



2 BP Restricted to a large area (100-mile radius), such as a single county or large city.

4 BP Restricted to a small area (1-mile radius), such as a small town or large, multi-structure complex.

6 BP Restricted to a tiny area (300-foot radius), such as a small village or single building.

CURSED

A Cursed character has likely offended God in his or her past, or is the direct descendent of someone who did (Curses often pass through bloodlines). The Curse can take a near limitless number of forms, but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM.

1 BP The character suffers from a slight disadvantage.

2 BP The character suffers from a moderate disadvantage.

3 BP The character suffers from a severe disadvantage.

DEPENDENT

Linked to Attribute. The character cannot use the chosen Attribute without first using a second (or more) Attribute. If the character fails to activate the second Attribute, he or she cannot use the other one either. Examples of the Dependent Defect include: a character who can fly after activating his Force Field (Flight dependent upon Force Field), a character who gains additional Armour when invisible (Armour dependent upon Invisibility), a character that can run much more quickly after stretching his or her legs and growing (Speed dependent upon Elasticity and Size Change), etc. The player must justify the Dependent Defect to the GM to avoid silly combinations.

1 BP The Dependent Attribute cannot work until 1 other Attribute is activated.

2 BP The Dependent Attribute cannot work until 2 other Attributes are activated.

3 BP The Dependent Attribute cannot work until 3 other Attributes are activated.

DETECTABLE

Linked to Attribute. While using a specific Attribute, the character can be pinpointed and possibly identified by others who have specific detection techniques. For example, the Attribute's use may make a loud noise or a bright flash, send vibrations through the ground, or

emanate mental shock waves. Detection techniques include: shroud; human sight, hearing, or sense of smell; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration; and others. The Special Attack Attribute is an exception to this Defect — characters must acquire an Attack Ability to make the attack undetectable.

1 BP The Attribute's use can be detected using 1-2 methods.

2 BP The Attribute's use can be detected using 3-5 methods.

3 BP The Attribute's use can be detected using 6-9 methods.

EASILY DISTRACTED

Some characters are Easily Distracted by events, objects, people, or ideas, which are collectively known as triggers. Notable examples of triggers include attractive members of the opposite (or same) sex, wealth, food, movie stars, hobbies, gossip, hot cars, music, one's own looks, books or scrolls of ancient lore, and magical items. A character with this Defect will become enthralled with the trigger until it can no longer influence him or her. Many characters have interests in a variety of triggers but do not possess this Defect because their interest is moderated by their sense of judgement.

1 BP The character is distracted by a trigger that is encountered infrequently.

2 BP The character is distracted by a few infrequent triggers, or by one trigger that is encountered frequently.

3 BP The character is distracted by several infrequent triggers, or by one trigger that is encountered constantly.

FAMOUS

The character is recognisable by many people, and thus it is difficult for him or her to keep secrets or maintain a private life. Journalists and photographers may hound the character regularly, and report his or her actions on television, in newspapers, and on websites. While being Famous may have some privileges (preferred seating at restaurants, daily special treatment, etc.), it is a significant disadvantage for a character that maintains a secret identity (such as a magical girl).

1 BP The character has regional fame.

2 BP The character has national fame.

3 BP The character has international fame



GIRL/GUY MAGNET

The character attracts susceptible girls (or guys, or even both sexes) like bees to nectar. For some reason they are just drawn to the character, fall helplessly in love (or lust), and will not let go nor give the character a minute's peace. Even worse, they will fight each other over the character to keep one another from consummating the relationship. The Girl/Guy Magnet does not represent some unusual charisma on the part of the character but rather his or her fate to constantly meet obsessed people.

- 1 BP Only a couple of girl/guy characters are actively chasing the character.**
- 2 BP Several girls/guys are actively chasing the character.**
- 3 BP Swarms of girls/guys are actively chasing the character; a new one appears every adventure or two.**

INCOMPLETE TRAINING

This Defect requires GM permission. The character's training and development in his or her class was not as extensive as it should have been. The character does not gain one or more "Special" benefits associated with class progression upon gaining a new Rank. The Bonus Points returned by this Defect is equal to the Character Point cost of the specific benefit (though the GM may penalise the character by returning one less Point). The Bonus Points returned are typically used to acquire alternative Attributes.

INEPT ATTACK

This Defect reflects a character's poor judgement in offensive combat situations, which makes it much more difficult to strike an opponent successfully. A character with the Inept Attack Defect suffers a penalty to his or her base attack bonus.

- 3 BP The character's Base Attack Bonus is decreased by 1.**
- 6 BP The character's Base Attack Bonus is decreased by 2.**
- 9 BP The character's Base Attack Bonus is decreased by 3.**

INEPT DEFENCE

This Defect reflects a character's poor judgement in defensive com-

bat situations, which can often place him or her in precarious positions. A character with the Inept Defence Defect suffers a penalty to his or her Defense Bonus.

- 2 BP The character's Defense Bonus is decreased by 1.**
- 4 BP The character's Defense Bonus is decreased by 2.**
- 6 BP The character's Defense Bonus is decreased by 3.**

INVOLUNTARY PHYSICAL CHANGE

This Defect is only available to characters who have the Alternate Form Attribute. The character may accidentally change from normal form to the Alternate Form (or vice versa), or an external trigger (cold water, natural force, etc.) may induce the change. This Defect may represent a character who: transforms between identities upon hearing or uttering a specific sound or word, reverts to normal form when a particular chemical in the body is in low quantities (such as sugar or salt), transforms when a button on a gadget or Item of Power is pushed, transforms in times of stress, etc.

This Defect is assigned once to indicate the character can accidentally change from normal to Alternate Form or from Alternate Form to normal form. The Defect is assigned twice if the character can transform both ways unintentionally.

- 1 BP It is difficult to trigger the Involuntary Change.**
- 2 BP It is moderately easy to trigger the Involuntary Change.**
- 3 BP It is easy to trigger the Involuntary Change.**

ISM

IsM is discrimination based solely on one particular aspect of a character. Examples of IsM include: ageism, elitism, racism, sexism, or discrimination based on education, species, genetics, sexual preference, occupation, religion, physical features, etc. The players and GM are strongly encouraged to discuss these contentious discrimination issues, and their role in the game, before play begins.

- 1 BP The character experiences a small degree of discrimination.**
- 2 BP The character experiences a large degree of discrimination.**
- 3 BP The character experiences a severe degree of discrimination.**



LIMITED USE, INSTANTANEOUS

Linked to Attribute with an instantaneous effect. The character can only use a specific Attribute occasionally. This may result from a need to recharge the Attribute (or a device), an incredible drain on the character's internal reserves, or a different form of limitation. Only under exceptional circumstances (and at a great sacrifice) can the character use the Attribute more often than indicated by this Defect.

3 BP The character can only use the Attribute three times a day.

6 BP The character can only use the Attribute twice a day.

9 BP The character can only use the Attribute once a day.

LIMITED USE, ONGOING

Linked to an Attribute that can be used on an ongoing basis. After the character uses a specific Attribute, he or she cannot use it again for a specific period of time; the longer the Attribute is used, the longer the rest period must be. For example, the muscles of a character with Superstrength may need time to recuperate after use, or an Item of Power that grants Flight may need to be recharged between uses. Only under exceptional circumstances (and at a great sacrifice) can the character use the Attribute again before the waiting period has elapsed.

1 BP For every minute the character uses the Power, he or she must wait 1 minute before the Attribute functions once again.

2 BP For every minute the character uses the Power, he or she must wait 5 minutes before the Attribute functions once again.

3 BP For every minute the character uses the Power, he or she must wait 10 minutes before the Attribute functions once again.

MARKED

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply. Characters who are obviously non-human (robotic, angelic, alien, etc.) in a setting where most people are human (or vice versa)

would also have the Marked Defect. In a standard high-fantasy setting, none of the typical races (dwarves, elves, halflings, etc.) have this Defect.

1 BP The mark is easily concealable because it is small or in an inconspicuous location.

2 BP The mark can be concealed, but this is difficult because it is large or in an obvious location.

3 BP Under most circumstances, the mark cannot be concealed because it affects the character's entire body.

MAXIMUM FORCE

Linked to Attribute. The character cannot use a specific Attribute at the lowest end of its power range. This could represent a character who is too talented for his or her own good, an item that only functions within certain parameters, a powerful character who pushes the Attribute's limits so often that he or she has forgotten how to use it at a low Rank, or something different.

This Defect is only appropriate for the following Attributes: Flight, Insubstantial, Jumping, Projection, Size Change, Special Attack (applies to damage only), Speed, Teleport, Transmutation, and Water Speed.

Maximum Force extends to Rank 6, providing 1 BP each Rank. The restriction on an Attribute's use is given below, where X is the number of Bonus Points granted and (X+1) is one Rank higher than the BP Rank.

X BP The character cannot use up to Rank X of the Attribute. The Attribute must be at Rank (X+1) or higher.

NEMESIS

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival such as someone competing for the favour of the character's boss. The Nemesis could also be personal; for example, a thief may be pursued by a cop who devotes his or her existence to putting the character behind bars. The Nemesis may even be a romantic rival such as someone chasing the same person the character is pursuing.

The Nemesis should be someone who makes the character's life difficult frequently (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much, but one whom they cannot avoid. An overbear-



ing parent who lives at home is an example of this. If for any reason the Nemesis is defeated or goes away, the GM should create another Nemesis, unless the player also wishes to use Power Points gained through advancement to eliminate the Defect permanently.

1 BP The Nemesis is merely annoying and/or interferes infrequently.

2 BP The Nemesis may actively try to harm the character and/or interferes frequently.

3 BP The Nemesis will always harm the character given the opportunity, and/or interferes constantly.

NOT SO TOUGH

The character is less durable than his character Level would otherwise suggest. This Defect is appropriate for characters with a “glass jaw,” or those who succumb to physical trauma easily. A character may not take this Defect if it would reduce his or her Hit Points below 1.

1 BP The character's Hit Points are decreased by 5 Points.

2 BP The character's Hit Points are decreased by 10 Points.

3 BP The character's Hit Points are decreased by 15 Points.

ONE-WAY TRANSFORMATION

Linked to Attribute. This Defect is usually only be taken in conjunction with the Alternate Form, Insubstantial, Invisibility, or, Size Change Attributes. Once the character has transformed from a normal state, he or she cannot transform back to a prior form without meeting certain conditions. This might include a magical ritual, work by mechanics or lab technicians, consuming a specific substance, or simply the passage of time.

1 BP It takes several hours of work or special circumstances to enable the character to transform back to an earlier form.

2 BP As 1 BP, but the process requires expensive (or hard to find) replacement components, ingredients, or other prerequisites.

3 BP As 2 BP, but the process takes several days.

OWNED

Free will has little meaning for a character who is Owned by a corpo-

ration, government, crime ring, or other organisation or individual. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, technology, or just highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the owning body.

1 BP The organisation has partial ownership of the character; the character is subject to slight punishment for opposing the owners.

2 BP The organisation has significant ownership of the character; the character is subject to moderate punishment for opposing the owners.

3 BP The organisation has total ownership of the character; the character is subject to severe punishment for opposing the owners.

PART OF BODY

Linked to Attribute. Only part of the character's body is affected by a specific Attribute, most commonly used for: Adaptation, Alternate Form, Armour, Invisibility, and Superstrength. For example, a character might only receive Armour benefits against abdominal attacks, possess the ability to turn his or her left arm invisible, or have bionic legs with Superstrength.

1 BP The Attribute affects a large part of the body (torso, both legs, both arms, etc.).

2 BP The Attribute affects a small part of the body (one leg, one arm, abdomen, chest, head, etc.)

3 BP The Attribute affects a tiny part of the body (one hand, face, one foot, groin, knee, etc.).

PERMANENT

Linked to Attribute. A specific Attribute is always functioning, and the character cannot turn it off. This Defect only applies to Attributes that would inconvenience the character if the Power were always active, such as: Force Field, Invisibility, or Size Change. The player and GM should discuss the problems and limitations associated with an eternally active Power.

1 BP The Attribute is a slight inconvenience to the character.

2 BP The Attribute is a moderate inconvenience to the character.

3 BP The Attribute is a severe inconvenience to the character.



PHOBIA

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

1 BP The character has a slight phobia or one that is encountered infrequently.

2 BP The character has a moderate phobia or one that is encountered frequently.

3 BP The character has a severe phobia or one that is encountered constantly.

PHYSICAL IMPAIRMENT

The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) limbs, loss of speech, constant sickness, nagging injury, severe headaches, an android that requires frequent repairs, etc. The player and GM should discuss the problems and limitations associated with the impairment.

1 BP The impairment is a slight inconvenience to the character.

2 BP The impairment is a moderate inconvenience to the character.

3 BP The impairment is a severe inconvenience to the character.

RECURRING NIGHTMARES

When the Recurring Nightmare Defect haunts a character, he or she has trouble sleeping at nights and functions at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else such as a prophetic vision or warning. The nightmare may not occur every night but it will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player to create.

1 BP The nightmares occur infrequently and have a slight effect on the character's lifestyle.

2 BP The nightmares occur frequently and have a

moderate effect on the character's lifestyle.

3 BP The nightmares occur constantly and have a severe effect on the character's lifestyle.

RED TAPE

The character must negotiate his or her way through a complicated bureaucracy in order to accomplish tasks. This Defect is often associated with characters who are members of law-enforcement organisations or similar government agencies that require paperwork. A large criminal organisation, however, may also require a character to receive permission from several levels of bosses before undertaking certain high-profile jobs.

Red Tape also includes whatever measures the character must take "after the fact" to appease the organisation to which he or she belongs. For example, a cop may need to fill out a report every time his or her weapon is fired or may have to follow a complicated series of steps to obtain a search warrant. A criminal may be required to pay a percentage of his or her take to the local crime boss or face some very strict penalties.

The Red Tape Defect is usually inappropriate for characters created via the Flunkies or Servant Attributes.

1 BP The Red Tape only impedes the character before or after a major action (but not both) and/or the Red Tape is easy to manage most of the time.

2 BP The Red Tape impedes a character both before and after a major action, and/or is difficult to manage most of the time.

3 BP The Red Tape impedes a character before, after, and during a major action, and/or is extremely difficult to manage most of the time.

REDUCTION

Linked to Attribute. One of the character's Attributes is limited greatly, resulting in a Reduction of its Point cost per Rank. This Defect offers a near-endless number of limitations, and consequently the player and GM should discuss the game ramifications and the Attribute's new Rank costs.

Unlike other Defects, Reduction does not return Bonus Points to the character; the Attribute cost changes instead. The Point cost change is directly related to the original cost of the Attribute. For example, a Reduction that limits a 4 Points/Rank Attribute to half of its power might be a 2 Points/Rank Reduction; the same limitation on a 10



Points/Rank Attribute could be a 5 Points/Rank Reduction. This Defect is not usually appropriate for 1 Point/Rank Attributes.

A list of suggested Reductions are shown in the table, Sample Reductions.

RESTRICTION

Linked to Attribute. One of the character's Attributes is associated with one or more disadvantages that limit its use. This Defect offers a near-endless number of limitations, and consequently the player and GM should discuss the ramifications of the selected Restriction. A list of suggested Restrictions are shown in the Sample Restrictions.

The GM may increase the Bonus Points returned to the character to an alternate progression (such as 2 BP, 4 BP, 6 BP; or 3 BP, 6 BP, 9 BP) if the Attribute this Defect is restricting has a high Character Point cost at each Rank (see Dynamic Sorcery or Extra Attacks for examples). Severe limitations on an Attribute, which will affect the Point cost per Rank, are covered by the Reduction Defect.

- 1 BP The Attribute has a minor Restriction.**
- 2 BP The Attribute has a moderate Restriction.**
- 3 BP The Attribute has a major Restriction.**

SENSORY IMPAIRMENT

One or more of the character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive, and may apply a -4 penalty on checks to notice things with that sense. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the

Sample Reductions

Attribute always used in same way
Fewer sub-Points awarded
Less frequent usage
Limited control
One aspect
Partial effectiveness
Smaller target group
Very specific utility

character's status after benefiting from any technological aids such as eyeglasses or hearing aids in the setting. For example, if a character has a hearing aid but is still hard of hearing, he or she has Sensory Impairment (Diminished Hearing, 1 BP). In a setting where a hearing aid was unavailable or could not correct his or her particular impairment, he or she would have Sensory Impairment (Deaf, 2 BP) instead.

- 1 BP The character has a diminished primary sense (such as short-sightedness or being hard of hearing), or has lost a secondary sense (such as taste or smell).**
- 2 BP The character has completely lost a primary sense (sight or hearing), or has two diminished primary senses, or has completely lost multiple secondary senses.**
- 3 BP The character has completely lost a primary sense (sight or hearing) and multiple secondary senses.**

SIGNIFICANT OTHER (S.O.)

A character with this Defect has someone for whom he or she must go to any lengths to keep safe from harm, even at the risk of his or her own life. The S.O. should be a regular fixture in the campaign. A one-night stand, or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure his or her safety and well-being. Examples include spouses and steady boy or girl friends, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close co-workers (such as a cop's partner). It is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 BP but is treated as a 3 BP Defect by the GM in terms of the frequency with which it affects the game.

Sample Restrictions

Cannot use on oneself
Check needed to maintain control
During specific times of the day
Easy to counteract
Flawed results
In particular locations
Initiative penalty to use
Limited functioning
Loss of specific effect
Naked form only
Requires consumable focus
Requires maintenance
Requires special equipment
Requires Ability checks
Restricts movement
Specific targets
Time limit
Under certain conditions
Usage inflicts pain
Use weakens character



S.O. is inappropriate for most Flunkies and Servant characters.

- 1 BP The S.O. is rarely placed in grave danger and appears infrequently.**
- 2 BP The S.O. is often placed in grave danger and appears frequently.**
- 3 BP The S.O. is always placed in grave danger and appears constantly.**

SKELETON IN THE CLOSET

The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death. The number of BP gained from this Defect is based on the severity the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with an appropriate Defect or Defects worth at least as many BP as Skeleton in the Closet. Skeleton in the Closet is inappropriate for most Flunkies and Servant characters.

- 1 BP The Skeleton is difficult to discover, and/or the consequences of discovery are slight, and/or the character's reputation will be impacted slightly.**
- 2 BP The Skeleton is relatively easy to discover, and/or the consequences of discovery are moderate, and/or the character's reputation will be seriously impacted.**
- 3 BP The Skeleton is very easy to discover, and/or the consequences of discovery are severe, and/or the character's reputation will be devastated.**

SPECIAL REQUIREMENT

This Defect forces the character to meet a Special Requirement before an action or task can be completed. The Special Requirement may involve a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities, such as eating and sleeping, are not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. This Defect covers a wide range of possibilities, and thus the details should be discussed with the GM.

- 1 BP The Special Requirement is easy to obtain and/or needed infrequently.**
- 2 BP The Special Requirement is difficult to obtain and/or needed often.**
- 3 BP The Special Requirement is extremely difficult to**

obtain and/or needed constantly.

TEMPTATION

Most humans and angels have unique likes that entice them into evil. Even though there seems to be some kind of reward, it gets the character to do wrong and commit a sin. Usually, the character must avoid this. Each time they fail to resist a temptation, they lose a level of faith. A temptation can be something very specific, or it may be something very broad. For example, one character might not be able to resist a hamburger while another character cannot resist food in general and causes each one to be gluttonous. To determine the BP, the commonality or broadness needs to be ascertained. The commonality is how often the character will deal with it in each session.

- 1 BP The Temptation is very specific/rare**
- 2 BP The Temptation is somewhat specific/uncommon**
- 3 BP The Temptation is general/common**

UNIQUE DEFECT

This section covers any and all possible Defects that a character might possess but are not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

- 1 BP The Defect occurs infrequently and/or has a slight effect.**
- 2 BP The Defect occurs frequently and/or has a moderate effect.**
- 3 BP The Defect occurs constantly and/or has a severe effect.**

Unique Defect Example: Attack Restriction

A character with the Attack Restriction Defect has limitations on whom he or she can attack due to a reduction of free will (such as “hard coded” commands). The attack restriction can only be overcome during exceptional circumstances and may result in harsh consequences, including unbearable guilt or punishment by superiors. This Defect obviously does not apply to heroic characters who cannot “attack innocent people.”

- 1 BP The character's restriction applies to very few people, or the character has slight reservations.**
- 2 BP The character's restriction applies to many people, or the character has strong reservations.**
- 3 BP The character's restriction applies to a large group**



of people, or the character has extremely strong reservations.

UNRELIABLE POWER

Linked to Attribute. One of the character's Attributes frequently does not function when desired. Before the character can use the Attribute, he or she must make a successful Ability check. If the Attribute does not have a "Relevant Ability" entry, the character's Wisdom should be used as a default. If the Ability check fails, the character can try to use the Attribute again during the next round (when the character is in combat), or in a short period of time (when the character is not in combat).

At the GM's and player's discretion, Unreliable Power can also represent an Attribute that does not always function in the manner desired. For example, a character with Size Change might not always grow to the desired size, or a Force Field might not always appear in the correct place. For this alternative, the Ability check determines if the Attribute operates properly; a failed check indicates that it activates in an unexpected manner.

- 1 BP The character must make the check against DC 14. In non-combat situations, the character cannot attempt to use the Attribute again for 1 to 10 minutes.**
- 2 BP The character must make the check against DC 17. In non-combat situations, the character cannot attempt to use the Attribute again for 10 to 30 minutes.**
- 3 BP The character must make the check against DC 20. In non-combat situations, the character cannot attempt to use the Attribute again for 30 minutes to 2 hours.**

UNSKILLED

An Unskilled character starts with less than the usual number of Skill Points. This Defect cannot be combined with the Highly Skilled Attribute. Additionally, characters may not take this Defect if it would reduce his or her Skill Points below zero.

- 1 BP The character has 4 fewer starting Skill Points.**
- 2 BP The character has 8 fewer starting Skill Points.**
- 3 BP The character has 12 fewer starting Skill Points.**

VULNERABILITY

The character has a critical weakness to a specific object, environment, thought, activity, or condition. When in close proximity to the

Vulnerability, it can temporarily strip the character of some of his or her Attributes (GM determines which Attributes are affected). The Vulnerability should only affect the character rarely, however, since it impacts him or her so severely.

- 1 BP The character's accessible Attribute Ranks all drop by up to 2 Ranks when affected by the Vulnerability.**
- 2 BP The character's accessible Attribute Ranks all drop by up to 4 Ranks when affected by the Vulnerability.**
- 3 BP The character cannot use any Attributes when affected by the Vulnerability.**

WANTED

The character is wanted by the law, a powerful criminal, or private organisation that has placed a price on his or her head. Being Wanted is different from having a Nemesis; there is no single person devoting his or her life to annoying or hunting down the character. The character will need to conceal his or her identity or move around regularly to avoid having complete strangers calling the police or pursuing the character (depending on the circumstances).

- 1 BP The incentive to hunt the character is minor. For example, he or she may be wanted on outstanding warrants, but there may be no actual reward posted, or the reward is fairly small.**
- 2 BP The reward, contract, or other incentive offered to hunt the character is significant.**
- 3 BP The reward, contract, or other incentive offered to hunt the character is extreme.**

WEAK POINT

The character's body possesses an abnormal weak point (in addition to the normal human weak points, like the heart and head). If the weak point is ever hit during combat with a Called Shot, the result is an automatic critical hit. If the attacker rolls a natural critical hit (a natural 20), the target is immediately reduced to 0 Hit Points and falls unconscious. The opponent, or even the character, may not be aware the weak point exists, however, until its presence is discovered by accident or through careful study.

- 1 BP The weak point is tiny (-6 Called Shot attack penalty).**
- 2 BP The weak point is small (-4 Called Shot attack penalty).**
- 3 BP The weak point is large (-2 Called Shot attack penalty).**



chapter 12:

Finishing Touches

Now that the majority of character creation is finished, you can determine the rest of the character's statistics.

HIT POINTS

This value dictates the amount of physical damage your character's body can sustain before it ceases to function (for example, your character dies). Damage delivered in combat is subtracted from your character's current Hit Point total. If the total ever falls below zero, the character falls unconscious. If the total even drops to a negative number that is lower than the negative number of the character's total Hit Points (for example, a character has 45 HP and drops below -45 HP) then the character is dead. A character's Hit Points are determined by current Stamina, plus the character's previous HP (1st level characters have a previous HP of 0), minus any modifier for the Not So Tough Defect, plus any other modifiers. Also, all starting characters automatically gain 5 hit points at 1st level. For instance, a Level 5 Lunus has a Stamina 7, his previous HP were 25, his Constitution modifier is 2, and 2 Ranks of Good Health (+2d8 + Con modifier, and he or she rolls a 6 and 4) would have Hit Points equal to $7+25+10+2=39$.

Hit Points = Stamina + Previous Hit Points + Modifiers

Death is not that common, but characters should be careful. Characters sometimes will be knocked unconscious rather than killed, though the GM should determine how deadly they want the opponents to act.

Wound Levels

While this is covered more detailed in the combat section, all characters have six wound levels. Nothing is done with it at character creation. The Wound Threshold is equal to Stamina +10. The Wound Threshold should be placed in the box next to the Wound Levels on the character sheet. Everytime the character is hurt, they have a chance to gain a wound. If the amount of total damage exceeds the character's Wound Threshold, the character will mark one wound level. If the

“LET YOUR LIGHT SHINE BEFORE
MEN, THAT THEY MAY SEE YOUR GOOD
WORKS, AND GLORIFY YOUR FATHER
WHICH IS IN HEAVEN.”

Matthew 5:16



Wound Threshold is 15. Since 32 is at least double of 15, the character will have two Wound Levels marked. If the damage was 45, the character would mark three boxes of Wound Levels. Each time, the character loses a wound level, they gain penalties to all their physical actions. If the box, -2, is marked, the character will suffer a -2 penalty to all physical actions. The wound levels and their descending penalties are 0, -1, -2, -4, -6, Dead. If the box, Dead, is marked, the character is dead and can only be saved through supernatural means. Also, these boxes are much more difficult to heal.

ESSENCE POINTS

This value represents the personal reserves and faith of your character has at his or her disposal when carrying out difficult or spiritual tasks. Like Hit Points does for the physical body, Essence Points (EP) measure the endurance of the character's spirit. These also allow the character to use these and produce amazing effects. Sometimes, EP are used for attributes and other powers. Also, this can be used to temporarily raise Ability modifiers and Hit Points.

Any Ability can be raised by 1 value for every 5 Essence Points drained from your character's total. Hit Points can also be

character suffers more than double or triple the amount, the character will have two or three boxes marked instead. For example, the character suffers 32 points of damage and his character's

increased by 2 for every 5 Essence Points sacrificed and may keep a character who has fallen deep into the negatives alive long enough to receive medical attention. Finally, Essence Points can be used to re-roll dice. If your character's Essence Points total is ever reduced to 0, the spirit of the being will dissipate or return to their home realm. Humans and wildings have a special attribute that doesn't allow them to die.

To regain Essence Points, the character can automatically regenerate five points a day. Also, they can regain points by entering a holy site. This is usually a Christian church, and the characters must pray and maybe meditate or rejoice. This takes a little bit of time. When it is done, the character has a lot more EP regained. How much the church rejuvenates depends on the church's dedication.

When a character gains a level, the character will get more EP. To determine EP, it is equal to the current Wisdom plus the previous EP (starting characters have 0 EP) and any attributes or modifiers. This should be calculated after the character has spent all their character points that the player plans on using. Also, all 1st level characters automatically gain 5 essence points. For example, a 5th level character has a current Wisdom of 7, the previous EP were 25, the Spirit modifier is 2, and 2 ranks in Rejuvenation (2d8+Spi modifier and the player rolls 3 and a 8). The total EP is 7+25+11+2=45

Faith Level

A character can be tempted by evil at any time. Whether it be from the outside or a personal flaw, the character must make a Wisdom

Size Categories

Size Modifier	Example Size	Approximate Weight	Base Defense Bonus	Movement Modifier
Fine	Insect	1/8 lbs or less	+8	x1/4
Diminutive	Rodent	1/8 — 1 lbs.	+4	x1/2
Tiny	Cat	1 — 8 lbs.	+2	x1
Small	Dog	8 — 60 lbs.	+1	x2
Medium	Human	60 — 500 lbs.	0	x3
Large	Horse	500 lbs — 2 tons	-1	x4
Huge	Elephant	2 — 16 tons	-2	x5
Gargantuan	Humpback Whale	16 — 125 tons	-4	x6
Colossal	Blue Whale	125 — 1,000 tons	-8	x7



Changing Sizes

Old Size		New Size	Str	Agi	Con	Natural Armour	Base Defense Bonus	Base Attack Bonus
Fine	=>	Diminutive	-	-2	-	-	-4	-4
Diminutive	=>	Fine	-	+2	-	-	+4	+4
Diminutive	=>	Tiny	+2	-2	-	-	-2	-1
Tiny	=>	Diminutive	-2	+2	-	-	+2	+1
Tiny	=>	Small	+4	-2	-	-	-1	+1
Small	=>	Tiny	-4	+2	-	-	+1	-1
Small	=>	Medium	+4	-2	+2	-	-1	+1
Medium	=>	Small	-4	+2	-2	-	+1	-1
Medium	=>	Large	+8	-2	+4	+2	-1	+3
Large	=>	Medium	-8	+2	-4	-2	+1	-3
Large	=>	Huge	+8	-2	+4	+3	-1	+3
Huge	=>	Large	-8	+2	-4	-3	+1	-3
Huge	=>	Gargantuan	+8	-	+4	+4	-2	+2
Gargantuan	=>	Huge	-8	-	-4	-4	+2	-2
Gargantuan	=>	Colossal	+8	-	+4	+5	-4	-
Colossal	=>	Gargantuan	-8	-	-4	-5	+4	-

check to say no to the temptation. Because the temptation is usually through some type of voiced persuasion, the DC is the what the opponent total roll is when he adds his or her Presence modifier, Appearance modifier and relevant skill modifier, plus any other modifiers and a 1d20. If the character fails this roll, the character will do the action. Each time the character is successfully tempted, the character's spirit is scarred more. This may or may not be a damning act. It merely represents the fact that the character will become more likely to sin.

When the check fails, the player marks one box of Faith Level. Each Faith Level after the first one provides a penalty to all mental and spiritual actions. For example, the character has two Faith Levels marked, and box says -2. That means that all the mental and spiritual rolls the character make suffer a -2 penalty. The wound levels and their descending penalties are 0, -1, -2, -4, -6, Lost. If the box is marked "Lost," the player will be considered to be a non-Christian and a sinner. If the character is unsaved, the player loses the character immediately. Of course, this does not apply to humans or wildlings.

There are ways to heal these levels for the saved. By praying once a day for forgiveness, the character can remove one marked level. While they

can pray as much as they like, the effect only works once a day. If the character is lost, they can be baptised and all their boxes marked are unmarked. The effect will only work once a week. Usually, characters will only be baptised once or twice in their lifetime. If the character is unsaved, they cannot heal their levels at all. For the most part, this only applies to angels. Once a character loses a box, they will never regain it back. However, the angel can only be tempted by one of their temptations. Finally, demons can only absorb EP from individuals that are Lost. They absorb a number of points equal to their Wisdom once a day.

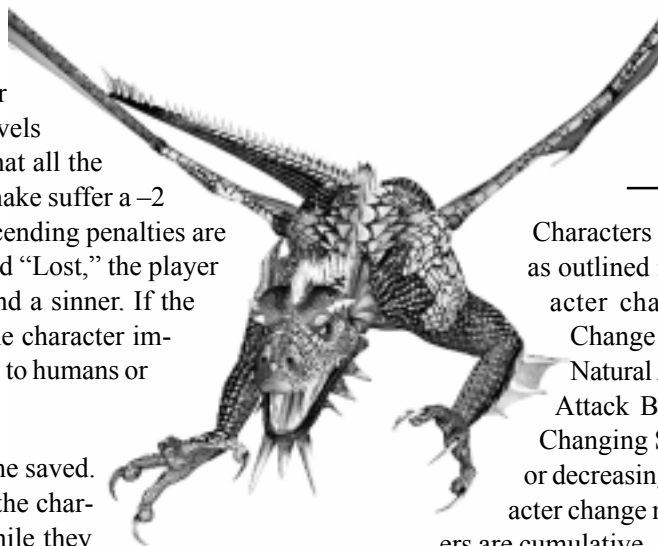
MOVEMENT

To determine a character's base speed in feet per round, multiplier the appropriate size movement modifier by his or her Agility (see Table: Size Categories). If the modifier is a -value or a zero, the modifier will be considered a 1 for movement purposes. For instance, the

movement of a -1 Agility of a medium creature will be 3 (3x1), while a huge creature with a 0 Agility will have a movement of 5 (5x1).

SIZE CLASSES

Characters are classified into nine size categories, as outlined in the table, Size Categories. If a character changes sizes (perhaps using the Size Change Attribute), his or her Ability Scores, Natural Armour, Base Defense Bonus, and Base Attack Bonus may change as well. The table, Changing Sizes, outlines the affects of increasing or decreasing size by one category. Should the character change more than one size category, all modifiers are cumulative.





DETERMINE WEALTH BONUS

All characters have a certain amount of starting wealth. The characters will use this wealth to buy various equipment, weapons and armour. For more on wealth, The Equipment chapter has more detail on how wealth works. A newly created 1st-level character's Wealth bonus is +0 plus:

- **Wealth provided by the character's starting occupation.**
- **Bonus from the Wealth Attribute, if taken.**
- **2d4 die roll.**
- **+1 for having 1 to 4 ranks in the Profession skill.**
- **1 CP equals +1 Wealth Bonus**

DETERMINE CARRYING CAPACITY

As characters pick up more items and equipment, their comes a limit to how much they can carry. With the technology level going down in several areas, the equipment is getting bigger and bulkier again like it was hundreds of years ago. A character's carrying capacity depends directly on the character's Strength score, as shown on Table: Carrying Capacity.

If the weight of everything a character is wearing or carrying amounts to no more than his or her light load figure, the character can move and perform any actions normally (though the character's speed might already be slowed by the armor he or she is wearing).

If the weight of the character's gear falls in his or her medium load range, the character is considered encumbered. An encumbered character's speed is reduced by -1 for carrying a medium load.

An encumbered character performs as if his or her Agility modifier were no higher than +3. In addition, the character takes a -3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply.

If the weight of a character's gear falls in his or her heavy load range, the character is considered heavily encumbered. A heavily encum-

Carrying Capacity

Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4–6 lb.	7–10 lb.
2	up to 6 lb.	7–13 lb.	14–20 lb.
3	up to 10 lb.	11–20 lb.	21–30 lb.
4	up to 13 lb.	14–26 lb.	27–40 lb.
5	up to 16 lb.	17–33 lb.	34–50 lb.
6	up to 20 lb.	21–40 lb.	41–60 lb.
7	up to 23 lb.	24–46 lb.	47–70 lb.
8	up to 26 lb.	27–53 lb.	54–80 lb.
9	up to 30 lb.	31–60 lb.	61–90 lb.
10	up to 33 lb.	34–66 lb.	67–100 lb.
11	up to 38 lb.	39–76 lb.	77–115 lb.
12	up to 43 lb.	44–86 lb.	87–130 lb.
13	up to 50 lb.	51–100 lb.	101–150 lb.
14	up to 58 lb.	59–116 lb.	117–175 lb.
15	up to 66 lb.	67–133 lb.	134–200 lb.
16	up to 76 lb.	77–153 lb.	154–230 lb.
17	up to 86 lb.	87–173 lb.	174–260 lb.
18	up to 100 lb.	101–200 lb.	201–300 lb.
19	up to 116 lb.	117–233 lb.	234–350 lb.
20	up to 133 lb.	134–266 lb.	267–400 lb.
21	up to 153 lb.	154–306 lb.	307–460 lb.
22	up to 173 lb.	174–346 lb.	347–520 lb.
23	up to 200 lb.	201–400 lb.	401–600 lb.
24	up to 233 lb.	234–466 lb.	467–700 lb.
25	up to 266 lb.	267–533 lb.	534–800 lb.
26	up to 306 lb.	307–613 lb.	614–920 lb.
27	up to 346 lb.	347–693 lb.	694–1,040 lb.
28	up to 400 lb.	401–800 lb.	801–1,200 lb.
29	up to 466 lb.	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

bered character's speed is reduced by -3, but the character can never be reduced to 0 movement. They will always have a 1 for character speed.

A heavily encumbered character performs as if his or her Agility modifier were no higher than +1. In addition, the character takes a -6 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his or her speed x3 instead of speed x4.



The figure at the upper end of a character's heavy load range is his or her maximum load. No character can move or perform any other actions while carrying more than his or her maximum load.

Lifting and Dragging

A character can lift up to his or her maximum load over his or her head.

A character can lift up to double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Agility bonus to Defense and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times his or her maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures

The figures on the table, Carrying Capacity, are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large x2, Huge x4, Gargantuan x8, and Colossal x16. Smaller creatures can carry less weight depending on size category: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8.

Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium-size x1.5, Large x3, Huge x6, Gargantuan x12, and Colossal x24.

Tremendous Strength

For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

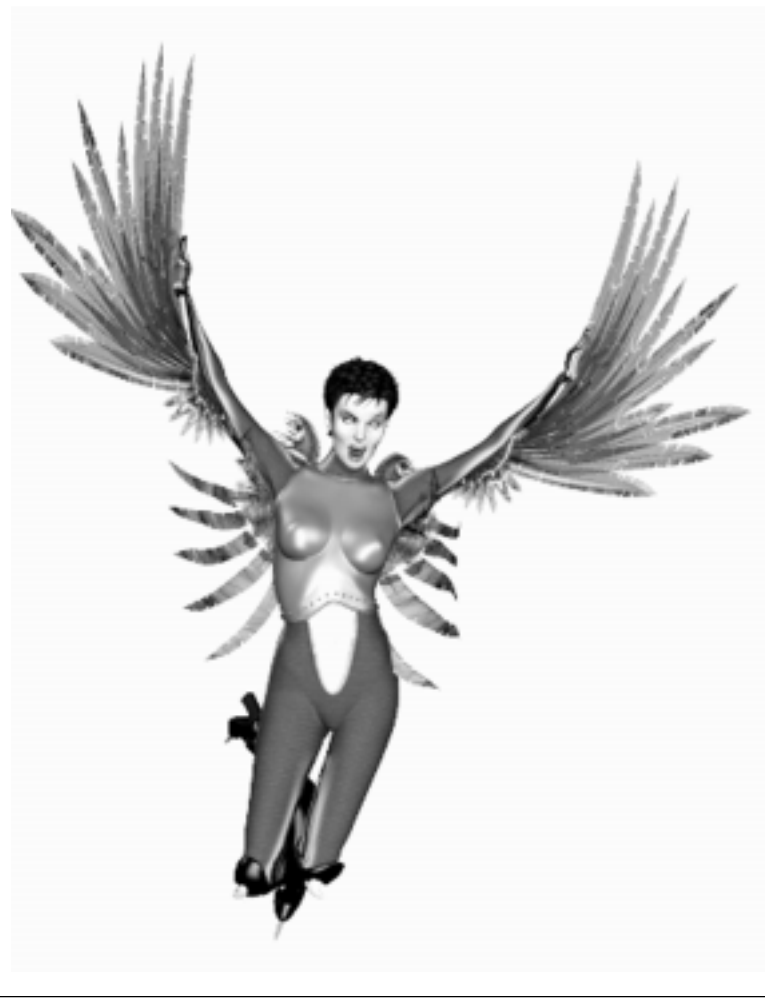
DESCRIBE YOUR APPEARANCE

Each player should describe their character's appearance on the character sheet. For angels and wildings, they should describe their appearances in each form. The descriptions should not be very long but provide a complete enough picture for the character. This will aid the

players in describing their character's during game play.

EARN BACKGROUND POINTS

Now that the numerical component of your character is complete (Abilities, Attributes, Defects, Skills, and other values), you should concentrate on fine-tuning his or her personality, while still leaving room for the character to grow in the future. One of the most effective ways to better visualise your creation is to provide detail through a background history, a character story, or a character drawing. Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character's motivations. As an incentive, the GM will award you 1-3 Background Points for each contribution you complete, which are then distributed among the Ability Scores or Character Attributes. If any of your character's Abilities are changed after using the Background Points, you must recalculate any appropriate Calculated Values.





chapter 13: Equipment

WEALTH

Every character has a Wealth bonus that reflects his or her buying power—a composite of income, credit rating, and savings. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character.

Wealth Bonus

To determine a character's starting Wealth bonus, roll 2d4 and add the wealth bonus for the character's starting occupation, plus (if appropriate) the bonus from the Windfall feat.

Over the course of play, the hero's Wealth bonus will decrease as the hero purchases expensive items and increase as the hero gains levels.

A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb.

Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below.

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

Purchasing Equipment

“DO NOT STORE UP FOR YOURSELVES TREASURES ON EARTH, WHERE MOTH AND RUST DESTROY, AND WHERE THIEVES BREAK IN AND STEAL. BUT STORE UP FOR YOURSELVES TREASURES IN HEAVEN, WHERE MOTH AND RUST DO NOT DESTROY, AND WHERE THIEVES DO NOT BREAK IN AND STEAL. FOR WHERE YOUR TREASURE IS, THERE YOUR HEART WILL BE ALSO.”

Matthew 6:19-21



Wealth checks are used to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase DC. To purchase an object, make a Wealth check against the purchase DC.

The Wealth Check

A Wealth check is a 1d20 roll plus a character’s current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and decreases as the character makes purchases.

If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she can’t afford the object at the time.

If the character’s current Wealth bonus is equal to or greater than the DC, the character automatically succeeds.

If the character successfully purchases an object or service with a purchase DC that’s higher than his or her current Wealth bonus, the character’s Wealth bonus decreases.

Shopping and Time

Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Taking 10 and Taking 20

A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal.

Also, there is a penalty for spending beyond a character’s means. Whenever a character buys an object that has a purchase DC higher than his or her current Wealth bonus, the character’s Wealth bonus decreases (see below).

Try Again?

A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase DC of the object or service.

Aid Another

One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character who provides the aid reduces his or her Wealth bonus by +1.

Losing Wealth

Any time a character purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character’s Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

Object or Service Purchase DC	Wealth Bonus Decrease
15 or higher	1 point
1–10 points higher than current Wealth bonus	1 point
11–15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current	2d6 points

Along with this loss, any time a character buys an object or service with a purchase DC of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point.

A character’s Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy something and the check fails, his or her Wealth bonus is unaffected.

Wealth Bonus of +0

A character’s Wealth bonus can never decrease to less than +0. If a character’s Wealth bonus is +0, the character doesn’t have the buying power to purchase any object or service that has a purchase DC of 10 or higher, and can’t take 10 or take 20.

Regaining Wealth

A character’s Wealth bonus recovers as the character advances. Every time a character gains a new level, make a Profession check. (If the character has no ranks in the skill, this check is a Wits check.) The DC is equal to the character’s current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For

every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus.

Wealth Awards

Adventuring may result in characters finding valuable items. In such cases, the benefit translates into a Wealth award.

Selling Stuff

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the object’s purchase DC (as if purchased new) minus 3.

Selling an object can provide an increase to a character’s Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.

Regardless of the character’s current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If A character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3.

EQUIPMENT BASICS

On-Hand Objects

To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—use the following rules.

With the GM’s permission, a character can make a Wealth check to see if he or she has a mundane object on hand, as long as the object has a purchase DC of 10 or lower. (The GM determines the purchase DC for an object that’s not mentioned in this chapter, using similarly priced objects as a guide.) The Wealth check works the same as for buying the

object, except that the character takes a –10 penalty on the check, and he or she can’t take 10 or take 20. Also, a character can’t make a Wealth check to see if he or she has a mundane object on hand during character generation or between adventures—only during play. If the character succeeds, his or her Wealth bonus is unaffected, even if the object’s purchase DC is higher than his or her Wealth bonus.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

Restricted Objects

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

Restricted Objects			
Restriction Rating	License or Fee	Black Market Purchase DC	Time Purchase DC Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days



Purchasing a License

To purchase a license or pay necessary fees, make a Wealth check against the purchase DC given in Table: Restricted Objects. With a success, the license is issued to the character after the number of days indicated. To speed the process, the hero can make a Knowledge (business) check against a DC equal to the license purchase DC. Success results in the license being issued in 1d6 hours. (During the process of character creation, a character just needs to purchase the license or pay the fee; the time required takes place before game play begins.)

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character who does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

The Black Market

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from Table: Restricted Objects to the object's purchase DC.

Obtaining an object on the black market takes a number of days according to the Time Required column on Table: Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

Requisitioning Equipment

When a hero working for Department-7 needs more equipment than he or she has on hand, the hero may try to requisition it. Department-7 evaluates whether the character really needs the object, how soon the agency can supply it, and whether the agency can reasonably expect to get it back when the hero is done with it.

The result is determined by a level check (1d20 + character level)

Requisition Modifiers

Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no obvious application for assignment	-2
Object is rare	-2
Object restriction	
Licensed	-2
Restricted	-4
Military	-6
Illegal	-8
Hero is skilled or proficient in use of object	+2
Hero returned all gear undamaged on previous mission	+2

against a DC equal to the equipment's purchase DC. Add the character's Presence bonus to the check. Table: Requisition Modifiers lists modifiers that may affect the check.

The result of the check determines whether and how quickly Department-7 can provide the hero with the requested equipment. With a success, the object is issued to the hero. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the hero beats the check DC by 5 or more, it is available in 1d4 hours.

Requisitioned objects are loaned, not given, to the hero. Obviously, expendable objects like ammunition don't have to be returned if used.

Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +3 to the purchase DC.

A rare few objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it is always provides a bonus of +1. In these cases, the purchase DC is not increased (such objects are already priced higher



than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add +6 to the normal purchase DC. The cost of a mastercraft +3 object would add +9 to the normal purchase DC.

Concealed Weapons and Objects

It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he or she heads out into public can usually take 10 unless he or she is rushed, trying to conceal it when others might see, or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

Size and Concealment

The object's size affects the check result, as shown on Table: Concealing Weapons and Objects. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Spot check. The DC varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same as the target's check result (an opposed check, in other words). If the target took 10 on his or her Sleight of Hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier (including modifiers from Table: Concealing Weapons and Objects) + 10

An observer attempting to spot a concealed object receives a -1 penalty for every 10 feet between him or herself and the target, and a -5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed in Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

Spotting Concealable Armor

Concealable armor can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from Table: Concealing Weapons and Objects when wearing concealable armor. Instead, anyone attempting to notice the armor must make a Spot check (DC 30).

Living in Luxury

The purchase DCs given are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase DC by 1. Although such items are more expensive, they offer no additional features or game benefits.

Concealing Weapons and Objects	
Condition	Sleight of Hand Modifier
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium-size	-4
Large	-8
Huge or larger	can't conceal
Clothing is tight or small	-4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster	+4
Weapon can be drawn normally	-2
Weapon can be drawn as free action with Quick Draw feat	-4



GENERAL EQUIPMENT

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase DC of 2 and can be changed as a move action.

Equipment Tables

Equipment is described by a number of statistics, as shown on Table: General Equipment.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.

Weight: This column gives the item's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

Briefcase

A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Contractor's Field Bag

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Day Pack

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Handbag

Handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

Patrol Box

Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase.

For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a



General Equipment

Object	Size	Weight	Purchase DC	Restriction	Object	Size	Weight	Purchase DC	Restriction
Bags and Boxes					Fake ID	Fine	—	See text	Illegal (+4)
Briefcase	Med	2 lb.	7	—	First aid kit	Small	3 lb.	5	—
Contractor's field bag	Med	2 lb.	6	—	Handcuffs				
Day pack	Small	2 lb.	5	—	Steel	Tiny	1 lb.	7	—
Handbag	Small	1 lb.	4	—	Zip-tie (25)	Dim	0.5 lb.	6	—
Range pack					Instrument, keyboard	Large	12 lb.	12	—
Standard	Small	2 lb.	7	—	Instrument, percussion	Huge	50 lb.	14	—
Oversized	Med	3 lb.	9	—	Instrument, stringed	Large	7 lb.	13	—
Patrol box	Med	4 lb.	9	—	Instrument, wind	Tiny	1 lb.	8	—
Clothing					Lockpick set	Tiny	1 lb.	9	Lic (+1)
Clothing outfit					Mechanical tool kit				
Business	Med	3 lb.	12	—	Basic	Large	22 lb.	13	—
Casual	Med	2 lb.	8	—	Deluxe	Huge	45 lb.	20	—
Formal	Med	3 lb.	15	—	Multipurpose tool	Tiny	0.5 lb.	9	—
Outerwear					Survival Gear				
Coat	Med	2 lb.	8	—	Backpack	Med	3 lb.	10	—
Fatigue jacket	Med	2 lb.	7	—	Binoculars				
Overcoat	Med	3 lb.	9	—	Standard	Small	2 lb.	7	—
Parka	Med	3 lb.	9	—	Rangefinding	Small	3 lb.	15	—
Tool belt	Small	2 lb.	9	—	Electro-optical	Small	4 lb.	16	—
Computers and Consumer Electronics					Climbing gear	Large	10 lb.	11	—
Camera					Compass	Dim	0.5 lb.	5	—
35mm	Small	2 lb.	17	—	Fire extinguisher	Med	3 lb.	8	—
Digital	Tiny	0.5 lb.	14	—	Flash goggles	Tiny	2 lb.	15	—
Disposable	Tiny	0.5 lb.	4	—	Flashlight				
Film	Dim	—	3	—	Penlight	Dim	0.5 lb.	3	—
Film developing (roll)	—	—	—	3 —	Standard	Tiny	1 lb.	4	—
Cell phone	Dim	—	9	—	Battery flood	Small	2 lb.	6	—
Computer					Rope (150 ft.)	Large	12 lb.	5	—
Desktop	Large	10 lb.	22	—	Sleeping bag	Med	4 lb.	9	—
Notebook	Med	5 lb.	23	—	Tent				
Upgrade	—	—	See text	—	2-person dome	Med	4 lb.	11	—
PDA	Tiny	0.5 lb.	16	—	4-person dome	Med	7 lb.	12	—
Portable video camera	Small	2 lb.	16	—	8-person dome	Large	10 lb.	13	—
Printer	Med	3 lb.	12	—	Weapon Accessories				
Scanner	Med	3 lb.	12	—	Box magazine	Tiny	0.5 lb.	4	—
Professional Equipment					Detonator				
Bolt cutter	Med	5 lb.	6	—	Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
Car opening kit	Tiny	1 lb.	6	Lic (+1)	Radio controlled	Tiny	0.5 lb.	10	Lic (+1)
Demolitions kit	Med	5 lb.	13	Lic (+1)	Timed	Tiny	0.5 lb.	7	Lic (+1)
Disguise kit	Med	5 lb.	12	—	Wired	Tiny	1 lb.	6	Lic (+1)
Duct tape	Tiny	1 lb.	4	—	Holster				
Electrical tool kit					Hip	Tiny	1 lb.	5	—
Basic	Large	12 lb.	14	—	Concealed carry	Tiny	0.5 lb.	5	—
Deluxe	Huge	33 lb.	21	—	Laser sight	Tiny	0.5 lb.	15	—
Evidence kit					Scope				
Basic	Med	6 lb.	7	—	Standard	Tiny	0.5 lb.	11	—
Deluxe	Med	8 lb.	15	—	Electro-optical	Small	3 lb.	18	—



bonus.

Clothing Outfit

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for “black tie” occasions. Special designer creations can have purchase DCs much higher than shown on the table.

Outerwear

In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

Parka: This winter coat grants the wearer a +2 equipment bonus on Stamina Check made to resist the effects of cold weather.

Tool Belt

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work,



making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Computers and Consumer Electronics

Rules for operating computers appear under the Computer Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC accounts for both costs; once a character has obtained the item, he or she doesn't have to worry about ongoing subscription costs.

Camera

Still cameras let a character capture a record of what he or she has seen.

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

Film Developing: In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

Cell Phone



A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Upgrade: A character can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on Computer Use checks. Increase the purchase DC of a desktop by +1 or a notebook by +2 to purchase an upgrade.

Digital Audio Recorder

These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

PDA

Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks.

Portable Video Camera

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

Printer

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner

A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC).

Note that some skills, by their nature, require a piece of equipment to utilize.

Skill	Associated Item
Climb	Climbing gear
Craft (electronic)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit
	Electrical tool kit
	Lockpick set
Disguise	Disguise kit
Investigate	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind
Repair	Electrical tool kit
	Mechanical tool kit
	Multipurpose tool
Treat Injury	First aid kit

Bolt Cutter

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Car Opening Kit

This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill



description.

Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.

A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

Evidence Kits

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Investigate skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence

and prevent them from becoming contaminated.

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

Fake ID

Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

First Aid Kit

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

Handcuffs

Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device



and Escape Artist checks automatically fail).

Instrument, Keyboard

A portable keyboard, necessary in order to use the Perform (keyboard instrument) skill.

Instrument, Percussion

A set of drums, necessary in order to use the Perform (percussion instrument) skill.

Instrument, Stringed

An electric guitar, necessary in order to use the Perform (stringed instrument) skill.

Instrument, Wind

A flute, necessary in order to use the Perform (wind instrument) skill.

Lockpick Set

A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

Mechanical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

Medical Kit

About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or

to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a –4 penalty.

Multipurpose Tool

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Backpack

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard: Standard binoculars reduce the range penalty for Spot checks to –1 for every 50 feet (instead of –1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

Rangefinding: In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Climbing Gear



All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flashlight

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Battery Flood: Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

Rope

Climbing rope can support up to 1,000 pounds.

Sleeping Bag

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent

A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Stamina checks against the effects of cold

weather.

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine

For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster

Holsters are generally available for all Medium-size or smaller firearms.



Hip: This holster holds the weapon in an easily accessed—and easily seen—location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Lifestyle Items

Housing	Purchase DC
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36

Entertainment	Purchase DC
Movie ticket	3
Theater ticket	7
Sporting event ticket	7

Meals	Purchase DC
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9

Transportation	Purchase DC
Airfare	
Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Car rental	
Economy car	6
Mid-size or truck	8
Luxury	10

Lodging	Purchase DC
Budget motel	7
Average hotel	9
Upscale hotel	11

Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

Housing

A number of types of homes are mentioned on Table:Lifestyle. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system)

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.



Location dramatically affects a home’s value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

Entertainment

Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

Meals

Several typical meal costs are provided. The cost of picking up the

lodging rates are per day.

Services

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table:Services.

Auto Repair

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points. See page 163 for more about vehicle damage.

Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The purchase DCs represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect’s criminal history, his or her role in society, his or her family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.

Services

Item	Purchase DC
Auto repair	
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
Bail bonds	
Property crime	13
Assault crime	16
Death crime	22
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Legal services	10 + lawyer’s Knowledge (civics) ranks
Medical services	
Long-term care	10 + doctor’s Treat Injury ranks
Restore hit points	12 + doctor’s Treat Injury ranks
Surgery	15 + doctor’s Treat Injury ranks
Treat poison/disease	10 + doctor’s Treat Injury ranks

tab for additional diners adds +2 per person to the purchase DC.

Transportation

Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase DC by 2. Car rentals and



Death Crime: Someone died as a result of the crime.

Medical Services

A character's medical insurance is built into his or her Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

Long-Term Care: The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: The purchase DC represents the cost of a single surgical procedure.

Poison/Disease: The purchase DC represents one application of treatment for a poison or disease.

WEAPONS

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

RANGED WEAPONS

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows.

When using a ranged weapon, the wielder applies his or her Agility modifier to the attack roll.

Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penal-



Ranged Weapons

Weapon	Damage	Critical	Damage Type	Range Inc.	Rate of Fire	Mag.	Size	Wt.	Purchase DC	Res.
Handguns										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	18	Lic (+1)
Glock 17 ¹ (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	14	Res (+2)
Longarms										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	16	Lic (+1)
HK PSG1 ¹ (7.62mm sniper rifle)	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Remington 700 (7.62mm hunting rifle)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off shotgun (12-ga shotgun)	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15	Lic (+1)
Uzi (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
Heavy Weapons (each requires the use of the Heavy Weapons skill)										
M-60 (medium machine gun)	2d8	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW (rocket launcher)	10d6 ²	—	—	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79 (grenade launcher)	Varies ²	—	—	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)
Other Ranged Weapons (May require Archery or Thrown Weapon skills)										
Compound bow (Archery)	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	10	—
Crossbow (Archery)	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	—
Flamethrower	3d6	—	Fire	—	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	4	—
Pepper spray	Special ²	—	Special ²	5 ft.	11 int.	—	Tiny	0.5 lb.	5	—
Shuriken	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	3	—
Taser	1d4 ²	—	Electricity	5 ft.	1	1 int.	Small	2 lb.	7	—
Whip	1d2	20	Slashing	15 ft. ³	1	—	Small	2 lb.	4	—

¹ This mastercraft weapon grants a +1 bonus on attack rolls. ² This weapon does special damage. See the weapon description.³ See the description of this weapon for special rules.



ized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other abilities that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as

well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.



Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called “automatics”) feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot’s shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies.

Colt M1911

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Desert Eagle

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel.

Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

Pathfinder

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK

The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, as-



sault rifles, shotguns, and most submachine guns.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Gun Combat proficiency.

Longarms are not well suited to close combat. A character takes a –4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts.

Benelli M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope.

Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

M4 Carbine

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

Mossberg

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

Uzi

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms



Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Base Defense Bonus check, DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of tar-

geting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on Table: Ranged Weapons.

Compound Bow

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Base Defense Bonus check (DC 15) to take half damage. Creatures with cover get a bonus on their Base Defense Bonus.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Base Defense Bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no check allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Base Defense Bonus check, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing



a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Ammunition	
Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5
10mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

Pepper Spray

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Stamina check (DC 15) or be blinded for 1d4 rounds.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight ra-

zor-sharp points. A character may draw a shuriken as a free action.

Taser

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Stamina check (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered on Table: Ammunition.

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).



10-gauge Buckshot, 12-gauge Buckshot

Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt

A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

EXPLOSIVES AND SPLASH WEAPONS

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 nonproficient penalty.

Explosives and Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on Table: Explosives and Splash Weapons.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some

Explosives and Splash Weapons

Grenades and Explosives

Weapon	Damage	Critical	Damage Type	Burst Radius	BDB DC	Range Increment	Size	Wt	Purchase DC	Res.
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	—	Concussion	10 ft.	18	—	Small	1 lb.	12	Mil (+3)
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	8	Res (+2)
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)

Splash Weapons

Weapon	Direct Hit Damage	Splash Damage	Damage Critical ²	Reflex Type	Range DC	Increment	Size	Wt	Purchase DC	Res
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—
Molotov cocktail ¹	1d6	1	20	Fire	—	10 ft.	Small	1 lb.	6	—

¹ This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.

² Threat range applies to direct hits only; splash damage does not threaten a critical hit.



creatures or characters may be resistant or immune to some forms of damage.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Reflex DC: Any creature caught within the burst radius of an explosive may make a Base Defense Bonus check against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories.

40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

The purchase DC given is for a box of 6 grenades.

C4/Semtex

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks.

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Det Cord

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

Dynamite

Perhaps one of the most common and straightforward explosives,



dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Smoke Grenade

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

The purchase DC given is for a box of 6 grenades.

Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

The purchase DC given is for a box of 6 grenades.

Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table: Explosives and Splash Weapons reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

Acid, Mild

A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemi-

Melee Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Wt	Purchase DC	Res.
Bayonet (fixed) ¹	1d4/1d6	20	Piercing	—	Large	1 lb.	7	—
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	5	—
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9	—
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Katana	2d6	19–20	Slashing	—	Large	6 lb.	12	—
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	11	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—
Spear	1d8	20	Piercing	—	Large	9 lb.	6	—
Sword cane ¹	1d6	18–20	Piercing	—	Med	3 lb.	9	—
Tonfa ¹	1d4	20	Bludgeoning	—	Med	2 lb.	6	—

¹ See the description of this weapon for special rules.



cal] check DC 10 or Awareness check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

MELEE WEAPONS

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency).

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on Table: Melee Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten.



Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon.

Restriction: None of the following melee weapons have restrictions on their purchase.

Melee Weapons Descriptions

These are the descriptions of the various melee weapons that are found in the modern world. Through other sources or the GM's intuition, almost any weapon can be added to a campaign.

Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—clublike at one end and spearlike at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Brass Knuckles



These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage.

Chain Saw

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club

Almost anything can be used as a club. This entry represents the

wooden nightsticks sometimes carried by police forces.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword

This classic, straight blade is the weapon of knighthood and valor.

Katana

The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard –4 nonproficiency penalty applies.

Knife

This category of weapon includes hunting knives, butterfly or “balisong” knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Agility modifier instead of Strength modifier to attack rolls with a knife.

Machete

This long-bladed tool looks much like a short, lightweight sword.

Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Agility modifier instead of Strength modifier to attack rolls with a rapier.

Rifle Butt

The butt of a rifle can be used as an impromptu club.

Spear

Improvised Weapon Damage by Size

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8



This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual –4 penalty.

or throw an object one size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Table: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

IMPROVISED WEAPONS

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the –4 penalty.

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield

ARMOR

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Light Armor									
Leather jacket	Impromptu	+1	+1	+8	–0	30	4 lb.	10	—
Leather armor	Archaic	+2	+1	+6	–0	30	15 lb.	12	—
Light undercover shirt	Concealable	+2	+1	+7	–0	30	2 lb.	13	Lic (+1)
Medium Armor									
Concealable vest	Concealable	+4	+2	+4	–3	25	4 lb.	15	Lic (+1)
Chainmail shirt	Archaic	+5	+2	+2	–5	20	40 lb.	18	—
Light-duty vest	Tactical	+5	+2	+3	–4	25	8 lb.	16	Lic (+1)
Tactical vest	Tactical	+6	+2	+2	–5	25	10 lb.	17	Lic (+1)
Heavy Armor									
Special response vest	Tactical	+7	+3	+1	–6	20	15 lb.	18	Lic (+1)
Plate mail	Archaic	+8	+3	+1	–6	20	50 lb.	23	—
Forced entry unit	Tactical	+9	+3	+0	–8	20	20 lb.	19	Lic (+1)



Armor Table

Armor is described by a number of statistics, as shown on Table: Armor.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate feat).

Maximum Dex Bonus: This number is the maximum Agility bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks.

Even if A character's Agility bonus drops to +0 because of armor, the character are not considered to have lost his or her Agility bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor,

assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction: The restriction rating for the armor, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Light Undercover Shirt

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Medium Armor

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

Concealable Vest

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually



visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Chainmail Shirt

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Light-Duty Vest

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Heavy Armor

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Plate Mail

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.



Special Response Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit

The most powerful protection available is built into this suit, which

consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

VEHICLES

Vehicles have become the mainstay of modern day society. While their appearance and methods change, their basic purpose remains the same. They are to transport beings much faster and while being convenient. While vehicles are becoming more responsive and agile with each passing day, they are much bulkier and less maneuverable than a human. Of course, a car can travel ten times faster than a normal human. While this is good for distance, it may not be good for turning. While future supplements will cover rules for using vehicles, they GM will have to make their best judgment of what a vehicle can do.

The game is more cinematic in tone and so the vehicles should be played like they are seen in the movies. While they can defy physics when a character needs them to, they are also susceptible to much more brilliant crashes. A character should be allowed to do almost anything with their vehicle as long as it's halfway believable. Of course, a car won't travel up a side of a building, but it may do 180-degree turns while coming to a dead stop after going 90 mph. There are several feats that allow a player to perform spectacular stunts with their vehicle. Anytime a character rolls, they should use the maneuverable rating of the vehicle to add to their final results. Also, the car does provide cover as shown in the combat chapter. All vehicles have armor that works just like personal armor, and they have hit points. Hit points for a vehicle work the same as a character's hit points. When it reaches zero, the vehicle is dead, or it may violently explode. It is up to the GM. However, the GM should remain consistent. For explosions, the GM should have the driver make a roll (maneuverable check with appropriate skill, DC 20) to see if the vehicle does not explode. Finally, the vehicle has other statistics that the driver can use to modify his rolls when in the vehicle.

Vehicle Table

Vehicles are described by a number of statistics, as shown on Table: Vehicles.

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.



Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Def.	Armor	Hit Pts	Size	Purchase DC	Restriction
Civilian Aircraft												
Bell Jet Ranger (helicopter)	1	4	250 lb.	-4	-4	245 (25)	6	5	28	G	39	Lic (+1)
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	-4	-4	210 (21)	6	5	30	G	36	Lic (+1)
Learjet Model 45 (corporate jet)	2	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)
Civilian Cars												
Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	-2	-1	265 (26)	8	5	34	H	29	Lic (+1)
(sports coupe)												
BMW M3 (sports coupe)	1	4	200 lb.	-2	+1	275 (27)	8	5	32	H	30	Lic (+1)
Chevrolet Corvette (sports coupe)	1	1	250 lb.	-2	+0	310 (31)	8	5	32	H	30	Lic (+1)
Ford Crown Victoria	1	5	425 lb.	-2	-1	185 (18)	8	5	34	H	28	Lic (+1)
(mid-size sedan)												
Lamborghini Diablo (sports coupe)	1	1	100 lb.	-2	+1	360 (36)	8	5	34	H	37	Lic (+1)
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	-2	+0	230 (23)	8	5	32	H	28	Lic (+1)
Civilian Motorcycles												
Ducati 998R (racing bike)	1	0	0 lb.	+0	+3	370 (37)	10	5	18	M	27	Lic (+1)
Harley Davidson FLSTF	1	1	0 lb.	-1	+1	275 (27)	9	5	22	L	26	Lic (+1)
(street bike)												
Civilian Trucks												
AM General Hummer (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	34	Lic (+1)
Chevrolet Suburban (SUV)	1	8	500 lb.	-2	-2	175 (17)	8	5	38	H	30	Lic (+1)
Dodge Caravan (minivan)	1	4	325 lb.	-2	-2	195 (19)	8	5	34	H	28	Lic (+1)
Ford Escape XLT (SUV)	1	4	300 lb.	-2	-2	200 (20)	8	5	32	H	29	Lic (+1)
Ford F-150 XL (pickup)	1	2	1,700 lb.	-2	-2	175 (17)	8	5	36	H	28	Lic (+1)
Civilian Water Vehicles												
Bayliner 1802 Capri (runabout)	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	32	Lic (+1)

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative: The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Maneuver: The modifier added to any Drive or Pilot checks attempted

with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Defense: The vehicle's Defense.

Armor: The vehicle's armor. Subtract this number from any damage dealt to the vehicle.

Hit Points: The vehicle's full normal hit points.

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects.



Purchase DC: This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

Restriction: The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the vehicle on the black market.

Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

Bell Jet Ranger

This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. It provides three-quarters cover for crew and passengers.

Cessna 172 Skyhawk

This common single-engine propeller plane is relatively inexpensive. It provides three-quarters cover for crew and passengers.

Learjet Model 45

This is a sleek business jet introduced in the late 90s. Two turbofans,

set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. It provides three-quarters cover for crew and nine-tenths cover for passengers.

Civilian Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a nonluxury car with an increase of 1 to the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

Acura 3.2 TL

The 3.2 TL is a four-door luxury sedan.

BMW M3

The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine.

Chevrolet Corvette





The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine.

Ford Crown Victoria

The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Victorias).

Lamborghini Diablo

The Diablo is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine.

Volkswagen Jetta

The Jetta is a four-door station wagon.

Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Ducati 998R

This is a top-of-the-line street bike with a strong heritage of winning races.

Harley-Davidson FLSTF Fat Boy

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles.

Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

AM General Hummer

The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as

rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires.

Chevrolet Suburban

One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine. It is two squares wide and four squares long.

Dodge Caravan

The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door.

Ford Escape XLT

The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine.

Ford F-150 XL

This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine.

Civilian Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri

This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit.

Fairline Targa 30

This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit.



chapter 14:

Character

Advancement

Character advancement is unnecessary in a short adventure, but during a lengthy campaign, players may wish to improve their characters. Advancement is not a requirement, but it can reflect the characters' learned knowledge through conflicts with the environment, with other characters or NPCs, or even with themselves.

The GM is encouraged to award all characters Experience Points (XP) at the end of each game session. The amount of the award should depend on the events of the game session as well as the quality of the role-playing of the player. Use the following as a guideline for determining the XP award for each player:

BASE AWARD

All players who participate in a game session should earn a number of XP equal to 100 times the average character Level (not class Level) of the characters in the group.

OVERCOMING CONFLICT

When determining the XP awards for conflict, GMs must remember that conflict does not necessarily mean combat. While combat is a type of conflict, it is not the only form. Solving a mystery, saving someone from a raging fire, escaping a magician's death trap, negotiating the release of hostages, or other similar situations where the character is pitted against an opposing force, is considered conflict. Any situation where there is a consequence for the character failing his or her attempted course of action is conflict.

For conflicts of note, GMs should award a number of XP, which represents the characters learning from the events. All characters involved in a conflict earn the XP, regardless of their involvement. For

“BLESSED IS THE MAN THAT ENDURETH
TEMPTATION: FOR WHEN HE IS TRIED, HE
SHALL RECEIVE THE CROWN OF LIFE.”

James 1:12



XP Awards

Base Award = 100 times the average character Level of the player group

- Add half the base award if the characters overcame weak/inferior conflict
- Add the base award if the characters overcame moderate/comparable conflict
- Add 1.5 to 2 times the base award if the characters overcame strong/superior conflict
- Add 10% of the base award if the characters fail to overcome minor/inferior conflict
- Add 20% of the base award if the characters fail to moderate/comparable conflict
- Add 30% of the base award if the characters fail to overcome strong/superior conflict
- Add half the award for good, heroic, in-character role-playing
- Add the base award for strong, heroic, in-character role-playing
- Add 1.5 to 2 times the base award for exceptional, heroic, in-character role-playing

example, the Lunus who went toe-to-toe with the main villain while his Inheritus ally attempted to diffuse the bomb while the third member of the team flew the innocent bystanders to safety all earn the same number of XP for the conflict. Each character played a role in successfully resolving the situation.

The quantity of the award depends on how much of a challenge it was for the characters to overcome. If the characters are virtually guaranteed of success, the GM should not provide an XP bonus — it is essentially a mundane activity and

is subsumed in the base XP award. If the conflict presents a minor challenge to the characters but one they are likely to overcome, such as the skilled Gunslinger thwarting a simple bank-robbery or a team of characters saving residents from a burning building, the GM should provide a bonus of one half the base award. If the conflict is comparable to the characters, such as the characters defeating a group of criminals of similar level or solving a complex mystery, the GM should provide a bonus award equal to the base award. Lastly, if the conflict is superior to the characters, such as defeating a powerful demon, thwarting a world-threatening plot, or something similar, the characters should earn a bonus award equal to 1.5 to 2 times the base award.

This award should be provided per conflict overcome but GMs should keep in mind that the average 4- to 6-hour game session usually has one or two conflicts-of-note — most situations are covered through the base XP award.

FAILING IN CONFLICT

Characters can learn something even when they fail — what not to do. When characters fail to overcome conflict, GMs should provide a bonus equal to 10% of the base award for a minor conflict, 20% of the base award for a moderate conflict, or 30% for a superior conflict (round down).

EXCEPTIONAL ROLE-PLAYING

Exceptionally talented or active players (those who remain true-to-character, encourage other players to participate, help advance the





plot of the game, etc.) may earn a bonus XP award. When a player does a good job role-playing his or her character, the GM should provide a bonus equal to half the base award. For strong role-playing, a bonus equal to the base award should be provided. For exceptional role-playing, a bonus equal to 1.5 to 2 times the base award should be provided. GMs should not feel obliged to provide this award — it is only for role-playing that stands out. The base award covers players who simply show up for the game and role-play adequately.

CHARACTER POINTS

When a character gains a level, they gain 5 character points. This is to represent their growing ability in the trials that they face in each session. The player may use these any points in anyway to increase some value of the character. While the player is not obligated to spend all their points at once, they can only spend points before or after a game session. Also, angel characters have one recourse for their Faith Levels. They cannot take the new level, give up all the XP and gain no CP to remove one Faith Level.

Character Point Cost

Name	CP
Primary Ability Modifiers	2
Secondary Ability Modifiers	3
Skill Points	1
Feats	2
Attributes	Varies
Defect Removal	Varies



Level-Dependent Benefits

Character Level	XP (Experience)	Maximum Skill Ranks
1	0	4
2	1,000	5
3	3,000	6
4	6,000	7
5	10,000	8
6	15,000	9
7	21,000	10
8	28,000	11
9	36,000	12
10	45,000	13
11	55,000	14
12	66,000	15
13	78,000	16
14	91,000	17
15	105,000	18
16	120,000	19
17	136,000	20
18	153,000	21
19	171,000	22
20	190,000	23



chapter 15:

Task Resolutions

and Combat

In a role-playing game, most character or NPC actions do not require any particular rules. A player simply says his or her character walks across a room, picks up an object, drives a vehicle, or talks to someone, etc., and if the GM agrees that it is possible, this simply happens. Personal interaction between characters or NPCs normally consists of the players and GM talking “in character” and describing what their characters are doing. In the GM’s case, he or she describes what the characters are seeing, hearing, smelling, touching, and tasting.

In the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain and the result is important to the story. If a character needs to fix a broken reactor pump to prevent a nuclear meltdown, can he or she do it in time? If a character’s car drives off a cliff, can he or she jump clear in time, and if not, how badly will the crash injure the character? If two people fight, who wins?

A character’s Primary Ability Modifiers, Secondary Abilities, Attributes, Skills, Feats and other values help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact.

In some situations, the GM may elect to determine the results by simple fiat, without rolling dice. The GM may do so if he or she thinks a particular outcome is certain or is dramatically necessary to the game.

One situation the rules cover in greater detail is combat. The rules for combat are extensive, giving players a greater sense that they are in control of their characters’ every step. If they lose, they will know the

“
AND LEAD US NOT INTO TEMPTATION, BUT
”
DELIVER US FROM THE EVIL ONE.

Matthew 6:13



GM has not arbitrarily killed or injured their characters. The GM can also follow a similar procedure with any other actions that affect a character's fate: treat routine activities in passing and delve into more detail whenever an action influences the player character physically or emotionally.

THE PASSAGE OF TIME

"In game" passage of time in a role-playing game is fluid, just as it is in movies or TV shows. In some situations, like a conversation between two characters, the movement of game time normally matches real world time. More often, the amount of time that passes depends on the characters' activities as set by the players' actions and officiated by the GM, who may say something like "It takes you two hours to reach the castle" or "fixing the computer takes 20 minutes." The GM should telescope time until something interesting happens: "Two weeks pass as you go about your jobs and engage in routine training. Then the Empress summons you for a special mission...." Finally, in very dramatic situations such as combat, the GM may keep very precise track of time, using individual "combat rounds." GMs may go back in time as well to employ flashback scenes. A flashback is a useful tool to establish the background for a story without simply recounting the information in dry lecture fashion, allowing the player to work through the event.

Scene, Round, and Initiative

Three common measures of game time in Celestius Ex are a scene, round, and Initiative. A scene is any situation where the events remain linked, moment-to-moment. Think of it in movie terms — a scene lasts until the camera cuts to an entirely new setting, potentially with new characters. If, for example, a character is listening to the pleading of a distraught farmer, the conversation constitutes a scene. Once the GM switches scenes to the character entering a dark uninhabited section of the forest, the farm scene ends and a new scene begins in the forest. If a bandit interrupted the conversation by attacking the farmer, intent on shutting him up before he could reveal any important information, the scene would not yet end when the character chased after the bandits toward the forest. Since the events are still linked moment-to-moment, it is still a part of a scene although the setting has changed.

A round is a measure of time of approximately 6 seconds in length, while an Initiative is one specific moment in time. When combat occurs, characters roll Initiative and each is allowed to act on his or her Initiative. The round is broken into a number of Initiatives equal to the highest Initiative rolled for the round. For example, in a combat

between three characters that roll an 11, 19, and 24, the combat round has 24 Initiatives. The round remains 6 seconds in length, but for the purposes of action within the conflict, there are 24 potential individual moments — 24 instances where a character could decide to act.

TAKING ACTION

Every character is capable of performing or attempting a nearly endless list of actions. These can be mundane activities (talking, breathing, thinking), skilled activities (building a suit of power armor, hacking into a computer, moving silently, climbing the side of a building), or combat activities (fighting, dodging, shooting). Later sections on combat covers combat action in detail and thus are not discussed here. Additionally, players can assume that characters carry out routine skilled activities successfully on a regular basis unless specified otherwise by the GM. For example, the GM can assume that characters with the Gun Combat Skill routinely keep their weapons clean, safely stored, and properly maintained.

Every GM has a preferred method for having players describe their characters' actions. Usually this involves the GM moving from player to player asking, "What is your character doing?" Experienced GMs try to give each person equal role-playing time so that everyone is an important facet of the story (switching between characters as necessary). Conversely, players are responsible for relating their characters' intended actions to the GM. In return, the GM will describe the results of those actions or will request an Ability or Skill check to determine the outcome.

DICE AND DICE ROLLS

Celestius Ex uses one twenty-sided die (1d20) to handle many aspects of the game mechanics. The core mechanic is a d20 dice roll plus modifiers against a number called the Difficulty Class (DC). If the dice roll plus modifiers is equal to or greater than the Difficulty Class, the attempted task is successful.

There are three major types of dice rolls, or checks, a GM or player may use during game play: an Ability check dice roll, a Skill check dice roll, and one of two combat checks (a "to hit" roll and a Defense check). When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM chooses which type of check is most appropriate.

In most cases, a player rolls dice to determine the success of an action



his or her character performs, while the GM rolls the dice to determine the results of NPC actions when they impact the characters. In situations where NPCs are only involved with other NPCs, the GM should simply decide what happens rather than rolling dice.

In some circumstances, the GM may roll the dice to determine the results of a character's action instead of having a player roll, keeping the actual dice roll — and the reason for rolling — secret. This is normally done when the player rolling would give away an event that should remain unknown to the character. If, for example, there is something hidden that the character may or may not notice, the GM can secretly roll dice to see if the character spots it. If the GM allowed the player to roll the dice, the player would know that a clue existed even if the character did not succeed in noticing it.

Should I Make My Players Roll Dice?

It is important for the GM to realise that not all actions require a dice roll. Obviously mundane character activities, such as hammering a nail, riding a horse down a road, or eating lunch, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. In other situations, the necessity to roll dice is less obvious. If a character is virtually guaranteed to succeed at a task, then the GM should consider whether the check is really necessary. While it is true that the character might fail, having the player roll the dice will slow the game down. Thus, GMs should recognise when a character is almost certainly going to succeed at a task and, in those situations, not request the check and allow game play to continue, uninterrupted.

Conversely, one might think that if a character only succeeds if the player rolls a 20, then the GM should similarly not request a check and, instead, state that the action fails. This, however, is not the case — player characters should always be given that one slim chance of success, even at difficult tasks that seem doomed to failure (with the exception of tasks that the GM deems impossible). While the dice roll may slow game-play down a bit, that slim chance of success allows characters to accomplish heroic feats that will be remembered for years. GMs may wish to allow only player characters to make this roll, even in the face of near-certain failure — since NPCs are not the stars of the game, they should not be allowed the same chance of pulling off superhuman feats.

The following is a list of suggestions when the dice should and should not be rolled. If a check is unnecessary, the character should gain an automatic success

for the action.

Roll dice when...

- the unpredictability of dice adds to the excitement of the game
- the action is foreign to the character
- the action has been a weakness for the character in the past
- the character is distracted or cannot concentrate
- another character or NPC is working directly against the character
- the action is not of trivial difficulty
- outside forces influence the actions
- the player wants to roll the dice

Do not roll dice when...

- a roll would reduce the enjoyment of the game
- the action is routine for the character
- the action requires a trivial amount of talent compared to the character's Skill rank

ABILITY CHECKS

An Ability check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During an Ability check, the GM decides which Ability Modifier would be most relevant to the action in question. For actions that fall under the domain of an Attribute, the relevant Ability Modifier is usually given in the Attribute description.

A successful Ability check involves the player rolling equal to or greater than the difficulty class for the given task with 1d20 + the character's modifier for the applicable Ability Modifier. DCs usually fall between 5 (rather easy task) and 30 (very challenging task) though they can certainly be higher for exceptionally difficult or near impossible tasks.

Degrees of Success

Roll is less than the DC by 16+	Overwhelming Failure
Roll is less than the DC by 11 to 15	Extreme Failure
Roll is less than the DC by 7 to 10	Major Failure
Roll is less than the DC by 4 to 6	Minor Failure
Roll is less than the DC by 1 to 3	Marginal Failure
Roll is equal to or 1 greater than the DC	Marginal Success
Roll is greater than the DC by 2 or 3	Minor Success
Roll is greater than the DC by 4 to 6	Major Success
Roll is greater than the DC by 7 to 10	Extreme Success
Roll is greater than the DC by 11+	Overwhelming Success



Difficulty Classes

DC	Task Difficulty
3	Practically Guaranteed (why roll dice?)
5	Extremely Easy
7	Easy
10	Average Difficulty
15	Above Average Difficulty
20	Difficult — success above this DC is possible only under favourable conditions (when a situational bonus is applied) or by talented characters (who have a Skill Rank and/or Ability bonus)
25	Quite Difficult
30	Extremely Difficult
35	Supremely Difficult
40	Practically Impossible

The check is unsuccessful if the value is less than the DC. The greater the difference between the value and the DC, the greater the degree of success or failure (see Table: Degrees of Success).

TASK DIFFICULTY CLASSES

The Difficulty Class (DC) is a number set by the GM that reflects how easy or challenging any given task is to complete. Providing a list of sample DCs is pointless because the DC of each task changes based on the situations involved. Walking across a tightrope may be a DC 15 task one time but may be a DC 12 task the next time (the GM decides the rope is thicker or more stable this time) or the DC may be 22 (a thinner rope with a stiff and erratic cross-breeze). The GM must take all variables into account when assigning a DC to a task and should endeavour to remain as consistent in selecting the DC of a task as possible. If the GM decides a “difficult” task has a DC of 20, then all “difficult” tasks should have a DC of 20. GMs should use Table 12-2: Difficulty Classes as a rough guideline when determining the DC of a task.

CRITICAL SUCCESS OR FAILURE

Regardless of the actual DC, an unmodified or “natural” roll of 20

always succeeds (it is considered at least a “marginal success”), and an unmodified roll of 1 always fails (it is considered at least a “marginal failure”). This rule is important because it reflects the extreme possibilities that even the most talented characters sometimes fail in their tasks, while even the most awkward characters can succeed.

CONTESTED ACTIONS

If two or more characters are working directly or indirectly against each other (such as two people pulling on a contested object), each character must make a check. The character with the greatest degree of success (or least degree of failure if both characters fail) is considered to have the advantage over the contested action. In the event of a tie, the characters are locked in contest and may re-roll next round.

RETRIES

Often, a character can try a Skill check again if he or she fails, and can keep trying indefinitely. Some actions have consequences to failure that must be taken into account, however, as determined by the situation and GM.

In some instances, the GM shouldn’t even bother to make the player roll dice and instead allow the player to Take 10 or Take 20.

CHECKS WITHOUT ROLLS — TAKING 10

When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the Skill check, calculate the character’s result as if the character had rolled a 10.

CHECKS WITHOUT ROLLS — TAKING 20

When the character has plenty of time, and when the Skill being attempted carries no penalties for failure, the character can take 20. Instead of rolling 1d20 for the Skill check, calculate the character’s result as if the character had rolled a 20 (but it is not considered a “natural” 20). Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take. Unless the GM deems the task is considered impossible (such as performing brain surgery without any



training), the character automatically succeeds.

For example, a character who is attempting to break the coding on a computer disk to read the top secret files can take a 20 — nothing bad will happen if the character fails and the character has all the time in the world to slowly break the code. If the character had to break the code in ten minutes to learn the location of the bomb that is about to explode, however, he or she could not take a 20. The character is working against the clock and doesn't have the luxury of slowly puzzling the coding out. Further, if the character was instead attempting to disarm the explosive, he or she similarly could not take a 20 since failure will probably result in the bomb exploding.

SKILL CHECKS

A Skill check is similar to an Ability check, except it is used when the task is one that the GM decides would be governed by both a particular ability and a particular Skill. For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), an Awareness check would be made. Determining the origin of a rare alien species would also require an Awareness check, but this task is governed by the Knowledge: Biological Sciences Skill (more specifically, the Xenobiology Specialisation, if Specialisation optional rule is used). In game terminology, this task would require a “Awareness-based Knowledge: Biological Sciences (Xenobiology) Skill check.”

The DC of a Skill check is determined by the difficulty of the task. If the character possesses the appropriate Skill (even without the exact Specialisation), he or she receives a bonus to the check. This bonus is equal to the character's Skill Rank (if the task does not fall under his or her Specialisation) or one more than the character's Skill Rank (if his or her Specialisation does apply). A successful Skill check involves the player rolling equal to or greater than the DC.

The GM is responsible for deciding which Ability Modifier, Skill, and specialisation are relevant to a particular task, using the Ability Modifier and Skill descriptions given in Chapter 7: Skills. Since these questions can often be tricky, the GM should listen to the player's reasoning why a particular Skill or Specialisation might apply. The final decision belongs to the GM, however.

Combining Skill Checks

When more than one character tries the same Skill at the same time towards the same goal, their efforts may overlap — they can work together and help each other out. In this case, one character is consid-

ered the leader of the effort and makes a Skill check against the assigned DC, while each helper makes a Skill check against DC 10 (the character can't take 10 on this check). For each helper who succeeds, the leader gets a +2 circumstance bonus to his or her Skill check. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The GM limits co-operation as she sees fit for the given conditions.

Skill Synergy

It is possible for a character to have two Skills that work well together, such as Investigate and Knowledge: Streetwise, or Computer Use and Open Lock for a computerised lock. Having 5 or more Ranks in one Skill gives the character a +2 synergy bonus on Skill checks with its synergistic Skills, as determined by the situation and the GM.

Unskilled Attempts

Often, a character will attempt an action for which he or she does not possess the relative Skill.

Familiar Action

If the character is undertaking a familiar action, the Skill check is unchanged — the task is treated as a simple Ability check without a bonus from the relevant Skill. The familiarity should have been established previously, such as in the character's background story, or be consistent with the character's role within the setting. The player should explain to the GM why his or her character is familiar with the current task. The GM, of course, has final say whether the character is sufficiently familiar to avoid an unfamiliar action penalty.

For example, a student who attends university to study astronomy undoubtedly has at least a cursory familiarity with many academic fields. Similarly, almost all characters living in New York City will be familiar with the process of driving a car, even if they do not possess the Drive Skill; in North America, attempting car-related actions is familiar to nearly everyone. A hermit living in the depths of the Amazon, however, is likely not familiar with motor vehicles and therefore driving would be an unfamiliar action.

Unfamiliar Action

If the character is undertaking an action with which he or she is unfamiliar, the task should be treated as a normal Ability check with an unskilled penalty applied to the roll. This reflects how difficult it is for an unskilled character to accomplish the task. The unskilled penalty should range from -2 to -10, depending on how much the GM



feels training is required and how background aspects of the character could affect the attempt. The DC does not change; rather, the character's chance of succeeding is reduced.

For example, keeping a plane in the air after the cabin crew suddenly falls unconscious is a daunting task for anyone who is not trained as a pilot. An average character might therefore suffer a -8 penalty to the check. A character that is an aficionado of combat jets and aircraft documentaries might only suffer a -4 penalty ... even if he or she has never actually piloted a plane before.

Required Skill

The GM may decide certain tasks automatically fail when performed by characters lacking the required Skill. Examples of required Skill activities include: performing brain surgery, deciphering ancient hieroglyphics, concocting an antidote for a poison, estimating the value of a rare piece of art, etc.

Power Usage Skills

Some characters may select the Power Usage Skill for one or more of their Powers. This Skill provides a bonus when the character makes any check involving the specific Power. Unlike other Skills, Power Usage does not provide an additional +1 bonus for Specialisations. For example, a teleporter with an Awareness of 16 (+3 bonus) and the Power Usage: Teleportation Skill at Rank 4 (+4 bonus) makes Teleportation checks with a +7 bonus.

USING ATTRIBUTES

If an Attribute does not specifically require an Ability check, Skill check, or a combat check, GMs can assume they function automatically in most situations, though the Game Master may decide that a check is necessary in unusual circumstances. For example, a character with the Aura of Command always commands some attention, but the GM might require a Presence check were he or she attempting to convince someone to do something specific.

Certain Attributes occasionally require checks (sometimes Skill checks) to properly use the Attribute. Other Attributes provide favourable modifiers to Ability checks or Skill checks. If an Attribute interacts with Ability or Skill checks, this is noted in the Attribute's description in Character Creation.

Attributes and Actions

In some situations, it is important to know how many Attributes a character can activate at one time and how quickly he or she can activate the Attribute. Innate Attributes, such as Armor or Super-strength, are considered always active, unless the character selects a Restriction Defect whereby the Attribute is not always active. Powers which must be activated but do not usually require a dice roll, such as Force Field, can be activated at a rate of one per Initiative starting on the character's Initiative roll; these activations do not require the character to use an action. Powers that must be activated and do require a dice roll demand focus, and thus the character must spend one or more actions to activate the Attribute. A character can have any number of Attributes active at any moment, though GMs may wish to impose penalties if the character is focusing on too many things. It is usually obvious which Attributes fall into which category, but the final classification is at the Game Master's discretion.

Using Attributes at Reduced Ranks

Unless a character assigns the Maximum Force Defect to an Attribute, he or she can voluntarily use the Attribute at reduced Attribute Ranks. For example, a Ninja with Rank 6 Teleport (maximum safe distance of 1,000 miles) could choose to teleport any distance up to 1,000 miles.

Fractional Attribute Use

The GM might also allow the character to use a fraction of an Attribute's effect. A character with Rank 4 Insubstantial, for instance, may only want to turn a single body part, such as a hand or head, incorporeal. The GM could decide that fractional Attribute use is more or less difficult than using an Attribute's full effect, assigning appropriate modifiers to the Attribute's use.

COMBAT

Conflict is an essential component of any role-playing game. Physical conflict, or combat, is an important element of the Celestius Ex, but important is not the same as frequent. Combat should be a vital element of a scene, and not just a distraction that the GM uses to pass the time.

The combat rules for this RPG were designed to mimic dynamic, fast-paced combat. Whenever a character enters physical conflict with another character or NPC, the physical Combat Phase begins. Each round of combat covers 6 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances.



Characters are permitted to take one action (attack or non-combat action) each round. Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

The Physical Combat Phase is subdivided into four parts: Initiative, Character Action, Defense, and Damage.

Combat Dice Rolls

The combat check resolves any type of physical combat including armed, unarmed, martial arts, and ranged weapons attacks. The combat check is very similar to a Skill check except the DC is now the target's Defense roll.

A character can attack or defend with a weapon (or unarmed) even if he or she does not possess the relevant attack combat Skill (combat is a Familiar Action). Consequently, attacking characters lacking the appropriate Skill do not suffer a penalty; a character without the appropriate combat Skill simply does not receive a bonus.

Skills adjust the dice roll, but other Attributes may also provide modifiers as well. A natural dice roll of 20 is a critical success and cannot be negated by an opponent's Defense (the defender does not even have the opportunity to make a Defense check).

Combat Skills

The game uses combat skills in addition to combat feats. Offensive combat skills are treated exactly like skills for any other action — they serve as a bonus to a character's dice roll. In combat, the characters will add together the relevant combat skill, the Base Attack Bonus, any combat feat modifier, a relevant attribute modifier, the relevant Ability modifier, and a rolled 1d20. Defensive combat skills are applied to the character's Defense roll when defending in an appropriate situation. The character should add the Defense skill, the Agility modifier, a combat feat modifier, a relevant attribute modifier, and a rolled 1d20.

For example, a character with Defense Combat Mastery at Rank 2, a Agility of 11, and Melee Defense (Sword) at Rank 3 is wielding a sword and attacked by an opponent in melee combat. His Defense is normally 2 (+0 Agi modifier and +2 from the Defense Combat Mastery). When defending with his sword, he gains a +4 bonus to his Defense roll (+3 for the Melee Defense Skill Rank, and +1 for the Sword Specialisation), but only against melee or unarmed attacks. If another character attacks him with a gun, thus initiating a ranged combat attack, he makes a Defense roll without a bonus since he does not have the Ranged Defense Skill.

Initiative

Initiative determines the order in which characters act. The players and Game Master can roll at the beginning of each combat round to determine their characters' Initiatives for that particular round.

Each player involved in the fracas roll d20 plus the character's Agility modifier and adds bonuses for certain Attributes and Feats (such as the Speed Attribute and Improved Initiative Feat). The GM does the same for any NPCs engaged in the conflict. The GM may also grant bonuses or penalties if he or she believes the situations calls for it.

The character with the highest total has "gained Initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, the character with the highest Agility acts first. If the characters have the same Agility as well, their actions are simultaneous. This means both characters attack and deliver damage at the same time; if one character drops below zero Hit Points as a result, he or she still acts before falling unconscious.

A character may delay his or her action until any time later in the round to see what the other characters intend to do. If all his or her opponents also delay their actions waiting for something to happen, the round ends in a dramatic standoff and a new one begins.

If a character holds one or more actions until the end of a round and does not act, he or she acts on the first Initiative in the next round. The character does not gain an additional action — he or she simply acts first regardless of Initiative rolls. All held actions occur during the first Initiative. If two (or more) characters hold their actions until the following round, then both characters act simultaneously (assuming neither continues to hold their action) and then everyone else involved in the combat acts based on Initiative rolls.

Character Action

Characters act in the sequence determined by the Initiative roll. When it is time for a character to act, he or she may make one offensive action (i.e. attack) or one non-combat action, unless the character has the Extra Attacks Attribute. Attacks are normally against a single target, though some weapons or attack Abilities may allow the character to engage multiple targets simultaneously.

Before rolling the dice, the player should clearly describe the method of attack, the weapon his or her character uses (if any), and the target. If the character is trying something unusual (such as a Called Shot or



attacking with two weapons), he or she should specify this beforehand.

To successfully attack an opponent, the player (or GM for an NPC) must roll equal to or greater than the target's Defense. Remember to include all relevant Attribute, Skill, Defect, and Weapon Abilities/Disabilities.

If the Attack check succeeds, the character is on target and will hit unless the opponent can defend against the attack. Refer to Defense checks for more information. If the target fails the Defense roll or does not defend at all, he or she suffers the effects of the attack. This is normally damage and/or any other special effects associated with the attack. To reflect some of the brutally successful attacks demonstrated in real life, movies and TV series, a natural dice roll of 20 is a critical success and cannot be negated by an opponent's Defense.

If an Attack check fails, the character has missed. The attacker's action is over, and the attack has no effect, though a miss with a ranged weapon may cause collateral damage if the shot strikes somewhere else instead (this is up to the GM). A natural roll of 1 will always miss and may result in an exceptional failure, such as hitting an innocent bystander or a weapon malfunctioning.

Range Increment

Melee attacks are only usable against adjacent opponents within touching distance (usually five to ten feet). This is the range for swords, melee combat, etc.

The range penalty for a ranged weapon is called a range increment. It depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see Table: Ranged Weapons and Table: Melee Weapons). Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

Special Combat Situations

The following are special situations that can occur during combat.

Attacking Multiple Targets with One Attack

When a character absolutely must take down a number of targets but he or she does not have enough Extra Attacks to do so, the character

may attempt to use one attack to strike multiple targets. For each additional target beyond the first, the character suffers a -4 check penalty. Only one attack check is made not one check per target. Each target, however, is allowed to make a Defense check as normal. Additionally, the damage inflicted to each target is reduced by one half. For example, if a character attempted to swing his sword and strike three people in one blow, he would make one attack check with an -8 penalty (-4 for each of the two extra targets). If he successfully hits any of the targets, his damage is reduced by half. Characters with certain Feats (for example, Cleave or Whirlwind Attack) are exempt from these penalties.

Attacking Multiple Weaker Opponents

Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a powerful warrior battling hoards of lowly minions), and consequently the attack penalties are not as severe. For each additional target that is at least 5 character Levels lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target that is at least 10 character Ranks lower than the attacker.

For example, a Rank 12 Techie uses her powerful Item of Power to combat a hoard of 8 Soldiers with the following Levels: 1, 1, 2, 2, 4, 4, 6, and 8. The Techie suffers no penalty for the two Level 1 and two Level 2 Soldier (since they are at least 10 Levels lower than she), a -2 penalty for the two Level 4 and one Level 6 Soldier (since they are at least 5 Levels lower), and a full -4 for the Level 8 Soldier (since he is only 4 Levels lower, which is less than 5). The final attack check penalty the Techie suffers for her one attack is -10 (-2 -2 -2 -4 = -10).

Attacks With Two Weapons

A character with a one-handed weapon in each hand may use both at once against the same target or attack two different targets (even if he or she does not have Extra Attacks) but at a severe penalty to both checks. A two-weapon attack incurs a -6 penalty for the primary or first hand and a -10 for the other hand (the off hand). An additional -2 penalty is applied on each attack (-8 and -12 penalties) if the attacks are aimed at different targets. If a character has Extra Attacks, he or she can only use this option with one attack and not every attack.

The penalty applied to the off hand attack is reduced by 4 if the character has the Ambidexterity Feat. Additionally, each time the Two-Weapon Fighting Feat is assigned, penalties applied to both attacks are reduced by 2.



Called Shots

An attacking character may opt to suffer a penalty to hit in exchange for a Called Shot that provides some special advantage. For example, a Called Shot may ignore Armor (by attacking a small, unarmored spot) or strike a vital point, inflicting greater-than-normal damage results. Players must specify a Called Shot before rolling the dice.

Called Shot - Disarming

A character may attempt to shoot or knock a weapon out of another person's hand. If using a ranged attack, this requires an attack at an -8 penalty. If the attack hits, the character knocks away the weapon (probably damaging it). If using a melee weapon or unarmed attack to disarm, the character only suffers a -4 penalty, but the target may make a Strength check to retain control of the weapon. If the check succeeds, the weapon's user still suffers a -4 penalty on his or her next action with that weapon (since it is off balance), but he or she retains control of it.

Called Shot to Partial Armor

Some armor may provide partial protection, like a flak vest only protecting a person's torso. An attack aimed at a thin or unarmored area suffers a -4 attack check penalty and ignores the effects of the armor if successful.

Called Shot to Vital Spot

A character attacking a living being can specify he or she is aiming for a vital spot (heart, brain, spine, etc.) rather than simply shooting at the centre of mass as usual. He or she suffers an -8 attack check penalty, but, if successful, the damage dice used in the attack increases to the next size: d4 becomes d6; 6d becomes d8; d8 becomes d10; d10 becomes d12; and d12 becomes d20. For example, a character with a Level 6 Special Attack, which normally delivers 6d8 damage, would inflict 6d10 damage if he or she made a successful Called Shot to Vital Spot.

Called Shot to Weak Point

If the character knows his or her enemy has a Weak Point Defect, a Called Shot can be made to hit it in combat. The attack check penalty depends on the size of the Weak Point: a tiny spot gives a -6 penalty; a small spot gives a -4 penalty; and a large spot gives a -2 penalty.

Combined Attacks

Sometimes, characters will find themselves facing an extremely tough opponent whose Armor or Force Field is tough enough to prevent the characters from inflicting harm. In these situations, characters will often co-ordinate their attacks, attempting to strike the same point at the same time in the hopes of overwhelming the target's Defenses. For each character attempting a combined attack after the first, the attackers each suffer a -2 penalty to their attack check. Each character must hold his or her attack until the slowest character's Initiative (or later) before launching the attack. Each character makes an attack check to see if he or she hits the target. If the character hits, he or she determines how much damage is inflicted by the attack normally. All successful attackers combine their damage values into one total and this amount is inflicted upon the target as if from one attack.

If one attack fails to hit with the combined attack penalty but otherwise would normally hit, the character still hits the target but does





not successfully co-ordinate with the other characters. Naturally, if only one character co-ordinates, a combined attack does not occur. The character determines how much damage is inflicted but reduces the damage delivered by half (round down). If the character misses, no damage is delivered.

The target of a successful combined attack is only required to make a single Defense roll to determine if she or he is hit by the incoming combined attack. A penalty of -1 is applied to the roll for each opponent beyond the first who participates in the combined attack.

Characters who possess the Combination Attack Attribute have special rules for performing this manoeuvre, and are not subject to the same limitations.

Extra Aim

A character making a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon for an entire round and does not move during that period, he or she receive a +4 attack check bonus, or +6 if he or she is using a scope. If an aiming character chooses to move or suffers any damage before he or she can fire, the character loses the benefit of Extra Aim.

Striking to Incapacitate

A character attacking in hand-to-hand combat or with a blunt melee weapon may attempt to knock a surprised opponent unconscious. The target of the attack must be unaware of the attack to be vulnerable. The attacker makes his or her attack check with a -6 penalty. If the target suffers any damage (after all defensive Attributes are applied), he or she must make a Fort Save (DC 10 + attacker's Strength modifier). If the target succeeds on this save, he or she maintains consciousness. If the target fails this check, however, he or she falls unconscious. Damage inflicted by an Incapacitating Strike is one-quarter

of the attack's maximum damage (round down).

For example, a character wants to capture an opponent so she strikes to Incapacitate. Her punch (with three Ranks of Extreme Damage) normally inflicts 1d3 + 6, for a maximum of 9 damage. She rolls to hit with a -6 penalty and successfully hits her opponent, forcing the target to make a Stamina check. Regardless of whether or not the target remains conscious, he takes 2 ($9 \div 4 = 2.25$, rounded down to 2) damage from the blow.

Striking to Wound

A character in combat can elect to reduce his or her delivered damage below the normal damage value to a minimum of 1 (known as striking to wound). He or she may not attempt this with attacks possess-



Throwing Damage Bonuses

Size Category	Damage (*)	Attack Roll Bonus
Medium	1d4+2	0
Large	2d4+4	+1
Huge	3d4+6	+2
Gargantuan	4d4+8	+4
Colossal	5d4+10	+8

* Plus the attacker's Strength modifier and any other bonuses



ing the Area Effect, Auto-Fire, or Spreading Ability, however.

Throwing Heavy Things

A character with a high Strength Ability (sometimes gained through the Superstrength Attribute) can lift heavy things — up to 10% of his or her maximum capacity — and throw them to deliver damage. It takes one action to grab and lift a large, awkward object, and another to throw it. Consequently, throwing objects is slower than firing most weapons. The advantage of throwing an object is that big things are harder to dodge than smaller ones. The GM should assign each object a size category based on its size and weight.

The attack delivers damage, and receives an attack roll bonus, based on the size of the object (see Table 12-3: Throwing Damage Bonuses). The attacker's Strength modifier plus any bonuses increase the damage for Extreme Damage.

Total Attack

A character can take this option in conjunction with an attack. It means he or she focuses intently on an offensive action with little thought given to Defense. The character gains a +2 bonus to a single attack check, but the character's Defense decreases by 2 for the entire round in which he or she is making a Total Attack. A character with the Extra Attacks Attribute can initiate more than one Total Attack each round, but each Total Attack reduces his or her Base Defense Bonus by 2.

Touching a Target

Some Attributes require a character simply touch his or her target. It is much easier to just touch a person than it is to physically strike him or her with enough force to cause damage. Thus, any character that is simply attempting to touch an opponent gains a +6 bonus to his or her attack check. Touching a specific part of a target's body may require a Called Shot. This assumes the character is simply attempting to make physical contact with the target. If prolonged contact is required, the target must either be willing or the character must grapple the target.

Grappling

Instead of striking to inflict damage in melee combat, a character can attempt to grab someone and pin him or her. This is a grappling attack, and a character must have at least one empty hand free. Grabbing a small, inanimate object not that is not held by someone else (see Sphere of Control) does not require a full action.

Game Masters resolve a grappling attempt like a normal attack using the Unarmed Attack (Grappling) Skill. If the attack hits and the target's Defense (if any) fails, then the attacker successfully grabbed his or her opponent. The attacker gains a grappling advantage if he or she has more free hands than the defender. "Free" means not holding weapons or other objects, or not otherwise incapacitated. In this case, the defender suffers a cumulative -2 penalty for each free hand the attacker uses to grapple in excess of the number of free hands the defender is using. The maximum penalty assigned for this disadvantage is -8. For example, if a Knight (two hands) tries to escape from the grasp of an alien (four hands), she suffers a -4 penalty ($4 - 2 = 2$; $2 \times -2 = -4$). If the Mantis Man is holding an object in one of its four hands, however, the Adventurer only suffers a -2 check penalty ($3 - 2 = 1$; $1 \times -2 = -2$).

The attacker can hold a grabbed character relatively stationary. The target suffers a -4 penalty on all checks when performing other melee attacks (including grabbing, biting, kneeing, etc.) or -8 when attempting to perform other tasks requiring freedom of movement like using hand-held equipment. Exception: if the grabbed character is much stronger (or more agile, at the GM's discretion) than the opponent, his or her penalty is halved, and the character can still move freely. The GM may consider a character much stronger if his or her Strength is at least 8 points higher. Thus, a small child (Strength 4) could not stop a strong man (Strength 16) from pinning him or her, while the strong man would be able to move freely if grabbed by the small child. It is, of course, possible for one character to grab an opponent who then grabs the character in return (this is what often happens when grappling).

Grappling Manoeuvres

Once a character grabs an opponent, he or she can attempt a grappling special manoeuvre (Lock, Throw, or Pin) as his or her next attack.

Lock

Instead of attacking normally, the grabbing character can choke, crush, or strangle his or her foe. This attack automatically hits and inflicts damage equal to 1d4, plus bonuses from Strength and Extreme Damage.

Throw

Instead of attacking normally, a grabbing character can hurl the foe to the ground. A character must make an attack check at a +4 bonus, modified by the Unarmed Attack (Throws) Skill. If successful, a throw



delivers 1d6 damage (as well as bonuses from Strength). Additionally, if the defender fails his or her Defense check, the attacker may throw the character out a window or off a ledge, and the GM can assign extra damage based on the situation. If the attacker throws the opponent at another enemy, he or she may make an attack check. If the attack is successful, the grabbed opponent hits the target and both suffer equal damage. A throw normally breaks the grip on the target unless the attacker attempts to maintain a hold and succeeds in an Unarmed Attack (Grappling) check against a DC of 15 (which must be made whether the throw is successful or not).

Pin

A character that has grabbed someone may attempt to improve his or her hold during the next attack by completely immobilising the opponent in a pin. Treat this manoeuvre the same as the first grab attack. If the attack succeeds, then the foe is pinned, usually under the weight of the attacker's body. Attackers may not attempt a pin if the opponent is much stronger (see earlier for definition of much stronger). Once a character pins an opponent, the target suffers a -6 penalty on checks when attempting to escape. A pinned character cannot attack or move.

Biting

Since biting does not require the use of hands, it is an effective tactic when a character has either grabbed or been grabbed by an opponent. Game Masters should treat this as a normal attack that inflicts 1d3 damage, unless the aggressor is using a Natural Weapons Attribute (Fangs, Beak, or Mandibles).

Escaping

A grabbed character may attempt to struggle free. On the character's Initiative, he or she can attempt to escape instead of attack. Both char-

acters roll a Strength or Agility check (as appropriate) with modifiers for the Unarmed Attack (Grappling) Skill. The character with the highest degree of success (or least degree of failure) wins. If the grabbed character wins, he or she escapes, and may also attack or take another action. If the characters tie, the grabbed character escapes, but forfeits his or her current action. If the grabbed character loses, he or she is immobilised and forfeits one attack action that round. If a grabbed character chooses to attack the person who grabbed him or her (with appropriate penalties) and inflicts damage equal to or greater than his or her foe's Constitution, he or she automatically escapes the grab.

Fighting from the Ground

Fighters thrown to the ground or who are otherwise forced to fight from a prone position make all attacks at a -4 penalty.

Movement in Combat

The GM decides whether he or she wishes to keep detailed track of movement, ranges, and distances. In most close-in combat situations, GMs should not worry about exact speeds and distances — a general idea of the overall situation is sufficient. Alternatively, GMs can measure ranges in a more abstract fashion: "you're behind him and in melee range" or "you can reach her in three rounds, if you hurry." The GM should judge how quickly range shifts from relative speeds to dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can allow the character that keeps winning Initiative to increase the gap gradually between him or her and the other runner.

If the GM wishes to keep precise track of movement and distances, assume an average character moves a number of feet equal to his or her size-related moment modifier (3 for an human) times his or her

Agility while walking (one-half foot times Agility if swimming or crawling). Jogging is a double move, running a triple move and sprinting a quadruple move. This guideline assumes six-seconds per round, but the GM can modify exact speeds when necessary.

Jumping

GMs can allow characters to jump as far as seems dramatically appropriate for the game. If distance is important, a person can jump about 6 feet forward, or 3 feet up or back, with range doubled on a short running start. Use the Jump Skill to determine exact distances for trained characters and for characters with the Jumping or Speed Attribute. A wheeled or tracked ve-

Movement Attack Penalties

Normal Character	Movement Attribute	Penalty
Jogging (up to Base Movement x 2)	Up to Maximum Attribute Rank -2	no penalty
Running (Base Movement x 3)	Maximum Attribute Rank -1	-2
Sprinting (Base Movement x 4)	Maximum Attribute Rank	-4



Attack Situation Modifiers

Attacker is:

Taking an action to aim	+2, or +3 with scope
Attacking Multiple Targets with one action	0, -2, or -4 per additional target
Attacking with two weapons (same target)	-6 and -10
Attacking with two weapons (different targets)	-8 and -12
Attempting a Combined Attack	-2 per attacker after the first
Attempting to Touch the Target	+6
Making a Total Attack	+2
Firing personal weapons from a moving vehicle	-2 or -4
Firing personal weapons while piloting a vehicle	-8
Firing personal weapons while swimming or performing acrobatics	-4
In an awkward position (on the ground, etc.)	-4

Attacker is:

Jogging: At Base Movement x 2 or lower	no modifier
Running: At Base Movement x 3 per round	-2
Sprinting: At Base Movement x 4 per round	-4
Jogging: At two Ranks below maximum Attribute movement rate	no modifier
Running: At one Rank below maximum Attribute movement rate	-2
Sprinting: At maximum Attribute movement rate	-4
Attacker is Attempting a Called Shot:	
Disarming (with melee attack)	-4
Disarming (with a ranged attack)	-8
Targeting a partially armored point	-4
Targeting a vital spot	-8
Targeting a Weak Point	2, -4, or -6

Target is Moving at:

up to 99 mph	no modifier
100 to 499 mph	-2
500 to 999 mph	-4
1,000 to 4,999 mph	-6
5,000 to 10,000 mph	-8
10,000 mph or more	-10

Target within melee range, and:

Concealed by trees or brush	-2 to -6
Partially concealed by darkness, fog, or smoke	-2 to -4
Fully concealed by darkness, fog, or smoke	-6 and up
Taking cover	-2 to -8

Target beyond melee range, and:

Concealed by trees or brush	-4 to -8
Partially concealed by darkness, fog, or smoke	-4 to -6
Fully concealed by darkness, fog, or smoke	-12 and up
Taking cover	-4 to -10

Range Modifiers:

Attacking at up to twice range	-4
Attacking at up to four times range	-8

hicle or a boat can only jump if it has a ramp.

Movement Attack Penalties

When a character is moving in combat, he or she may incur penalties to attack and Block Defense checks (see Table 12-4: Movement Attack Penalties). The penalty incurred depends on how quickly the character is moving relative to his or her maximum movement ability. The following chart indicates the movement rates and penalties incurred. For a normal character who does not have or is not using an Attribute to move (Speed, Flight, or Water Speed), the character's movement rate is dictated by his or her Agility, as outlined in the Normal Character column. Characters who are using a movement Power refer to the Movement Attribute column to determine their rate of movement.



If a character is sprinting, he or she incurs a -4 penalty to attack and Block Defense checks. If the character is running, he or she incurs a -2 penalty on attack and Block Defense checks. Characters who are jogging do not incur penalties. Additionally, characters do not incur penalties when attempting Parry/Dodge Defense checks regardless of their speed. GMs do not need to keep exact track of movement rates unless they wish; they may simply keep movement abstract.

Firing Weapons from Moving Vehicles

Characters who are inside a fast-moving vehicle fire their weapons at a penalty. Firing weapons when moving at moderate speeds incurs a

-4 penalty, while moving very quickly earns an -8 attack check penalty. Game Masters should impose an additional -4 penalty for characters also piloting the vehicle while firing.

Attacking Moving Targets

Attempting to hit a target that is moving at exceptional speeds is very challenging. When attempting to hit a target that is moving quickly, the character suffers an attack check penalty. See Table 12-5: Attack Situation Modifiers for the appropriate penalty based on the target's speed.

Attack Check Modifiers

The GM may impose appropriate modifiers when the players make an attack check. An attack action normally assumes characters are engaged in active combat — dodging enemy attacks, making quick strikes when the opportunity arises, moving about, etc. The GM should not apply any penalties for this sort of normal combat-related activity. If circumstances are such that a character's aim or concentration seems likely impeded (such as shooting someone whom the character cannot clearly see or attacking a foe while hanging upside down), the GM may assign penalties to the attack check. Likewise, in stress-free situations (such as whacking an immobile victim, or target range shooting with nothing riding on the outcome), the GM can apply favourable bonuses or assume automatic success.

A number of possible penalties or bonuses are described on Table: Attack Situation Modifiers. The GM may adjust or ignore these modifiers if he or she prefers.

Non-Combat Actions

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such

actions include untying a rescued captive, running, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. Players may also use non-combat actions to safely withdraw from armed or melee combat, provided the opposition does not attack at a later Initiative number in the same round. Note that speaking a few words during combat, running about while attacking, or making a short dramatic speech does not constitute an action.

A non-combat action may succeed automatically, or the GM can require an Ability check or Skill check to determine whether it succeeds. Some non-combat actions may require several rounds to perform at the GM's option.

Other Actions

Some activities do not count as attack or non-combat actions. A character can perform either of the following activities in addition to an attack or non-combat action:

- Move a short distance or manoeuvre his or her vehicle.
- Say anything that fits within the span of 6 seconds.
- Perform Defensive Actions in response to any attacks against him or her. Note that if the character performs more than one defensive action in a round, subsequent defensives after the first (or later, if he or she has the Extra Defenses Attribute) in the same round suffer penalties.

Defense

If a character is the target of a successful attack (any attack check that is equal to or greater than the character's Defense), he or she may attempt to defend against it with a Dodge/Parry Defense (avoiding the attack by moving out of the way, or using a weapon to push the attack to the side or "off-line"), an Attribute Defense, or a Block Defense (interposing an object between the attack and the target). Defensive actions are not dependent on Initiative order but resolved immediately after the attack before the attack damage is calculated or revealed.

To successfully defend, the player must roll greater than the attacker's modified attack roll. The character's Defense roll is equal to 1d20 + the character's base Defense Bonus + any additional appropriate modifiers. Each character can attempt a Defense only once against a particular attack (including grapples). A character may defend against more than one attack in a round, but with an appropriate penalty to each Defense after the first (unless the character has the Extra De-



fenses Attribute; the penalty then applies to each Defense after the final bonus Defense). Should the opponent not defend (perhaps in anticipation of a more powerful attack still to come), he or she cannot change that decision later in the round.

If a vehicle is the target of an attack, its driver or pilot makes the Defense checks. If a vehicle is unable to manoeuvre (trapped in a confined space, for example) the GM may rule that it cannot defend at all. Likewise, a vehicle cannot normally defend against attacks made by a character that is riding in or on it.

A Defense combat check of a natural 1 is an automatic failure, regardless of the modifiers. In this case, the GM may decide the character automatically suffers full damage from the attack or perhaps even double damage.

Defending Against Multiple Attacks

When defending against multiple attacks in a single round, each Defense after the first incurs a cumulative Defense roll penalty of -2 penalty: -2 for the second Defense, -4 for the third, -6 for the fourth, etc. This means that even the greatest fighter may be overwhelmed if badly outnumbered. Remember to include all relevant Attribute, Skill, Feat, and Defect modifiers. If successful, the defender blocks, dodges, or otherwise negates the attack, and suffers no damage. The Extra Defenses Attribute allows the character to make a certain number of additional Defenses without penalty.

Relevant Defense Skills

When a character defends against a ranged attack, the relevant Skill is Ranged Defense. For a hand-to-hand or other melee attack, the relevant Skill is either Unarmed Defense (if the character is dodging, or blocking the attack with his or her body), or Melee Defense (if the character is using a weapon to parry).

Block Defense

Rather than attempting to avoid an attack with a Dodge/Parry Defense, the character may instead choose to block the attack with a shield or other suitably large and resistant object (a Block Defense). When a character attempts to block, he or she gains a +2 bonus to his or her Defense roll. If the Defense is successful, the character has

Defense Situation Modifiers

Defense Situation	Defense Roll Modifier
Dodge/Parry Defense	No Modifier
Block Defense	+2
Total Defense	+4 per attack sacrificed
Defending Against Multiple Attacks	-2 per additional attack (cumulative)
Defending Against Undetectable Assailant	-8
Defending When Surprised or Flat-Footed	No Agi Bonus
Defending Against Critical Hit	No Defense Possible

interposed the object in front of the attack. The object's Armor Rating provides protection to the character. Thus, a plank of wood can be used to block a powerful energy blast but, if the attack does more damage than the wood's Armor Rating, it will still strike the character, inflicting reduced damage. See Breaking Objects for suggested Armor Ratings of common items or Table 11-4: Armor and Protective Devices for shields. If the attack delivers five times the object's Armor Rating, the object is destroyed. Characters may only attempt to block melee or unarmed attacks unless they have the Block Ranged Attack Feat.

Indefensible Attacks and Flat-Footed

A character may not attempt a Defense check if he or she is completely unaware of the attack, unable to move, or is struck with a Critical Hit. If a character is caught unprepared but who is aware of the attack (such as when surprised), however, he or she is considered flat-footed and may still attempt a Defense but does not gain any bonuses from a high Agility score.

Total Defense

A character can elect to forgo any attempt to act and focus solely on Defense. Instead of attacking or engaging in another activity, he or she concentrates completely on Defense. A character performing a Total Defense may still move normally, but may not attack or take non-combat actions; the character is dodging and weaving, parrying frantically, ducking, and hiding. The character receives a +4 bonus to his or her Defense roll for the round, starting on the character's Initiative, and lasting until the character acts again next round. Total Defense is a good tactic for anyone retreating, or someone buying time until his or her allies arrive.

Defending Others



Defending Others

Defense Situation	Modifier
Target is within reach	-2
Target is at medium range	-4
Target is at long-range	-6
Target is in an awkward position	-2
Defender is in an awkward position	-2
Target concealed by trees or bush	-2
Target concealed by darkness, smoke	-4
Defending against additional attacks	-4 (cumulative)
Defender is surprised	Defense Not Possible
Defending against Undetectable assailant	Defense Not Possible

A character can defend the target of an attack in three ways: by pushing/pulling him or her out of the way, by interposing an object (such as a shield, or the character's body) between the target and the attacker, or using an Attribute. The first two methods are described, while the final method is detailed under Defending With an Attack.

The first option, pushing or pulling (or grabbing a target as the character swing by), is similar to a Dodge/Parry Defense. The character uses a Defense action, and rolls a Defense check. It is difficult to defend someone else, however, and the attempt usually suffers a significant penalty (see Table 12-7). Obviously the action has to make sense — if the character has no way to reach a target, he or she cannot defend the individual.

To shield another person is akin to a Block Defense. Like any other Block Defense, the character gains a +2 to his or her Amour Class, and must have the Block Ranged Attacks Feat in order to defend against missile weapons. A character can block for another person with a Shield, weapon, extendable Force Field, or simply by standing in the way and absorbing the brunt of the attack.

If the character is out of Defense actions, however, he or she normally cannot attempt to defend another (although in dire situations a GM might allow the character to make a roll with the normal cumulative penalty for additional Defenses, plus any other modifiers).

Mind Combat

Mind combat is a special type of conflict that uses the Telepathy Attribute to forcibly invade another's mind. Most telepaths make mental attacks using the Special Attack Attribute with the Mind Attack Ability. This mental conflict, however, is a clashing of two psyches,

each struggling to subdue the other — it is akin to two people getting into a mental fistfight. Mental combat can become lethal if either person begins tearing down neural pathways, erasing memories, or destroying brain cells. Physical strength does not play a role in this battle, only the power of the mind. Each round of mind combat covers 6 seconds of time from the characters' perspectives, the same amount of time as one round of physical combat.

Mind combat can only be carried out once mental contact has been established, usually using the Telepathy Attribute. Once two minds have touched, the initiator of the contact may withdraw at any time. Alternatively, physical damage to the initiator or perhaps use of an appropriate Item of Power can break the contact. For the target to

break unwanted mind contact, the player cannot initiate any other actions for one round and must make a successful Willpower save against a DC of 15 plus the attacker's Telepathy Attribute Rank. If the check is successful, the aggressor is forced from the character's mind and the mind combat ends immediately.

If any character in mental contact forfeits all physical actions for the round, he or she can attack through mind combat. A successful attack requires the player to make a successful Wits check against a DC of 10 plus the target's Wits modifier (plus any bonuses from Mind Shield or other appropriate abilities). The GM has the option of modifying the DC should the attack be particularly easy or difficult.

The psychic damage of a successful attack is equal to the attacker's Intelligence. The damage is removed from the target's Hit Points. If a character is ever reduced to or below zero Hit Points while in mind combat, his or her mind has been broken and is now at the mercy of the opponent. The victor can end the character's life; search through memories, plant powerful suggestions, erase thoughts, or simply render the character unconscious. Any changes to a character's mind (other than death) will remain until reversed by another character skilled in the Telepathy Attribute. The GM should decide exactly how this must be accomplished. Role-playing a character whose mind has been altered is challenging but can also be very rewarding when played with consistency.

A telepath who wishes to alter a target's mind after winning a mind combat battle must spend a great deal of time to alter it. Minor changes such as removing unimportant memories or implanting unessential false memories can take a couple of hours. Massive changes, such as instilling (or removing) a prejudice or phobia, rebuilding a large portion of the target's memories, or similar large scale remodelling should



take days to complete. Characters may rush the procedure, if pressed, but there is a risk of the alteration failing over time. The target may notice a gap in his or her memory and question what happened, or a personality adjustment (new phobia, for example) may weaken over time. If the character wishes to perform a change quickly, the character may perform minor changes in a matter of rounds while the character can accomplish massive changes in about an hour.

When a character attempts to alter a target's mind, he or she must make a Knowledge: Social Sciences (Psychology) Skill check against a DC appropriate for the extent of the change; 10 for minor changes, 20 for major changes, 30+ for massive changes. The GM may increase the DC further if the alteration is particularly severe or drastic. The character's margin of success determines how long the modification lasts, measured in years if the character took his or her time with the procedure or measured in days if the character rushed things. GMs should make this Skill check secretly and not inform the player of the result unless it is a failure — he or she will not know how long the change will hold, only that it has occurred or not.

The Mind Shield Attribute provides bonuses to the character's attempt to resist mind combat and mental alterations, as well as Armor against mind combat damage.

Using Attributes in Combat

In some situations, players will want to use various Attributes in inventive ways in the middle of a fight. The following rules outline the use of Attributes in combat. In many instances, the appropriate Power Usage Skill can influence the chances of success.

Using Attributes Against Opponents

Creative characters can use a number of seemingly inoffensive Attributes in very effective ways in the middle of combat. Special Attacks are obviously designed for offensive use against an opponent, but what about Teleportation? Could a character not teleport an opponent in front of a moving truck or simply out of a fight entirely?

When a character wishes to use a normally inoffensive Attribute against an unwilling opponent, the character must use a non-combat action to make a Power Usage Skill check. If the check is successful, the target is allowed a save (whichever type of save is most appropriate) to defend against the Attribute's effect. The DC of the save is equal to 10 + 1 per Rank of the Attribute being used against him or her.

Sphere of Control

If a character attempts to use an Attribute on an object within the sphere of control of a character, the character is allowed to make a save to resist the effect as though he or she was the target of the attack. For example, a teleporter who wished to teleport the bullets out of an opponent's gun would still be required to make an Awareness check against the target's Base Defense Bonus (the appropriate DC for the action) and the person holding the gun would be allowed a Willpower save to resist the effect. Other common objects usually in a target's sphere of control include: the ground beneath the target, air around the target, objects the target holds or carries, etc. The GM determines what objects are under the defender's sphere of control.

All-or-Nothing or Partial Effects

When an Attribute is used against a group of targets, GMs may use one of two options for resolving the resistance check. When a large group of people attempt to resist the effect of a Power, the GM makes one save, using the average save modifier of the targets. Important characters (player characters or key NPCs) should be allowed to make individual rolls for themselves to prevent villains from teleporting a group of 50 people, including the players characters, thereby using the more vulnerable citizens to avoid the player characters' higher saves. In this way, either all of the targets are affected by the Attribute (on a failed save) or none are affected (on a successful save).

Alternatively, the GM may wish to use one dice roll which is used as the same roll for each character's check — characters with high saves bonuses within the group may successfully resist the effects of the Attribute while characters with low saves are affected.

Attribute vs. Attribute

When two characters pit their Attributes against each other, who wins? In most situations, the character with the highest Rank wins. For example, a criminal alien is attempting to make his get-away by Flight. The hero grabs the alien with Telekinesis and tries to hold the character back, preventing him from flying away. The hero has Telekinesis at Rank 5 while the alien has Flight at Rank 3. The hero, therefore, is strong enough to prevent the alien from escaping.

If the two Attributes are close in Rank (usually the same or differing by one Rank), the GM may request an opposed check to see who wins the contested action. Using the above example, if the alien's Flight Rank was 4, instead of 3, the GM could request an opposed check. The alien makes an Agility check (since Agility is the relevant Ability for Flight) and scores a result of 16. The hero must now make an Awareness check (since Awareness is the relevant Ability for Telekinesis) and score a result of 16 or higher to prevent the alien from



escaping.

What if a character has two or more Attributes that can be used in the opposed check? What if the alien, in the first example, also has Telekinesis at Rank 4? In a situation like this, the GM should simply add the two Attribute Ranks together to determine who wins the opposed action. Thus, the alien has Flight at Rank 3 and Telekinesis at Rank 4 for a total of 7, which is much higher than the hero's Telekinesis Rank of 5. The alien is therefore able to make his escape (possibly lifting the hero into the air or simply breaking free of his hold, depending on the GM's discretion).

Using Attributes as Attacks

In movies and TV series, characters regularly use seemingly passive, non-hostile Attributes to attack opponents, causing harm. A character who can teleport may disorient foes by teleporting them repeatedly within one combat round or selectively teleporting portions of non-living foes away, causing massive trauma, for example. The list of possible attack applications of an Attribute is endless — characters are well known for pushing the bounds of innovation. Most Attributes, however, do not account for these offensive tricks and stunts — they are accomplished using Special Attacks. A Special Attack is not limited simply to powerful energy blasts — it can be any “attack” that causes harm or detriment to an opponent. The teleporter who repeatedly teleports a target in a combat round may have a Special Attack with the Drain Body Ability and the No Damage Disability, reflecting the sudden disorientation the target feels after the attack and the fact that no real physical harm is inflicted on the opponent. Alternatively, if the teleporter is capable of teleporting just a select portion of a target away causing harm to the target, the Special Attack may be designed to do an incredible amount of damage. By using the Attack Abilities and Disabilities, players can create any sort of attack, which will account for the numerous and creative ways that characters utilise their abilities. Some Special Attacks designed this way will have the Linked (Attribute) or Dependent Defect.

Using Attributes Defensively

Just as characters can find imaginative ways to use their Attributes against opponents, they are just as likely to think of ways to use their Attributes to defend themselves from harm. For a character to utilise such a Attribute defensively, he or she must select the Power Defense Attribute. If the character does not select this Attribute, he or she does not have the experience required to use the Power defensively. Thus, a character with Teleportation who does not have the Power Defense: Teleportation Attribute may be able to teleport but he does not have the training or knowledge needed to teleport at a moment's

notice and avoid an incoming attack.

Defending with an Attack

By holding an action until attacked by an opponent, a character can defend him or herself with the offensive use of an Attribute. This simultaneous attack and Defense option combines the advice under Using Attributes Against Opponents and Using Attributes Defensively into a single action. To succeed, the character must activate the Attribute with an appropriate check and also make a successful save (for the Power Defense Attribute) to activate the effect properly. For instance, when a character attacks a criminal who has a held action remaining, the criminal might attempt to use Teleportation to place a bystander between him and the character's energy blast. The criminal must first make a successful Awareness check to see if the Teleportation works. If the attempt is successful, and the bystander fails to resist, a Reflex save determines if the criminal activates the Teleportation in time.

This method can also be used to defend others with an Attribute. If an ally (or innocent bystander, etc.) is attacked, the character can attempt to Teleport (for example) the target out of the way of the attack with a successful use of Teleportation and Power Defense.

TEMPTATION AND SIN

At times in the game, all characters will be tempted to do something bad. Most of the time, the temptation is due to the character's own failings. When this occurs, the character must make a Wisdom check (DC 15) to resist the temptation. Optionally, the GM may modify the DC by adding any the total skill. For instance, the character has a gambling problem and is trying to resist. The GM may decide to add his Gamble skill, which is 10 to the DC which would make it a total DC of 25. If they fail the temptation, they lose one Faith Level. As the character gains more Faith Level, they will incur penalties that affect all mental and spiritual checks. Sometimes, the character is tempted by another character. In these cases, the tempting character can choose to use their Intelligence or a skill such as Seduction. Generally, a character should use the one that gives them a higher bonus. When a character tempts another, the character must roll a 1d20+Intelligence or Relevant Skill. The character being tempted must roll a 1d20+Wisdom to resist if they choose. Whoever gets higher, they will win the contest. If the character being tempted loses, they will perform the action. Otherwise, the tempting character must wait another hour before retrying.



DAMAGE

Characters suffer damage through combat, accidents, or other hazards. Damage ratings indicate the dice roll required to determine the amount of damage inflicted. The target character subtracts any damage inflicted from his or her Hit Points if the attack successfully penetrates Armor, Force Fields, and other Defenses.

Amount of Damage Inflicted

Each attack has a damage rating, which is equal to the base damage of the attack (which includes a weapon's damage value) plus any bonuses from Extreme Damage and Strength, as is appropriate for the attack. When the character successfully strikes an opponent, he or she rolls the number of dice indicated, plus any bonuses, to determine the amount of damage the attack inflicts.

Unarmed Combat

The attack's damage is equal to 1d3 plus the character's bonuses for Strength and Extreme Damage.

Melee Weapons

The attack's damage is equal to the weapon's damage value, plus bonuses for Strength and Extreme Damage. If the weapon has Abilities or Disabilities, refer to the relevant section for their effects. See Table 11-2: Weapons for damages delivered by various melee weapons.

Ranged Weapons

The attack's damage is equal to the weapon's damage value, plus bonuses for Extreme Damage. A Strength bonus may also be added when appropriate (such as for thrown weapons). If the weapon has Abilities or Disabilities, refer to the relevant section for their effects. See Table 11-2: Weapons for damages delivered by various ranged weapons.

Special Attacks

The attack's damage is equal to the Special Attack's damage value, plus bonuses for Strength (as appropriate) and Extreme Damage.

Impact Damage

Damage may also result from a non-combat action such as crashing a speedboat into land or falling from a tree. Naturally, some non-com-

bat actions may result in an NPC's death, but these events should only kill a player character in exceptional circumstances.

Armor or Force Fields and Damage

If a character has Armor or a Force Field, this reduces the delivered damage from each successful attack by an amount equal to its rating. The character suffers any damage not negated by the Armor or Force Field, subtracting it from his or her current Hit Points. See Effects of Damage to a Character for the result.

Critical Hits

In the event of a natural attack dice roll of 20, the attacker inflicts a critical strike. A roll of 20 always inflicts a double-damage critical hit, unless the GM decides otherwise. For example, a 6d8 attack inflicts 12d8 damage when a critical is scored.

Effects of Damage to a Character

Total loss of Hit Points can cause a character to pass out or die. Should a character or NPC's Hit Points ever drop below zero, he or she suffered a severe wound and is rendered unconscious. If a character is reduced to the negative value of his or her Hit Points, he or she has suffered a mortal wound and will die (or fall into a coma, depending on the tone of the game) unless medical attention arrives immediately. The GM may allow the character to linger long enough to say a few last words or perform some other final, heroic action.

Wound Level Damage

Every time a character suffers damage, they may take a wound level. Wound Levels are more permanent damage that a character may receive when they lose too many hit points. A Wound Level is a traumatic wound such as major bleeding, severe bruises or fractures. To determine if a character receives such a wound, they need to see how much damage they have received. Every time the total damage exceeds the character's Wound Threshold (Stamina+10), the character will take one Wound Level. The player should mark it off one box on the character sheet. If the damage is at least double, the character will lose another Wound Level. For example, the character sustains 20 points of damage in one round. The character has Wound Threshold of 12. Since the damage exceeds 12, the character loses one Wound Level. If the character's Wound Threshold was 10, the character will lose two Wound Levels. This process is the same if the damage was triple or quadruples the Wound Threshold. The total damage is after armor and force fields are subtracted. Once the character accumulates seven Wound Levels, the character is considered dead. To heal

them, each Wound Level should be considered separately.

Recovery

A character that suffers lost Hit Points due to damage may heal naturally (or be repaired, for mechanical characters).

Recovering Hit Points

Hit Points regenerate at a rate equal to one Hit Point per character Level for each day (or each hour for less “realistic” campaigns) of rest. For example, a Level 5 character rejuvenates 5 Hit Points every day while resting. The healing rate doubles if the character is in the care of someone with Medical Skill but halved if he or she does not spend time resting.

Recovering Energy Points

The highest of the character’s Awareness, Wits, or Presence modifiers equals the number of Energy Points the character recovers every hour whether the character rests or not.

Recovering Wound Levels

Wound Levels take time to heal. Each Wound Level takes one week multiplied by the penalty. For instance, the third Wound Level has a –2 penalty. It would take two weeks to heal that one wound level. It will take another week to heal the second Wound Level which has a penalty of –1. It always takes one week even if the first box has a penalty of 0. If the character’s Wound Level has a –6, it will take six weeks to heal that Wound Level. However, the character may receive medical assistance to reduce this time. If the character is under medical care, the time it takes to heal a Wound Level is cut in half. Where it would take four weeks, a character can heal it in two if they are under medical care. Medical care can be a hospital or a competent medic such as a doctor or nurse.

Recovering Faith Level

All saved characters have had their sins wiped away by Jesus, the Son of God, when he died on the cross. All characters are assumed to be Christians who try to repent and pray for forgiveness. Character who is saved may remove one Faith Level each day. Also, they may remove an extra one when they are attending church. This bonus can only be applied once a week. The other way to remove them all is through baptism. This is the only way for lost humans and wildings to no longer be lost. Once a character is lost, they can no longer have their Faith Levels removed as detailed above. They must be baptised

again. When a baptism occurs, all their Faith Levels are removed and any powers are granted back to them.

ATTACKING AN OBJECT

Sometimes a character needs to attack or break an object

Strike an Object

Objects are easier to hit than characters because they usually don’t move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

Size and Defense of Objects

Size (Example)	Defense
Colossal (jetliner)	–3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a total attack to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent’s Agility modifier + the opponent’s class bonus to Defense. Striking a held carried, or worn object provokes an attack of opportunity from the character that holds it. (If a character has the Sunder feat, he or she doesn’t incur an attack of opportunity for making the attempt.)

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is



Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects ¹			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

¹Figures for manufactured objects is minimum values. The GM may adjust these upward to account for objects with more strength and durability.

Hit Points: An object's hit point total depends on what it is made of or how big it is (see Table Substance Hardness and Hit Points and Table Object Hardness and Hit Points).

Energy Attacks: Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Checks: Unattended objects never make checks. They are considered to have failed their checks. An object attended by a character (being grasped, touched, or worn) receives a check just as if the character herself were making the check.

BREAKING OBJECTS

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

REPAIRING EQUIPMENT

Equipment, such as weapons, vehicles, or other gadgets can become damaged in the course of fighting crime. Characters can repair damage to equipment by making a Knowledge: Mechanics Skill check. If the object has Hit Points, each successful Skill check repairs 10 Hit Points. Each Skill check should take approximately one day of work (approximately six to ten hours), depending on the extent of the repairs required.

deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).



chapter 16:

Realms

EARTH

Earth is the world that God created as he created Heaven. Like Heaven, Earth is a perfect ecological system. Unlike Heaven, Earth has death. With Earth covered in evil, this makes Earth a dark and dangerous place. On Earth, humans try to live their lives as they grow and prosper until death. Unlike animals, humans are one of the few creatures on Earth that have souls. This fact makes it a very dangerous place as demons try to suck the essence out of humans and lead them down paths of destruction. However, God has aided the few humans that have fought against the darkness and promoted God's will.

Earth is very diverse in the landscape, culture, and people. Characters have found it easy to transverse the landscapes, but they find it much more difficult dealing with so many cultural opinions. Most characters realize that demons are not the only ones causing darkness and evil. Humans, without God, choose paths of evil and destruction on their own without any help from demons. God tries to find ways of leading cultures and people to him but allows them to keep their free will. While there is a lot of variety on Earth, characters find Earth rather dull compared to Heaven. Colors are not that vibrant, nor are they very interesting to look at. Smells and tastes are also boring. Some characters find it interesting to eat, but do not engage in very much of it. They find the taste will congeal into the same boring gruel. Characters do not have to eat. They are not affected by poison, but they can taste the poison when they drink.

Finally, the term Earth refers to the whole universe. While the planet is given the same name, the realm refers to the whole area humans refer to as the universe. In this respect, all characters can travel from Heaven to any place in the universe. On top of this universe, there is another entire realm that is more representative of the true spiritual nature of the universe.

“ASK, AND IT SHALL BE GIVEN YOU; SEEK,
AND YE SHALL FIND; KNOCK, AND IT SHALL
BE OPENED UNTO YOU.”

Matthew 7:7



Church Ratings

Many churches declare that they follow the ways of God. Most churches genuinely try to follow the bible, but tend to fail due to problems that they create inside a church. There are a few churches that are there to take money from people and use it for their own evil intentions. As well as bad churches, there are many churches that are faithful to God and are lights to the world.

They're bad churches in all denominations of Christianity as well as good ones. The quality of the church begins with the leading minister and leadership of the church and ends with the congregation. Within the church, the minister and other leaders of the church must manage the majority of the congregation. They have to keep infighting from occurring as well as harsh opinions from forming. The congregation and ministers must also help each person with their multitudes of problems. Most people are drawn to very faithful churches. There are others that are drawn to the bad ones, but demons tend to have control of that persuasion. Below, there are five ratings and examples. Besides the two lowest ratings, when a character walks into a church, the churches rating is raised one level. Within the house of God, a character can obtain additional essences while on a mission.

Rating 0

God is not apart of this church. It is only a church in name. People are drawn here by evil rather than good and they will try to subvert the good people to evil ways by confusion. On more than one occasion, a character has been sent to destroy these houses of evil.

No Essence can be gained from this place

Rating 1

Place of Power: Rank 1

The church is in decline from God. While God might have been the leadership's mind in the beginning, God is no longer apart of this church. On the other hand, the church might be trying to improve itself from where it was. Also, God has sent characters to help these churches grow back toward him.

Essence: 10 Essence Points per day

Rating 2

Place of Power: Rank 2

The church is trying to follow God, but they are still struggling with evil and their sins.

Essence: 20 Essence Points per day

Rating 3

Place of Power: Rank 3

The church is average and is starting to bring the lost in from the world.

Essence: 30 Essence Points per day

Rating 4

Place of Power: Rank 4

The church is guiding light for the community. Demons are working hard to bring members of the congregation back to evil.

Essence 40 Essence Points per day

Rating 5

Place of Power: Rank 5

The church is a lighthouse in the darkness of the world. A character can see this place from space. While they may not be beautiful on the outside, they are very beautiful to God and his characters. There are only a few of these churches in the world. Demons will try anything to destroy these places as well as their congregation.

Essence: 50 Essence Points per day

SHROUD

After God created everything. He chose for man not to see the true spiritual world of Earth. He wanted man to make choices of his own free will and not understanding the full consequences. He wanted man to choose well, because man wanted to do well and not because of the darkness the man covers the world in. If man was only aware of how much harm evil does to the Earth around them. Characters

wish man could see, but very few do. To block the truth from man, God placed a veil that divided the spiritual world from the normal Earth. While the shroud and the Earth are both, they are also different, but they still affect each other. The shroud is almost another layer beyond the normal Earth. As man constructs a 30-story building, the building's shadow is also represented in the shroud. The building would have the same dimensions. A wall in the shroud will block a character just like it would on Earth. If the building crumbles on



Earth, the building will crumble in the shroud. However, the effects to a building in the shroud would have no discernable effects on Earth. Like a shadow, the building's shadow on Earth would not affect the building itself. This is true in the shroud. The structures in the shroud that are merely reflections of the ones on Earth do not affect the buildings they represent.

The shroud can be manipulated like anything else on Earth. However, the affects do not last. If a huge demon decides to rampage through the shroud after a couple of characters, the demon can destroy parts of a building or an entire building. After a short time, the building will start to rematerialize back to how it originally appeared. The debris would also disappear as the building reformed itself. Another example would be a hole made by a character. The hole after a short time would shrink down to where there was no hole after that time. While destruction may not last, creation does not last either. A character can construct something out of the material in the shroud like shelter, and the structure or item would hold for a short time. The characters could even use this for defensive measure. However, the item or structure created would not last. After a short time, the thing created would vanish and the parts would reappear back to where they were gotten. The time it takes for the shroud to repair itself normally takes about two hours. As the items affected are bigger, the time would be longer. A skyscraper mostly destroyed would take an over a day to come back. As it stands, the shroud appears to be a war zone in the more human populated areas.

The shroud appears similar to Earth. The main difference is the lighting and color. As humans are more faithful to God, the people's auras or spiritus make everything in the surrounding area brighten up like it was in full daylight. The amount of light varies depending on the holiness of the people in the area. It should be known that there are very few places that are very bright. On the other hand, evil has an opposite affect on the area.

As humans become more evil the area gets darker. The color fades out of items to where it only has various shades of gray. The lighting changes as well. As humans become more evil, the area becomes darker and darker. The lighting gets so dark that it appears to be night by human standards. The much more vile places have a darkness that a character could not see their hand in front of their face. Characters

try to fight in the darkness, but often lose to evil creatures that inhabit and live in the darkness. Most of the time, these evil creatures can see

The Dream World

There are many occasions where characters must rescue humans from real demons in the human's dreams. By warping the mind in the dream, the demon can tempt the human in their dreams. The person can be changed in several ways and brainwashing can even occur. The characters must go into the dream and stop the demon. However, the person's dream world is much different than Earth or the shroud. There are two ways that the GM can handle a dream world. The first way is to manage the dream like the real world and follow all the same rules as if the characters were in the shroud. Regardless of where the characters are, all their powers work normal and they work as if they are in the shroud.

The second way is more difficult and can be much more entertaining. Dreams are merely reflections of reality and fantasy of the human's mind. The characters will appear not as themselves but as people the person knows. The dream does not follow proper physics or reason except not to exceed the reality of the fantasy. The setting can also vary. It can be placed in a person's favorite TV show, book or movie. It may even be a movie that scarred the person and uses it as a setting for their dream. For example, if it would take a favorite TV show, the characters would suddenly take on the supporting cast members in appearance, action and talk. The dreamer would usually be the central star or most important character in the dream. If the GM were to do this, he should pick a show, book or movie that all the characters know and halfway like.

Demons will usually try to turn the dream into a nightmare, which usually ends with the dreamer's death. The characters should try to stop the demon at all cost. The characters can spend one EP to alter the dream physics for a combat round. This would allow them to jump a mile high in a second or kick a demon through five buildings. Characters can die in the dream, but the dream does not affect their true essence score. They take damage like humans do in the dream setting. In some settings, a bullet can hit and kill the person with ease. In other dream settings, the bullet might hit everything but the characters.

in the darkness with no problem, but they cannot see in the light. Unless the evil is extremely great, there will be low lighting. Inside structures, the lighting comes from non-visible sources that cast shadows everywhere. As the shadows get worse, the area becomes much more evil. It only takes two days or a dark ritual to start reconfiguring



the area to evil.

As for the other senses, they work different from Earth. Hearing stays pretty similar to Earth. Sounds tend to echo more and voices made on Earth sound like whispers. Smell and taste are quite a bit dulled, especially as the area gets darker. The more vibrant areas tend to have a pleasant aroma that a character can instantly detect. Also, the more evil creatures such as lost humans and demons have a rotten odor like a dead animal rotting. Saved humans, wildings and angels smell normal if a little reduced. The more pure creatures smell beautiful. Characters don't eat in the shroud so they rarely eat anything. If they did, there would be no taste except in areas that are bright. However, the shroud feels similar to Earth in the area of touch, but the shroud feels much dirtier and greasier to characters. The effect of the grime gets much worse as evil makes everything darker. As characters move around the shroud, they can perceive humans and other creatures.

Creatures with souls are easily visible. They appear as bright, translucent shadows in the shroud. As they become more evil, the creatures tend to become much darker and less detailed. As more spiritus the creature exudes, it causes the creature to be much brighter and have more detail. A very spiritual person would look very similar in the shroud to their real appearance on Earth. Other types of creatures exhibit differently in the shroud. Demons appear as very dark and evil shadow like any other evil human. Animals are barely visible in the shroud. They appear as very translucent shadows. On the other hand, an abomination is easy to see in the shroud as they appear as shadows with red glowing eyes. All creatures in the shroud can easily see characters for what they are. An angel will appear in a translucent-like divine form. Humans and wildings will have a bright aura just like humans who have been saved.

The other notable difference from the Shroud and the normal world is the lack of vehicles. At first, many humans and wildings travel the Shroud on foot. Once they are accustomed with it, they will begin to bring in their own vehicles. Vehicles do not show up at all in the Shroud unless someone brings it into the Shroud. The vehicle works the same in the Shroud as they do in the normal world. Many demons have begun stealing the more powerful equipment to assist their defenses and offensive plans. There are a few circles that have gathered a large supply of weapons and vehicles.

HEAVEN'S GATES

As anything approaches Heaven, everything must pass through Heaven's Gates. Besides Heaven itself, Heaven's Gates are the most

beautiful structure in the all the realms. The gates are two large doors that swing in. They appear like ivory with gold trim, but they are almost impossible to damage even though they appear weak. Giant walls flank the gates that continue as far as the eye can see. While the main wall spreads upward and outward and allows not passage around it, there is a small wall that stands in front of the main wall and is only half it's height. Almost invisible to anyone leaving or entering, there are embattlements and walkways that the angels use in case of defense. Around the wall and gate, there are nebulous clouds that surrounds it with rays of every color of light shining through them from Heaven. On the side of Heaven, there is bright light that is completely white that creates all the surrounding light in Heaven. On the side of Earth and other realms, the clouds fade off into blackness. Nothing can be seen in the darkness. Angels and other creatures can fly into the darkness and instantly travel to any realm. As for getting there, it takes three rounds to travel from any realm to Heaven's Gates.

The only way into Heaven is through the gates. The forces of evil realize this, because there is no way to penetrate the wall. However, they have found a way through dark magic and the sheer power of the evil abominations to destroy the gates themselves and nothing being able to block their entrance. While demons cannot enter Heaven itself, they can send their legions of monsters to destroy Heaven. To help protect the gates, the smaller wall has patrols of cherubim, a powerful type of angel that destroys any invaders. Of course, there are legions of characters ready to come to battle and protect God and Heaven. No angel understands how Satan plans on destroying God, since most angels perceive this as an impossible task.

While the defenses are huge, this has not stopped the demons from launching offenses. Heaven's Gates have almost been destroyed twice. The first instance occurred during the time of the flood. Satan had amassed a powerful army ready to destroy Heaven. By making alliances with evil nephilim, half-angel, half-man (unlike wildings that are half-demons, half-humans), they managed to create very powerful abominations. Satan and his demons stood on Earth as they sent their first wave of monsters to attack the gates. The gate defenses barely stood the first wave. As the first wave was being routed, the following waves of abominations and demons were readying to attack. All of the sudden, God unleashed the waters on Earth. The waters not only destroyed everything on Earth, but this supernatural flood also hit the shroud. Every abomination died along with all the nephilim and wildings. The demons were reduced to zero essence and forced back to the circles. In one great swoop, Satan's plan and his army were destroyed. While Satan knew of the flood, he was hoping to destroy Heaven before it happened.

The second major attack occurred on in the time of Jesus. Satan had



turned the world against the Son of Man and had grown very strong. In the proceeding hundred years, Satan had been amassing another large army of abominations. As the world became darker and more evil, the demons and their armies grew in power. Satan saw his moment when Jesus was to be crucified. On that day Jesus was crucified, the demonic armies attacked. In that particular moment, Satan knew he could win the war finally. With Jesus gone, Satan knew he had an opportunity and relished in the fact that he had convinced man to kill their savior. Once again, Satan underestimated God. As the armies were attacking and breaking through

Heaven's gates, Jesus died on the cross and his sacrifice removed all sin from the world. Man had been given another chance. The demons were suddenly powerless. As man's sins were washed away, all the essence they had absorbed from sin had also been washed away. The demons were powerless and the angelic armies destroyed the abominations while the demons fled. While the demons could return to Earth to reenergize them, Satan knew he had lost the moment and the battle. He realized he could lose the war now that the Lamb of God had been sacrificed. As the demons and abomination continue to test the gates and their defenses, the cherubim ready themselves for anything and look to their leader for all instruction.

The leader of the wall is in fact not a cherubim, and his name is Danius. He is a powerful angel that is nearing the status of archangel. However, the brutish cherubim's respect this character and his abilities. Danius is a keeper that accompanied Jesus to purgatory and back to Earth. He is the one that moved the rock in front of Jesus' tomb and informed Jesus' mourners that he had risen. While being the most sympathetic and caring of the keepers, he is also one of the most rigid and duty-committed angels.

HEAVEN

Within the gates of Heaven, there is the place where God, the creator of all, watches all the realms. Within this magnificent place, there are several layers in which God's servants reside. Each layer has a different function and purpose. Everything in Heaven is perfect and angels serve God with all of their hearts, love and spirits. Angels are the happiest in Heaven. Also, there is no trouble or problems, so angels are sent to Earth to stop evil and protect humans. While there is a lot going on, they are constructing a grand city of gold to allow the re-deemed souls to live there. Angels will rarely talk about Heaven except to insist that it is the greatest place in the realms.

HELL

As most humans realize and all angels know, Hell is another realm that is on the other side of Earth from Heaven. It is a giant lake of fire. The fire rages throughout the whole realm. There is no escaping the fire once a being has entered it. While characters can view it, most choose not to see the horrible place. What most humans don't realize is that there is no one in Hell. On the Day of Judgment, he will throw all the sinful souls including the fallen characters into this lake of fire. However, that day has not come, because on that day the Earth will be destroyed and all the souls will be judged.

DEMONIC CIRCLES

Since the demons do not live in Hell, they really live on Earth. Demons have been on Earth since Heaven's War. They continued to fight the war from Earth. Having lost the advantage of being in Heaven, the demons gathered in bands and set up nexuses of power in various spots of the world. They called these bases a circle because of the dark rituals that are associated with it. By 2100 AD, there are nine circles. Originally, there were thirteen circles, but the God's armies finally destroyed some of them. Many beings have been somewhat successful and the number of circles has dwindled to seven. Demons can build a circle within a year to a decade. The time it takes to create a circle is dependent of how powerful it is. Although, the bigger circles tend too eventually attract the attention of the characters. Each circle gives off a certain amount of essence and the demons use rituals to anchor their celestial bodies to a circle. A circle can be destroyed and a new one can be created. Angels do not know where circles are created and they have to search for them.

By the twenty-first century, only four circles' locations are known and the other five still need to be found. The known circles are still very powerful and many beings have been attempting various strategies to destroy them. To make matters worse, circles are not built in human populated areas. Circles tend to give off an eerie feeling that eventually scares off humans. Beside, angels can find circles easily by using humans. A human can navigate in the area, but an angel has a much different experience in the shroud. When operating on the Earth, a character knows when he enters a circle. The character can easily detect the surrounding evil. When the character enters the shroud and enters the circle, the character sees the true evil of demons and their creations.

Each circle goes into the Earth. The demons use powerful rituals to cause the changes in the shroud to be permanent. Thus, huge fortresses and dungeons have been created in the circles. The power of the circle is usually located at the core, which is usually at the bottom of the circle. At the entrance of the circle, demons have placed pow-



erful abominations to thwart any character or other being. Within each circle, the architecture varies from each other. Some are mazes of old dirt tunnels to magnificent structures that would make any human envious. In all of the circles, there are rooms that the demons use for experiments and rituals. Also, there is a large circular pattern located deep in the circle. In this pattern, the power source lies within. The most powerful rituals are performed in this area. To destroy the circle, the circular pattern must be breached and the source destroyed. This is no easy task since the demons' enemies must break through the evil armies and their masters.

The most common detail to all circles is the darkness. There is no good in the circles. So, there is no light. Characters must use their powers to break apart the darkness and fight the demons. Characters do not infiltrate these places, because they will be detected easily. Most characters try to scout out the areas to allow the celestial armies to attack the area. One of the more unusual affect is that all circles cause fear to a character. The character must pass an Intelligence check (DC 20) to resist the urge to run. While God does not condemn the ones that failed the check, he will condemn it if they afraid of another fate. The oldest and more powerful demons of Satan's minions know of a powerful rite that allows them to imprison an angel's spirit and body. When imprisoned, the character cannot return to Heaven. Instead, the character is a prisoner and is left to the whim of evil. To further the threat, most of these prisoners are tortured and molted into horrible aberrations. These twisted creatures are totally evil and insane. However, they possess the power of an archangel and can cause great harm. They no longer resemble their forms. In there loss of grace, they create a new form out of madness and evil. These prisons are located deep within the circles and many characters have been captured trying to rescue their imprisoned comrades. The time it takes to turn the characters depends on their strength and no matter how powerful; they can be captured if the rite is enacted. For some, it will take months to years and others it only takes a few days. The ways of the demon lords also determine how long it takes to turn the character. While these acts are horrible, the characters do everything in their power to destroy these circles to stop their comrades from being destroyed.

Known Circles:



The Deep

In the deepest trench of the Pacific Ocean, the demons have built a massive tunnel system in these black waters. On top of the tunnels, there is a large fortress flanked by towers carved out of the walls that descend upward. Deep below the fortress lies it's power.

This is one of the oldest circles that continue to exist. Abominations guard it all the way down to the fortress. Angels have assaulted this fortress many times. There has been no success. It is too difficult to get past the high walls and the defenses as the angels go downward.

The Ark

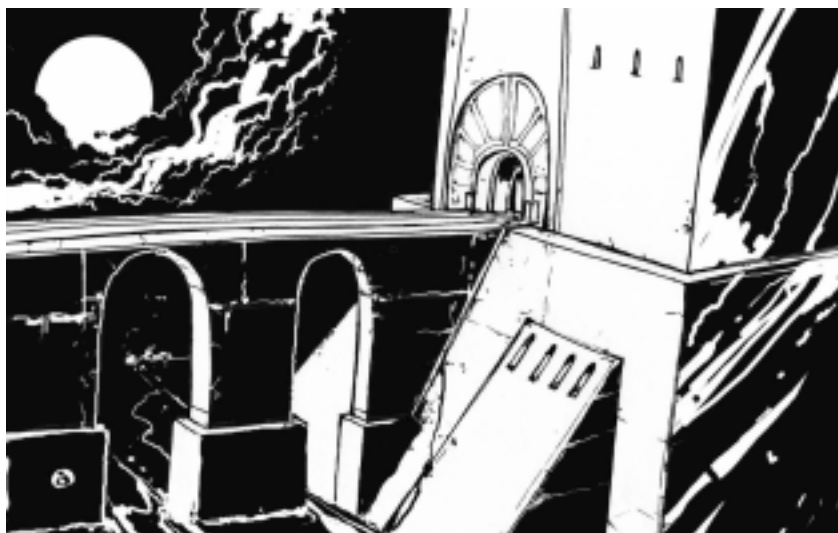
The demons found the remains of the ark that was built and piloted by Noah. Deep within the Sinai Mountains, the demons created the circle as a base of operation to attack all Arabian and African fronts. They could much more easily influence the Jewish areas and encourage attacks against God's people. Like other cities in the area, the Ark is situated n the mountains in such a way to give it a good defense. With the mountains surrounding them, they could see any land attack approaching. The demons know their foes and have built powerful anti-air defenses and powerful fortifications. The most notable of the defenses is the Arions. They are powerful abominations that fly through the air and have immunity against all light attacks. The warrior characters must use melee attacks to damage it. They are powerful and can stop most characters.



The other problem with area is the ground. At the center of the area, a large castle stands with pits surrounding it. To land, the character must choose the pits, which contain hordes of abominations or the castle, which hold demons and the aberrations. This place has the most aberrations. Its demons specialize in capturing angels and turning them into these horrible creatures. Within the ground, there are labyrinths of dungeons with cells holding humans, characters, abominations and other creatures. The area is marked by the screams that are emitted from the pits. The abominations in these parts are insane after years of torture. They have no fear and no will. The demons have complete power especially after the success at warping the religion of Islam.

Icewatch

While there are cold places on Earth, this is one of the coldest. Deep in the wastelands of Siberia, the demons have built a fortress of ice and despair. While temperatures on Earth do not affect angels, the circle exudes a powerful effect that causes characters to get so cold that they will not be able to do anything well. This cold effect causes all characters to have a -2 penalty to all rolls. This coldness reduces any opposing forces from approaching. This circle is the only known circle where one of the dragon kings is actually in control. In this barren land, they pull the strings of Russia and Europe. It was this circle that allowed the czars to rule Russia and when the czars became ungrateful, the demons encouraged a revolt against the czars. The few keepers that were there would tell tales of how the demons bathed joyously in the czar's blood as they watched them all die. While all demons manipulate politics and desires all over the world, this group takes an unusual interest in politics. They have watched communism rise and fall as they manipulate all the little strings.



The forces of light have tried for many years attacking and failing at wiping out the ice fortresses. The demons and abominations have unique abilities that allow them to reflect any character's long-range attack against them. When reflected, the attack has dark essence associated with it and hurt the characters. However, the common tactic is to remain inside and wait for the armies to breach their defenses. When the defense is broken, the abominations, which are black and have chitinous armor, swarm out attacking everything. When the invaders are pushed back, they will go back inside as quickly as possible. This is the lowest populated circle. They choose to torture the world with the world devices rather than demonic ones.

The Scorpion

Deep in the desert of the Sahara, a massive fortress stands in the sand. Anyone can recognize it because it is shaped from a dead, giant scorpion. Most characters know that the scorpion was once a horrible abomination that the demons used to destroy angelic armies. While the characters managed to destroy all of these abominations, the fortress still seems to be alive. The tip of the tail is a huge battlement that fires powerful shots in any direction. The claws are large caverns that hold huge abominations. The entrance to the circle is in the mouth. This is one of the smallest circles in the world, but it has the capability to move anywhere in the desert. This is the only circle with such a power. To hide, the fortress can bury itself below the sands. It takes two turns for it to hide and uncover itself. It does have defenses if forced into a fight. It can dodge larger attacks and has quick reflexes. Combined with the quickness and powerful armor, the fortress is very difficult to destroy. In fact, it is so quick that it seems to be a living entity reacting to an attacker. It has been suggested that the scorpion is still alive and the demons keep it in sub-

mission. It is also rumored that the demons need large amounts of essence and will plant the fortress near a city. Here, the fortress can absorb the essence from humans. Other suggests that the fortress needs a nexus point, points of power in the Earth, to maintain its state. Whatever the reason for it's moving, the fortress has caused much pain in human history. They have encouraged the desert rivalry and the hatred that comes from this area. They have started massacres and brought disease to the innocent. Rumors persist that an entire villages disappear from Africa as the fortress moves nearby. Fortunately, the fortress does stay on the northern half of the Africa, because they have a very powerful, rival circle in Southern Africa.

The Tomb

In the deep and dark part of the Congo, a powerful group of



Named after an aborigine's myth, this area is located in northern Australia along a large line of rocky hills. Within these hills, characters have heard rumors of one of the most powerful demons that control this area. It is rumored that they have been influencing the Indonesia area and the surrounding islands. This circle has caused pain and suffering in this area throughout Earth's history. Characters have searched far and wide among these hills but have not found anything. Since there are very few humans in this area, the area is extremely dark and hard to navigate. The only evidence is the local tribe's tales.

Lightbringer's fortress

This is Satan's circle that he controls and executes his plans from. The area is located below the magma layer of the Earth. Most characters don't

understand how this circle was even achieved. There is a rumor that there are caverns that lead to this evil place. This is the largest circle with the largest amount of abominations and demons.

temples are located on Earth. King Solomon once visited this area frequently. The area has a powerful nexus point as well as artifacts that the demons use. In the shroud, the area has massive temples that rise above the tree. This is one of the largest breeding grounds of abominations. This place also has a large amount of undead abominations, because the demons have perfected the rituals of undead. They can create undead on Earth as well as in the Shroud. The demons also can imbue creatures with demonic essence that gives the creature uncanny abilities and an unholy aura. These demons work the hardest of all the demons to get the souls of humans. They have produced some of the worst abominations from a human soul. Also, a human soul is not judged by its actions if a demon uses it in a ritual.

Despite all these horrible things that walk, the Tomb is still almost impossible to breach. All the trees have been mutated and turned evil. The environment in the Shroud attacks anything that comes into it. As for the temples, they actually have very little air defense. The characters find it almost impossible to break through the thick forest. Once inside, the characters face impenetrable masses of undead creatures. The characters continue to look for ways to destroy it, but have failed every time.

Rumored Circles:

These are circles that are possible, but they have not been confirmed nor denied. Characters have found evidence for these circles but have not confirmed their existence.

The Spine

Orbital Fortress

This is a very odd place that few characters visit. An angel that was aiding a human astronaut reported a large space station in the shroud built from satellites, ship parts and asteroids. The circle was a smaller one, but had some of the more powerful demons in the areas. One of these demons knocked the character back to Heaven before any more information could be gathered. Also, there were few abominations. The few that were reported were extremely powerful.

PURGATORY

This is where the souls of humans await for the Day of Judgment. Within this place, trillions of souls float in this empty void. The souls are more or less asleep and the soul is unaware of any time passage between death and judgment. One of the more unique aspects is that a few demons have found ways to attack individual souls without going to the realm itself. They do this through dreams. Many characters have been sent on missions to defend against the demons in the individual's dreams while seeking out these demons in the shroud and destroying them. As for the actual place, keepers are not allowed to talk about the area even among them for fear of betrayal. If demons were to get to Purgatory, billions of souls would be subverted, warped and destroyed.



chapter 17:

Gamemaster Guide

INTRODUCTION

The Gamemaster is the one who manages a game session with a planned adventure. The GM can make any adventure as long as the players have plenty to do during the planned session. While any session does not go as planned, it is a good idea for any GM to be prepared. GM's are the ones that help bring the characters together and make sure the players are having fun. However, it is not easy being the GM

The GM must manage the game session in all aspects except for character management. Even then, some GMs like to keep notes on the characters. This is not a bad idea, but it is not the primary job of the GM. The primary job is to narrate the story and tell the characters what is going on each scene. The GM must be detailed enough to allow the characters to know what they can interact with. Here, a GM can set the mood and the tone of the game as it progresses. While this helps add flavor to the game, the GM must keep the game going at a steady pace. The other job that the GM does is to act as judge to the game group. The judge cannot be partial to anyone. However, when it comes down to a GM character and player's character, the GM should be partial to the players. This is because the player is there to have fun. The GM should still try to make it challenging.

The GM must be the one to make the decisions on what should happen when in the adventure. These ideas are points that when the character meets the criteria, the adventure should turn to a new direction or a plot point may become clearer to the players. This is a difficult job. To compound the problem, the GM must decide when to include God's favor in the adventure. To help the GM, there are several points below to explain how to handle situations as well as adventure management.

SCENE

In the cases of theatre and movies, a scene is where the characters

“
 FINALLY, BROTHERS, WHATEVER IS TRUE,
 WHATEVER IS NOBLE, WHATEVER IS RIGHT,
 WHATEVER IS PURE, WHATEVER IS LOVELY,
 WHATEVER IS ADMIRABLE—IF ANYTHING IS
 EXCELLENT OR PRAISEWORTHY—THINK ABOUT
 SUCH THINGS. WHATEVER YOU HAVE LEARNED
 OR RECEIVED OR HEARD FROM ME, OR SEEN IN
 ME—PUT IT INTO PRACTICE. AND THE GOD
 OF PEACE WILL BE WITH YOU.”



interact and tell the story in one location. However, the scene does not hold the same exact meaning in this RPG. The scene is where characters act and interact with other characters. This can be one place or it can be the entire block of the area. Primarily, it depends on what the GM wants the characters to do in a certain place. The GM must build an adventure. The GM must decide what he is going to do in each scene and what each scene will have in it. Scenes can vary widely from what the GM wants to do. The scene could be a small house to a small room where all the pertaining action to that scene will take place. It could be as large as a dungeon or extensive catacombs. The scene will have important details to further the story that the GM will give. As the scene transfers to a new scene, the location will generally change. As scenes change, the story must be furthered as the characters develop and find new contentions. The scene should also follow the general feel and setting in the game. While this game can almost produce any genre or setting, the GM should try to keep the scene pertinent to the genres that he is using. If it were fantasy-like, the scene would not emphasize the technology of a down spaceship. It may have a spaceship as an elaborate dungeon, but it would not refer to it in its true technological sense. Horror will have a darker and more mysterious scene, but science fiction scenes will be riddled with technological gizmos. The GM should always try to give each scene the same general feel that follows the particulars genres to keep the game smooth.

MOOD

The mood is the feel that is prominent in the game. While some players are rather oblivious to the mood as they are having fun, more serious gamers try to push different atmospheres or moods in the game. The mood can be very relaxed to tense and dark. Each game should be examined at what kind of genre and the pertaining mood that is associated to that genre or setting.

SETTING

The official time for the game is modern day. God is sending more and more angels to Earth as he continues his plans. The modern setting will usually contain horror and action type genres. Also, the game can contain science fiction elements due to the ever-growing technological discoveries. Due to the shroud, the game can become more of a fantasy game as they wonder the world fending off exotic monsters, finding allies and even saving humanity.

The world is becoming very dark, and the number of abominations is on the rise again. The angels are starting to lose the war on Earth.

GMs can keep the feel of the missions pretty dark, but there can be pretty spectacular action games or pulp games. The angels know that the end of the world is approaching, but they still don't know how soon. The archangels are aware that the demons are creating five new circles, but they still don't know where. If more circles are built, the number of abominations will increase and humans will fall quicker to evil. The angels will not be able to hold their ground on Earth. This has only happened once before and that was before the flood. To make matters worse, each circle is getting larger and more powerful. The demons themselves are becoming more powerful and more difficult to deal with. Evil humans are starting to cause more destruction and fear that feeds to the evil beings of the world causing them to become more powerful. As the front of evil advances, more and more angels are being brought down to stand on the front lines.

While the angels persistently fight, they also must not lose sight of God and fall from grace. As less experienced angels' come down, more and more is being lost to sin. Humans are faced with evil humans who continue to maliciously subvert humanity. Wildings are in the most danger as they are outcasts from humans, but they cannot seek refuge in the shroud due to the increase in evil creatures.

ANGELIC MISSIONS

Angels are sent to Earth on missions. All angel characters should be on Earth for a specific purpose, which are called a mission. A mission can take one game session or it may take several. The mission cannot be left until the objectives have been completed or the angels fail to achieve the objectives.

Each mission should have clearly stated objectives. This is to help the players know why they are there and what they must do. The GM should plan the mission and all the scenarios within the mission. The mission should have at least a few problems that the angels must solve before they get to the end. The end should have a climax to it and show the players that they have accomplished something. Below there are typical story elements that are good to have in a mission to have a somewhat congruent adventure.

EARTH ADVENTURES

While angels are sent to Earth, humans and wildings are living on it every day. As they try to make a living and survive the darkness, they are more apt at becoming a part of great adventures. Many times, God will choose the individuals for missions involving the shroud to make them stronger in life. This additional experience helps humans and wildings to spread the good news and defend humanity better.



Angelic Mission Ideas

- Help a group of people in a sinking ship or submarine. As the humans escape, the players and the crew will find out the culprits behind the ship's sabotage. The enemies could be simple humans to cultist trying to finish some dark ritual.
- The player characters must search for an artifact before the legions of hell find it. The angels must destroy it before the wrong beings use the artifact's awesome power against heaven. To make it more difficult, the artifact is located in an obscure place on Earth and is held in an ancient cursed temple.
- The characters must find a girl that has disappeared in a magically enchanted haunted house. The angels find that the house is five times bigger on the inside and is entirely inside the shroud.
- A woman and her family have to be helped through tough times as she battles for her job and her lively hood. In her crisis, she must care for needy children and her disabled, war veteran uncle. As the characters counsel her, the demons and abominations are mind washing the woman's psychotic neighbor?
- A woman wants help in finding her daughter's murderer. The angels cannot stop her, but can convince her to stop her horrible actions.
- A wilding child is accidentally moves into the shroud. She finds herself trapped, because she does not know how to get out and back to Earth. The angels must help her before the demons find the easy prey.
- Through a demonic plot, the way to Purgatory has been closed. Now, all the souls are trapped on Earth and must be kept hidden from the demons. The characters must find out how the demons know the way to Purgatory and how to reopen it.
- While protecting a crew of American astronauts, a major accident occurs and they must help the astronauts get back to Earth while defending against the terrors of space.
- There is a serial killer on the loose terrorizing a large city. Because of the demonic assistance, angels have been sent to help the authorities and stop the demons. However, the angels can't tell the authorities who they are and the authorities won't take them seriously.

for the players. There are many ways the GM can provide entertainment for the group. The two most common adventures for this game are the investigating and the hunt. The investigating game is where players must solve a mystery. God sends you to Earth to help a few humans, but must solve the problem that is causing so much grief. There are many stories in an investigative game. On the other hand, the hunt is a game where they must find a particular creature or item. This can be done in several ways. The GM could use almost any dungeon type adventure or bounty hunting adventure. The less common games involve helping humans cope with their personal problems and dilemmas or protecting them from evil creatures as the human tries to accomplish something important. Some missions might include assisting the legions as they assault a circle. The more rare missions could include them defending the wall from an attack of powerful abominations. Whatever the adventure, the GM is encouraged to make the game different and interesting for the players.

GM CHARACTERS

Once the GM has the story idea designed, the GM should flesh it out with characters that the player's characters will be interacting with during the adventure. The characters should serve several purposes in the adventure. Most of the time, there is a major problem that is affecting people. The GM characters should narrate and show how the problems are affecting their lives. The characters in the story should allow the players to associate better with the story. While trying to humanize the story, the characters that the GM uses should also help the characters by providing information. While it may take answers to a few simple questions, the GM characters should also give the characters clues in their actions and mannerisms. However, not all actions are good for the characters. Most GM characters will be opposed to the players' characters.

THE TYPE OF ADVENTURE

The GM must decide on what kind of mission or adventure he is going to run. The adventure should be fun, interesting and exciting

The 'bad guys' or opposition to the player characters are trying to accomplish their evil plans while the characters must find a way to stop evil characters. The enemies of the main characters are known as antagonist. The antagonist should not be just a simple bad guy who wants to stop the player character and help the demons. Most of



the main story antagonist should have a story behind them. There should be an explanation of why he is opposing God. The angels can use the enemies' backgrounds to their advantage, because it shows how the bad guys can become good again. Demons, abominations, aberrations are just a few of the creatures that cannot be affected by angels. In these cases, the player characters usually destroy them or send them back to their circle. The main antagonist should pose the party a problem from mental trickery to sheer combat prowess. Also, they should be adept at tempting player characters. The game should be focused on humans. After all, Earth is under the stewardship of humanity and the demons want to destroy humanity or use them against God. However, the GM is free to focus on any character or subject that he or she would like. Whatever the focus of the game, God cares about humanity as much as anything else. He wants the angels to help humans in their bad predicaments or stop demons and abominations from causing problems in humanity.

ENCOUNTERS

In most games, the GM will have the player characters face off against evil in combat situations during certain times. It is these encounters that can make games fun or make them tediously boring. Most GM's needed to find their balance of combat encounters in a game session. Some GM's do better with several while others like to have one or two really big fights. Whatever the style, the GM's need to do some work before the game to come up with the stats. While there are stats listed in the From the Light and Darkness chapter, the system is flexible enough to allow the GM to create almost anything. One of the issues that come up is how hard should the foes be in an encounter. Generally, everyone of significance in the game has some level. When determining the level of the foes for an encounter, the character points should be looked at rather than the level. However, the level can help the GM in initially determining a foe for the player characters. First, the GM should decide how many foes he or she wants to bring in. Most of the time, it will be several thugs and one very difficult foe. Second, the GM must know how many character points there are in the player character group. To determine this, the GM needs to add up all their points and dividing it by two. Some GM's may find this number too low or difficult to build an adequate threat. Then, the GM should use the total character points of all the player character for the next step. Third, the GM should use this new number to determine the foes specific stats. All the foes' character points should equal the number determined above. For example, there are 4 level 5 characters with a total 260 character points. Next, the GM will need to make foes that will total 160 character points. When the GM designs the foes, he will make characters for these foes like any other player character. Continuing from the example above, the GM will have 1

level 5 gangster and 5 level 1 thugs. For more information on the particulars of creatures, the GM should use the next chapter.

TEMPTATION AND SIN

One of the major aspects of Celestius Ex is that all characters must resist temptation and sin. If the characters fail to resist the temptation, their Faith Level diminishes. One of the biggest decisions the GM has to face in this game is how to handle sin and how strict to be with the characters. For the most part, the GM should be lenient rather than strict. If a player chooses an action by accident, the GM should remind him or her. On the other hand, if the player chooses that the character to commit sin, the GM should make the player roll. There are good reasons for the character to commit sin. By committing sin, it shows the character's personal weaknesses which gives the character more depth as well as making it more fun for the character. However, the Faith Level is also a good way to keep trouble-making players in line. Temptation can be abused and make the players miserable. The GM should only use it a couple of times during each game session. In the end, it is up to the GM and how strict he or she wants to be with the players. One example is that the GM should be fairly strict with high-level characters and/or more experienced players.

GOD'S FAVOR

All characters on every adventure will have one point of God's Favor which allows incredible effects. God's Favor is not a miracle, but an intervention for the angel and human. The angels carry out the favor to benefit the mission as well as the faith of the human. As for miracle, God's will is not always good for the human. God's Favor can be used to destroy an evil human or even demon. While there are many examples of this in the Bible, one example includes an angel of death taking it's celestial form and descending onto Egypt to take the life of every first-born son. While no angel could feasibly do this, the angel used a point of God's Favor to use and succeed in the mission. Miracles tend to have a good connotation, but God's decision may not have a very happy ending even for the most devout human servant.

In the beginning of the mission or adventure, the GM should dole out one point to each player. This point can be used to enact God's Favor at anytime during the mission. The GM should provide certain opportunities for the humans to create powerful effects. The player may decide to use this at any point. This is fine, but the power has great danger. If the angel chooses to use the power for sinful purposes, the angel will immediately fall from grace. The GM should give the



player's hints or general instructions on how or where to use it. In real life, angels would know when to use the power, but the players would not know. Thus, the players will need a little prodding and warning. The GM should only warn the player once or twice on how to effectively use it. After that, the players have the free will to use it as they see fit. Last, the power may not work like the angel wants or expects. The GM should keep the power limited to not disrupting too much have the normal Earth or the mission. The GM has final say over how the power is used.

ENVIRONMENT AND HAZARDS

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See Table: Light Sources for the radius that a light source illuminates and how long it lasts.

Table: Light Sources

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	20 feet*	6 hours

*Creates a beam 30 feet long and 5 feet high.

Heat and Cold

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Stamina check each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a -4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character that succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a char-

acter to make Stamina check every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Catching on Fire

Heroes exposed to open flames might find their clothes, hair, or equipment on fire. Heroes at risk of catching fire are allowed a Base Defense Bonus check (DC 15) to avoid this fate. If a hero's clothes or hair catch fire, he or she takes 1d6 points of damage immediately. In each subsequent round, the burning hero must make another Base Defense Bonus check. Failure means he or she takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once the character succeeds at the saving throw, he or she is no longer on fire.)

A hero on fire may automatically extinguish the flames by jumping into enough water to douse him or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the hero another save with a +4 bonus.

Starvation and Thirst

Sometimes heroes might find themselves without food and water. In normal climates, heroes need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of starvation. In very hot climates, heroes need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed. Even magical or psionic effects that restore hit points cannot heal this damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the character must make a Con-



stitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to -1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage.

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Strangulation

When a character is strangled by an instrument or an attacker, use the rules below.

A character can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his or her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target that is not pinned can use his or her attack action to strangle his or her attacker.

Falling

A character takes 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points. If the character succeeds on a Base Defense Bonus check (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

A character can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Base Defense Bonus check DC required by the fall.

Falling Objects

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on Table: Damage from Falling Objects.

Objects deal the initial damage given in Table: Damage from Falling Objects if they fall 10 feet or less. An object deals additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Base Defense Bonus check indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off him or herself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

Table: Damage from Falling Objects

Object Size	Examples	Initial Damage	BDB Check DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium-size	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50



Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Stamina check. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Stamina check to avoid.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

A character has a 5% chance (roll of 1 on 1d20) to expose him or her to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must succeed at a Base Defense Bonus check (DC 15) or accidentally poison him or herself with the weapon.

Poisonous

Substances

Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Stamina check to negate the

Table: Poisons

Poison	Type	Save DC	Dmg	Initial Dmg	Sec. DC	Restriction	Purchase DC	Craft Time
Arsenic	Ingested	15	1d2 Str	1d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d3 Agi	1d3 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d3 Str	1d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1 Con	1 Con	3	Res (+2)	9	1 hr.
Blue-ringed Octopus venom	Injury	15	1d2 Con	1d2 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d3 Agi	Uncon.	12	Res (+2)	28	8 hr.
			1d3 hours					
Chloroform ¹	Inhaled	17	Uncon.	—	9	Res (+2)	24	4 hr.
			1d3 hours					
Curare (plant)	Injury	18	1d4 Agi	1d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d3 Con	1d6 Con	15	Mil (+3)	31	15 hr.
Cyanogens	Inhaled	19	1d2 Agi	1d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d2 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Agi	Uncon.	12	Res (+2)	26	8 hr.
			1d3 hours					
Lead arsenate (gas)	Inhaled	12	1 Str	1d2 Con	6	Res (+2)	17	2 hr.
Pb arsenate (solid)	Ingested	12	1 Con	1d2 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d2 Con	1d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1 Con	1d2 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d2 Con	1d2 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d3 Str	Paralysis	13	Lic (+1)	n/a	n/a
			2d6 min					
Rattlesnake venom	Injury	12	1d3 Con	1d3 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d3 Con	1d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1 Str	1 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d2 Agi	1d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Blindness	—	9	Res (+2)	21	4 hr.
			1d6 rounds					
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

¹ Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.



effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Poison Immunity

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are immune to poison. Oozes and certain kinds of creatures are immune to poison, as detailed in their descriptions,

though it is conceivable that a special poison could be synthesized specifically to harm them.

Disease

When a character is exposed to a treatable disease, the character must make an immediate Stamina check. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the check, he or she takes damage after an incubation period; once per day thereafter, the character must succeed at a Stamina check to avoid secondary damage. Two successful checks in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on Table: Diseases.

Type: The disease's method of delivery—ingested, inhaled, or via an injury. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).

Save DC: All characters must make a Stamina check to see if they catch the disease.

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his or her Stamina check).

Initial Damage: The damage the victim takes after the incubation period.

Table: Diseases

Disease	Type	Save DC	Incubation Period	Initial Dmg	Sec. Dmg
Anthrax	Inhaled/Injury	DC 16	1d2 days	1 Con	2 Con*
Small pox	Inhaled/Contact	DC 15	2d4 days	1 Str and 1 Con	1 Str and 1 Con
Pneumonia	Inhaled	DC 12	1d4 days	1 Str	2 Str and 2 Con
Hantavirus	Injury	DC 14	1 day	1d2 Str	1 Str* and 1 Con*
Necrotizing fasciitis	Contact	DC 13	1d6 days	1 Con	2 Con*
West Nile virus	Injury	DC 12	1d4 days	1 Agi and 1 Con	1 Agi and 1 Con*
Salmonellosis	Ingested	DC 13	1 day	1 Str and 1 Agi	1 Str and 2 Agi

*If damage is sustained, make a second check to avoid 1 point being permanently drained (instead of damaged).



Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on Table: Acid Damage.

Table: Acid Damage

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

*Damage per round of exposure.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid.

The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid must make a Stamina check (DC 15) or takes 1 point of temporary Constitution damage. A second check must succeed 1 minute later to avoid taking another 1d2 points of Constitution damage.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. Table: Electricity Damage gives damage values for various electrical hazards based on relative voltage. A character can make a Stamina check to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

IN SUMMARY

The job of game mastering is much harder than a player's job in the game. The GM must plan out his

or her adventures and characters. The GM human characters should have a history with enough detail to explain why they are with God or why they are not. Once the motivations and the will of the characters are designed, the GM has to come up with an overall story for the characters to play through. The GM should try not to kill player characters in the game, but a dramatic death or the luck of the roll can be very enjoyable. Once the antagonist, supporting characters and the story are decided on, the GM should be ready to have the characters play through it. Also, the GM has the job of making the game challenging for the characters and players as well as FUN. The players should feel like they have a chance in the adventure. This idea only helps them to have fun; because the players won't have fun if they feel like there is no way to win. There should always be a way out for the characters. As the players enjoy the game, they will be even more satisfied by completing the adventure and gaining experience points. Overall, everyone should try to have fun. If there is a problem, the GM and players should discuss it after the game and resolve the matter the best way they can.

DESIGNER'S NOTES

So, the game, Celestius Ex, and its rules have been presented. With a chapter of monsters and allies to go, players and GM's have almost everything they need to run a successful session. To help new GM's with Celestius Ex, this section has been designed to give an overall look at various aspects of the system's eccentricities. While players can use this section to their advantage, this section will help GM's watch for areas of player abuse during character creation and even game play. Also, it will help the GM plan games better if they know what to expect. So, read on and remember these are only a few observations and there are other aspects that players and GM's will find as they play through adventures.

Table: Electricity Damage

Type	Examples	Damage	Stamina DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium	voltage Industrial Transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20



Races

When players are considering races, they should think about how they want to play their character. In the combat sense, wildings and angels give them the most advantages. If a player wants a character that is desperately fighting the odds and has little chance of success when going toe-to-toe against a demon, they should look at the Lunus and the Illyrus. If they want more sociable characters that like to talk rather than fight, an Inheritus, Ayerlings, Watyring and Messenger Angel could work very well for these kinds of rolls. As for combinations, the Messenger Angel and Watyring are the player's best bet. When players want to play strange characters or outsiders, they should look at Keeper Angels, Xenus and even a Stoneling will allow them to play in more unusual circumstances. With twelve selections to choose from, a player should be able to come up with any kind of character that they want.

One of the issues that is not really discussed anywhere is the kind of interactions between the different types. Humans will always be a little awe struck by angels and their counterparts. All humans will be especially afraid of Keepers. They never know if the angel of death is there for them or not, even if the angel tries to counsel them, which helps a little but not much. All humans are somewhat trepid when they are around wildings in the shroud. This is mostly due to their size and appearance. Other than that, humans tend to find powerful allies in wildings. On the other side, wildings don't have any preconceived notions towards any race. They feel like outsiders to everything, but they tend to enjoy human company and their angelic mentors. As for angels, they tend to react evenly to everyone, but some will be a little prejudiced towards wildings due to their involvement in demonic operations. Other than that, the players and GM should

decide exactly how they want to react to each other.

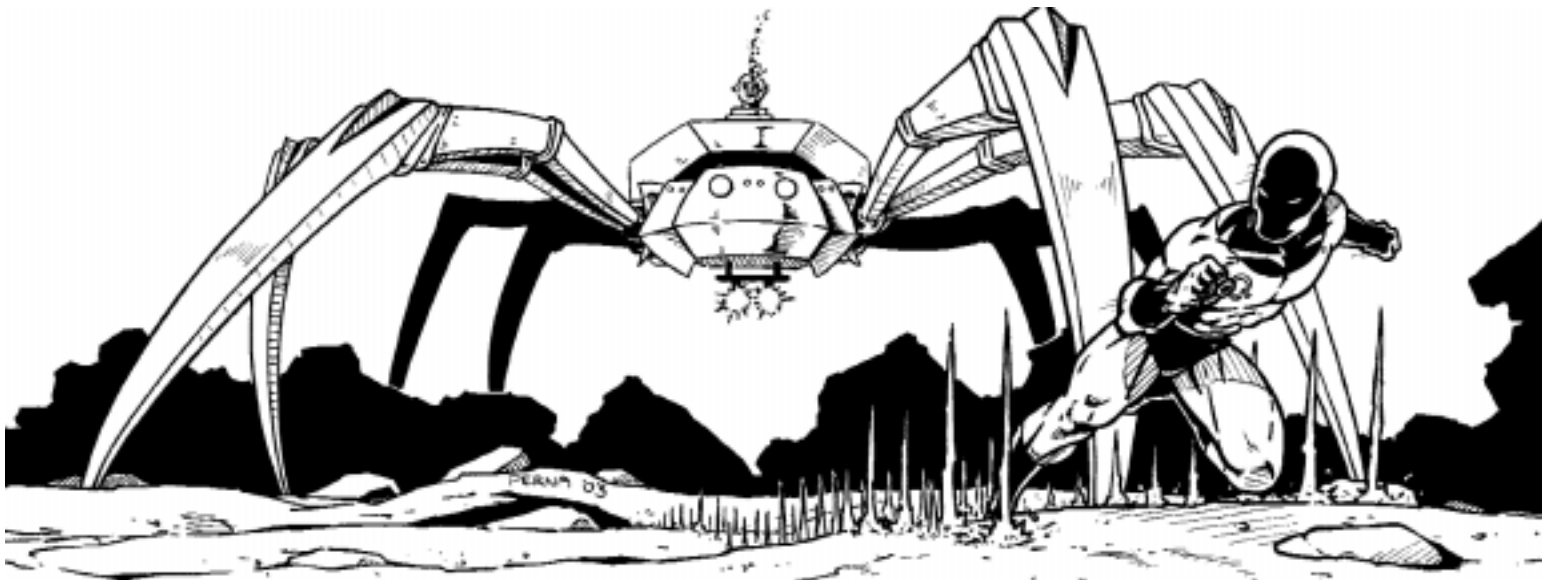
Ability Scores

There has been a great amount of effort put in to make the primary ability scores as equal as possible. However, not everything is perfect. The two primary abilities that should be watched out for is Agility and Constitution. They are used the most in combat. If a character maxes out these two abilities, they will have a greater edge in combat. However, this may not be a bad thing especially for humans. Appearance and Presence can be very dominating in social situations. If a character has high scores in these, he or she will be able to pass almost any social check. This leads to the secondary abilities.

While the secondary abilities are important, they should not be beefed up with points very much. It is much more efficient to dump points in attributes, skills and feats than increasing these. However, a player should and can modify his character however he or she wishes. The most important one is the Intelligent ability. While weak on the outside, an adversary can have a high intelligence with a high appearance and, through temptation, have a character do almost anything. While wisdom is important to resist these attempts, the intelligence ability does have an advantage if used correctly. This can be almost detrimental for angels. The rest of the abilities all have varying uses depending on the player's style.

Skills

Many newbies make the mistake that ability scores are more important than skills. In fact, they have it backwards. While the skills make you more specialized and a negative ability modifier can hurt a char-





acter in some circumstances, skills are cheap and many points can be dumped into these to give a character much better chance at passing most DC checks. The combat skills are good example of this. By increasing your gun combat skill and ranged defense skill, a character stands a good chance at surviving any ranged combat. However, this also makes it hard to keep the characters balanced overall aspects of fighting. All-around warriors will have to dump a lot of points into all the combat skills to be good in all kinds of combat. Of course, this will create deficiencies in other areas that will make them relatively weak. Finally, skills are designed to give your character background and depth. While it is advantageous to have high melee attack skill, the character will have more depth if he has knowledge of art due to his mother's love for art.

Attributes and Feats

There are too many attributes to go over. Simply, a player can utilize anyone of the available attributes to their maximize their character's potential if they understand what each one does. There are some attributes that will be noted. First, Celestial Fire is very powerful and most angel characters should use this attribute to produce most of their powers. This is one of the main attributes that make angels so powerful. Superstrength should be taken if available to increase the character's strength rather than putting CP's into it or using Enhance Ability. It is much cheaper to increase strength with this attribute. Healing is a relatively powerful attribute so that more fragile members such as humans might have a better chance at living. Finally, Health Bonus and Essence Bonus are almost essential to helping characters survive while highly skilled attribute aids characters in having a lot of proficient skills.

Feats are minor in some ways but should not be overlooked. They can increase secondary abilities much cheaper than spending CP. Also, they are very useful for the combatants of the group. There are many feats that will give combatants an edge such as power attack and whirlwind attack. In the end, the player should choose both of these based on their character concept, archetype and background and not necessarily what makes them lethal weapons.

Combat

Combat can be very deadly. Despite how high of level the character goes or their hit points, Wound Levels are what keep everything somewhat grounded. As a character gets higher level, they will be taking more wound levels, because their more powerful opponents will be dealing more damage. While a character can beef up their Stamina, it would be very inefficient use of CP's, and the character should probably invest in defense rather than Stamina. Some players may wonder

about the inclusion of both hit points and wound levels. Wound levels are to keep things somewhat dangerous when characters suffer a large amount of damage, while hit points show the character being whittled down by small amounts of damage. Both of these can kill, but Wound Levels incur actual penalties. Another aspect is mind combat. Most players will not be expecting this and won't realize how powerful this aspect of the game can actually be. A player with a Xenus character may catch on fairly quick on how powerful they can be in a situation. Most characters will not allocate defenses against this, which is usually mind shield and will be easily hurt and taken over by it. However, the GM should keep a close reign on players that may take it too far. This also goes along with the temptations. Most players will forget that a demon can persuade them to do the wrong action and the player will be helpless to stop it and forced to roleplay the character failing a situation.

Shroud

The shroud is a very important aspect to the game. This is where the characters can do all their cool powers while fighting evil. While in the shroud, characters have all the same potential actions as demons. The character can persuade humans and wildings on Earth while they stand in the shroud like a demon does. A character may even be able to absorb essence from the evil actions from lost humans on the Earth side. Of course, this is a sin and any character doing this will lose one Faith Level automatically. Also, they can interact with the shroud as covered before. While the characters can dissuade a demon's victim, the characters can choose to enter the shroud and wipe out the evil. This can be a very fun aspect of the game, but the GM and player should not forget that the game is about humans, wildings and other creatures with souls finding salvation. A demon's victim might not be tortured by demon anymore, but the demon might have done enough damage to alter the victim's behavior towards evil. The characters can stop the demons, but it is much harder to stop the evil cancer inside a tormented soul.

Conclusion

With the above knowledge, a GM should be ready for his or her players and help them along in making a great campaign. Of course, other issues might arise. The designers have worked hard at minimizing the problems, but a group may have questions. The group should answer them the best they can within the framework of the game. Everyone in Crown of Thorns Studio hopes you have fun playing this and will help in anyway possible. Be sure to keep an eye out for downloads, new products and any other changes that we will announce on the website, www.celestius-ex.com.



chapter 18:

From the Darkness

and the Light

These are some of the different type of creatures that angels may deal with when they are on missions. The GM is encouraged to modify, expand or redesign any of these creatures to fit his or her campaign.

ALLIES

Angels

The majority of the populations in Heaven are celestial being known as angels. They are the servants of the Lord and perform everything from small to large tasks. Each one is important to God and he has a special purpose for each one. Outside of Heaven, the angels have been charged with doing God's will on Earth and in the Shroud. Each angel is unique like all creatures in Heaven as well as has their own free will.

Archangels

They appear as any other angels. These are what angels change into as they grow to a certain power. They are the most powerful celestial beings in Heaven. For the most part, they are the most powerful beings in the universe. They are rarely involved with missions outside of Heaven unless the risk is too great for an angel. They are the generals of the legions. They are one of the closest of all beings to God. The most powerful of all archangels is Michael. There are many other archangels, and there has been only one archangel to fall from grace.

Other celestial beings

Angels and Archangels are not the only creatures that reside in Heaven. Many different types of creatures continue to do God's work in Heaven. Some of these creatures include Seraphim, Thrones and Cherubim.

“FOR I AM CONVINCED THAT NEITHER
DEATH NOR LIFE, NEITHER ANGELS NOR
DEMONS, NEITHER THE PRESENT NOR THE
FUTURE, NOR ANY POWERS, NEITHER
HEIGHT NOR DEPTH, NOR ANYTHING ELSE
IN ALL CREATION, WILL BE ABLE TO
SEPARATE US FROM THE LOVE OF GOD THAT
IS IN CHRIST JESUS OUR LORD”

Romans 8:38-39



There are many others and each individual has their own special task. Everyone lives in harmony in Heaven and while discrepancies of opinion appear each maintain good relationships with each other.

NEUTRALS

Humans

God created humans like almost all creatures. They have been on the Earth for almost as long as the angels remember. They have souls and a free will. They choose their own actions, which include following or not following God. They make their own choices, as God wants it to be. They are one of the least powerful when compared to most beings. However, humans have a direct connection to the Holy Spirit, which turns their essence into spiritus. When a human has a high spiritus rating, the human is capable of doing miracles greater than any angel could ever imagine.

Humans have learned how to use the essence ability to produce powers more commonly known as magic. These beings are called sorcerers and are detailed later in this chapter. As for the majority of humans, they usually do not have enough spiritus to produce the various effects. The magic is rather unknown and can not be used by very many people. People know of it only in legend and lore. The few practitioners would like to keep the ability to them so they may increase their power over the world. This always leads them down a darker path, which is detailed later in this chapter.

Each human is unique and special to God. He wants all humans to follow him, but they are usually too caught up in the world to notice him. In the shroud, most humans appear gray and almost abstracted enough to have very little detail. When they have a high spiritus rating and are close to God, they are much more defined and visible. Most dark beings can't stand the brightness of these individuals and try to avoid them. This is a testament of their faith in God.

To design a standard human, the GM should decide what level they are to determine how many character points they will have. In many cases, non-player character humans are considered to be zero level unless they have a specific purpose. A zero level human only has 25 character points available to them. If they are a higher level, they will use the character points established in the character creation chapters. The only other restriction to a standard human is the lack of attributes they have available to them. There is a listing below. Otherwise, a normal human is designed in the exact same way.

Available Attributes: Art of Distraction, Aura of Command, Com-

puter Scanning, Essence Bonus, Enhanced [Ability], Exorcism, Extra Attacks, Extra Defenses, Extreme Damage, Flunkies, Health Bonus, Heightened Awareness, Highly Skilled, Item of Power, Jumping, Mechanical Genius, Mind Shield, Organizational Ties, Power Defense, Rejuvenation, Servant, Sixth Sense, Special Attack, Spirit Ward, Unique Attribute, Wealth

Stats: Human Thug

Lvl: 1	CP: 50
Str: 2	BAB: 1
Agi: 0	BDB: 1
Con: 0	Ini: 0
Awa: 1	Sta: 1
Wit: -1	Wis: 0
Spi: -1	Int: 1
Pre: -1	HP: 6
App: -2	EP: 5
Size: Med	Move: 3

Skills (total): Bluff (1), Intimidation (2), Drive (1), Knowledge: Streetwise (2), Gun Combat (3), Ranged Defense (3), Unarmed Attack (3), Unarmed Defense (2)

Feats: Brawl, Sneak Attack

Attributes: -

Defects: Wanted (1)

Equipment, Weapons, Armor: Business Clothing, Cell Phone, Concealed Holster, Colt M1911 (2d6), Brass Knuckles (1)

Stats: Human Policeman

Lvl: 1	CP: 50
Str: 1	BAB: 2
Agi: 2	BDB: 1
Con: -2	Ini: 0
Awa: 1	Sta: 1
Wit: 1	Wis: 0
Spi: -1	Int: 0
Pre: -1	HP: 6
App: -2	EP: 5
Size: Med	Move: 6

Skills: Diplomacy (0), Drive (4), Gather Information (0), Knowledge: Police Science (2), Knowledge: Streetwise (2), Gun Combat (3), Ranged Defense (2), Unarmed Attack (2), Unarmed Defense (2)

**Feats: Point Blank Shot****Attributes: -****Defects: Owned (2)****Equipment, Weapons, Armor: Police Uniform, Walkie Talkie, Hip Holster, Glock 17 (2d6), Tonfa (1d4), Hand-cuffs**

ENEMIES

Sorcerers

There are some humans who have dedicated their lives to the study of magic. While some began out of curiosity or innocence, they all become consumed by the need for more and greater power. Most tomes of magic are hidden and not widely spread. To learn the craft, a human must learn it from another practitioner. Each practitioner usually leads a solitary life and searches on his own for more power. Angels never find most sorcerers unless they exhibit their power. Like all humans, angels cannot slay a sorcerer unless God orders it, or he uses his power to harm others. Most of the time, the sorcerer will only exhibit his power to take control or cause others to fear him. Most sorcerers can destroy a human's life, but a few become powerful enough to wipe out an entire city. When sorcerers show these kinds of powers, angels will be dispatched to destroy the sorcerer. Sorcerers are very well known to demons, and demons will often manipulate sorcerers in their quests for power. However, a demon will not absorb the essence of a caster, because the caster will perceive the demon has an enemy to his obsession for power. The demons want to keep the human as their ally and confidant. On the other hand, the sorcerer is just another pawn in the demons' plans and only a few are aware of the demons' deceitfulness. This is how the demons want to keep matters with sorcerers, and they have instituted a new plan by Baalum.

Baalum has decided that to take Satan's place in the demonic hierarchy. However, his plan needs a huge amount of sorcerers. Each of them would follow his commands and all the demons that follow him. There have been small schools set up around the world to teach young

children as sorcerers. The total enrollment has exceeded ten thousand students. This fact has alarmed some archangels and they are asking God to destroy this new wave, but God has not given the order. He only states that it will happen in due time. These students are being taught a very powerful and potent magic. A full adept could harm or destroy an angel. Once this entire class of students graduate, more students will be brought in. The students are taught everything that a normal or public school would teach, but the curriculum would also include twisted perceptions of truth and the past. The students would appear normal, but they would have very strange ideas. Satan, otherwise known as Lucifer to his fellow demons, knows of Baalum's treachery, but he is not aware of all the plans. He likes the ideas of the

schools, and Baalum himself has told Lucifer that the casters are for Lucifer's purposes only. Lucifer is using one of Baalum's most trusted demons, Isaal, as a double agent. Lucifer has ordered Isaal to find the most powerful of the entire sorcerer students and bring the student to Lucifer. However, Isaal has his own plans and thinks that he has a shot at ousting both of these demons from their high perches. Lucifer is also aware of Isaal's deceitful plan.



Sorcerers have great power. The defining difference is that they have gained the attribute, Sorcery. Mechanistically, it works just like the attribute, Celestial Fire. It uses Essence Points to power the spells. However, there is one major drawback.

Each time the character uses Sorcery, the character will lose one Faith Level if they have any. As long as they have the character points, they can design any kind of spell they want. With such power, it is no wonder that so many humans are tempted by it.

Echoes

Humans will be in situations where they are pushed to their emotional limits. When in these extremes, a human's soul exudes additional essence. Whether it is converted into Spiritus or not, the amount of essence causes the human to leave an impression on the shroud like something pushing against a piece of fabric. While the impression cannot be seen in the shroud, the impression can be seen on



Earth. These impressions are known as echoes. Some echoes are as short as a human's action to as long as the whole event. Within the event, there may even be several echoes. It all depends on the situation. A murder might involve the murder and the victim. This would be the same case in a sexual encounter willing or unwilling. A witness' echo might even be there. As for just a single echo, a moment might be a child getting her first puppy or a man getting his degree or first car. It can also be from very negative aspects like a suicide. Echoes do fade overtime. Depending on how strong the emotions were, the echo might take a week to several years to fade. An echo really does not affect an angel at all. It only helps them perceive what might have happened in a certain place. A character can use Intelligence (DC 20) to perceive and understand the events. However, there is nothing really an angel can do about an echo being present.

While the echo might not be of usefulness to the angel, the echo is really valuable to demons. Demons can turn echoes into shadelings and there is even a ritual that uses an echo to create a ghost. Sometimes, demons may use echoes to torture people with guilt by enhancing the echoes into visions.

Abominations

Since their exile from Heaven, demons have been looking for a way to break their way into Heaven and destroy it and God. However, the demons had a slight problem with this idea. God permanently through them out of Heaven, and they were never allowed back in. The few demons to make their way back into Heaven were instantly destroyed. The demons would no longer exist once they entered the gates of Heaven. So, Lucifer and his followers had to find another way to destroy most of Heaven without them doing it themselves. They researched and studied rituals that allowed them to alter fragment and objects in the shroud. They found a way to assemble parts of various materials including living matter. Once constructed, the demons would imbue this creation with permanent essence. The creature would survive as long as it kept its essence. Since the creature did not use essence in actions, it only lost essence from damage.

Angels first encountered these horrible creatures before the Great Flood. These creatures were very powerful and could easily take out a small group of angels. Luckily, most abominations are not powerful enough to leave the shroud unaided, which gives angels some safety on Earth. Right before the flood, there were more abominations in the shroud than at any other time. Satan, with a powerful gate ritual, led a huge assault against Heaven only to have the floodwaters destroy his reinforcements. After the flood, most of the abominations were destroyed. After that point, Satan and his followers decided to rebuild their forces with much more secretive means. At the turn of the 21st

century, the Earth is covered by abominations.

Each abomination appears differently to various degrees depending on which area they inhabit. Each kind of abomination have a different method, mission and power that make them very potent. Demons build these creatures from almost anything. Most abominations are made from materials of dead animals. Before the body disappears from the shroud, the demons can use their rituals and cause the dead matter to rise and walk in the shroud. Many abominations appear to be nonliving corpses walking around. For angels, the appearance alone is worth them being destroyed.

For stat purposes, all abominations start out with zero modifiers on all their abilities. Since they don't have any will, they are not considered sentient and they cannot be saved. Plus, they don't have souls.

Arions

They appear as giant manta rays that glide through the air. They are the twenty-times the size of any angel. While large, they are very nimble in the air. They have a large maw for a mouth with several rows of teeth that will shred anything it swallows. Also, they have large ridged tail that end with a small arrow-shape point that fires up to three lightning bolts each round. To help defend it, it has a very thick, almost impenetrable armor. Flying high above the Ark, it will fly into a group of angels and destroy a few of them while knocking several angels out of the air. They are impervious to lower rank angels while more vulnerable to the higher ranked angels. The arions have been guarding the Ark for as long as it has been there. Many angels believe an aberration created the arions from it's own twisted mind. It takes several years to build one and each assault takes out only a few. No angel knows what these creatures are created from or they would find a way to stop it.

Stats: Arion

Lvl: 14	CP: 115
Str: 2	BAB: 7
Agi: 6	BDB: 10 (-1 size)
Con: 4	Ini: 8
Awa: 3	Sta: 10
Wit: 2	Wis: 7
Spi: -5	Int: 9
Pre: 0	HP: 82
App: 0	EP: 56
Size: Large	Move: 25

Skills (total): Knowledge: Military Sciences (Tactics) (8),



Spot (4), Listen (7), Melee Attack (17), Special Ranged Attack (18), Melee Defense (20), Ranged Defense (20), Unarmed Defense (20)

Feats: Dodge, Block Ranged Attacks

Unique Powers/Attributes

- ◆ **Large (Size Change 1, Permanent -3)**
- ◆ **Swallowing Maw 1d8, it takes three successful attacks with the mouth and the character will be swallowed permanently and destroyed which takes a Stamina Check (DC 16) (Special Attack 5: Flurry, Incapacitating, Incurable, Melee, Slow 2)**
- ◆ **Flight, 50 mph (Flight 2)**
- ◆ **Armor 20 (Armor 5)**
- ◆ **Lightning Tail 3d8 (Special Attack 6: Area Effect, Drain Essence, Flurry)**
- ◆ **Extra Attacks 2, 3 attacks per round**

Defects:

- ◆ **Restriction -3, prone when on ground, can move at all on ground**
- ◆ **Limited -1, takes round to take off**

Equipment, Weapons, Armor: -

Ghosts

When a person dies, the soul leaves the body where a keeper takes it to purgatory. Sometimes, a little of the essence is still left in the body. A demon can poison the essence and make it stronger. Using the last strong emotions and experiences, the essence will rise from the body taking the body's form and behavior. Once aware, it will begin to associate with the humans it remembers. The ghost resides on Earth. There, the form appears like the body it came from, but it is translucent and dull in color. In the shroud, the ghost's form appears wavy and constantly dissolving and reforming. The ghost, whether intentional or by accident, causes great amount of fear in humans. The demons feed off the essence created by the fear. Most angels cannot destroy a ghost. Most of the time, the ghost feels like something must be completed. This is because the ghost has parts of their soul missing. The ghost will search out any means to resolve their conflicts with good intentions or bad. Once completed, ghosts will dissolve from the Earth and be gone forever. This is sometimes an easy task and other times, it is not. GMs are encouraged to use ghosts in puzzles or problem-solving missions. The ghosts do not attack and if they do they will not harm anything. On the other side, the angels can't harm ghosts so conflicts are neutralized in the beginning.

Stats: Ghosts

Lvl: 5	CP: 70
Str: 0	BAB: 5
Agi: 4	BDB: 7
Con: 0	Ini: 8
Awa: 2	Sta: 7
Wit: 2	Wis: 6
Spi: -5	Int: 7
Pre: 4	HP: 56
App: 3	EP: 52
Size:	Move: 12

Skills:-

Feats: -

Unique Powers/Attributes

- ◆ **Insubstantial, pass through all forms of matter, energy and essence, (Insubstantial 6)**
- ◆ **Mind Defense, +10 against all mind attacks (Mind Defense 10)**
- ◆ **Invisible, cannot be seen by any of the five humans senses (Invisibility 5)**
- ◆ **Mind Control 2**

Defects:

- ◆ **Permanently Insubstantial (Permanent -3)**
- ◆ **Invisibility Uses Essence, uses 2 Essence Points (Restriction -2)**
- ◆ **Cannot use touch, smell or taste (Sensory Impairment -6)**
- ◆ **Only haunts a certain area (Confined Movement -6)**
- ◆ **Unskilled -3**

Equipment, Weapons, Armor: -

Jujdra

During the Old Testament, a group of priest from Judas found another power that they thought was more powerful than God's power. They were lured into a dark twisted ritual by a demon called

Jujdris. He taught them dark arts and rituals that gave them unspeakable power, however there was a price. He asked them for their soul. Jujdris and other priests lead rituals that extracted the souls from each priest and stored them into crystals that the demons call soulstones. These crystals held the soul permanently, and each one offered a continual source of essence that the demons could draw from. When the souls were removed, the bodies could no longer re-



main alive on Earth. Each body was transferred to the shroud. There was still enough essence to keep the bodies alive in the shroud and it gave the priest enough intelligence to be useful. The jujdra are used by the demons to enact rituals and powerful spells. Only three circles make use of these priests. The Tomb uses its own undead priests to enact their many rituals. The priests are easily destroyed and are not very good combatants. Most of the time, the demons will place guards to protect the priests. Even today, the demons are looking for new recruits. Several small enclaves have sprung up over the centuries in Arabian and African countries. The people in this religion are usually power-hungry or illiterate vengeful people. Characters will often try to stop the demons and these misunderstood people. While angels can only dissuade people from this religion, they can destroy these abominations when they find them.

Stats: Jujdra

Lvl: 3	CP: 60
Str: -1	BAB: 1
Agi: 4	BDB: 3
Con: 2	Ini: 4
Awa: 4	Sta: 2
Wit: 5	Wis: 1
Spi: -5	Int: 5
Pre: 2	HP: 18
App: -1	EP: 38
Size: Med	Move: 12

Skills (total): Concentration (1), Gather Information (8), Hide (10), Knowledge: Occult (10), Power Usage (1), Melee Attack (2), Melee Defense (4), Ranged Defense (4), Unarmed Defense (4)

Feats: Dodge, Frightful Presence, Blocked Ranged Attack

Unique Powers/ Attributes

- ◆ Ritual Magic, 30 points, powers vary (Sorcery 3)
- ◆ Jabra Stick, creates shield that can damage anyone that comes in contact with it, 4d6 damage, Force Field 40 (Item of Power 2:Force Field 4 (Shield only, Offensive, Both Directions, Regenerating))
- ◆ Essence Bonus 2

Defects:

- ◆ Ritual Magic, requires an hour to create the affect (Activation -3)
- ◆ Ritual Magic, takes several specific materials, words and gestures (Restriction -3)

Equipment, Weapons, Armor: Jabra Stick, Ritualistic

Clothing

Kraken

In the shroud, the Kraken appears as a very large lobster that swims in the water. Instead of the two arms with claws, the creature has ten tentacles with giant claws at the end of each tentacle. The creature can fire beams of searing energy out of its four eyes. These creatures will spend most of their time sleeping on the ocean floor. When they travel the oceans, other abominations and demons will sit inside shell of these huge creatures. They will only attack if provoked and it has poor perception. If something does make itself notice, the creature will attack without reluctance. Krakens are pretty mindless for the most part and are easy to trick and out maneuver. However, they are fast despite there size.

Stats: Kraken

Lvl: 12	CP: 105
Str: 7	BAB: 5
Agi: 2	BDB: 6 (8, (-2 Size))
Con: 5	Ini: 5
Awa: 4	Sta: 6
Wit: 0	Wis: 5
Spi: -5	Int: 7
Pre: -2	HP: 33
App: -2	EP: 30
Size: Huge	Move: 10

Skills (Totals):Hide (4), Navigate (6), Special Ranged Attack (16), Unarmed Attack (16), Melee Defense (12), Ranged Defense (12), Unarmed Defense (8)

Feats: Brawl, Improved Brawl

Unique Powers/ Attributes

- ◆ Huge (Size Change 2)
- ◆ 4 attacks per round (Extra Attack 4)
- ◆ Searing Energy Attack 4d8 (Special Attack 6: Drain Essence, Flurry)
- ◆ 10 Arms (Extra Arms 4)
- ◆ Tentacles 1d8+2+Str (Natural Weapons 1)
- ◆ Full Body Plated Armor 16 (Armor 4)

Defects:

- ◆ Permanently Huge (Permanent -3)
- ◆ Blind Fury -3

Equipment, Weapons, Armor: -



Scarabs

This is the main troop that demonic forces of North Africa use to combat threats. They can produce these abominations in very large amounts. Each one stands about sixteen feet high and is covered by a very thick armor. While not that nimble, their armor is almost impervious to any attack. They have four large arms that wield two glaives. They have no visible heads. The only way to destroy these warriors is to either penetrate their armor or hit the essence source where the head would be and in between the two plates.

Stats: Scarab

Lvl: 6	CP: 80
Str: 6	BAB: 3
Agi: 1	BDB: 6
Con: 5	Ini: 3
Awa: 3	Sta: 4
Wit: 0	Wis: 3
Spi: -5	Int: 4
Pre: -2	HP: 34 (14 + 3d8)
App: -3	EP: 9
Size Huge	Move: 5

Skills (Totals): Hide (3), Melee Attack (9), Special Ranged Attack (7), Melee Defense (8), Ranged Defense (8), Unarmed Defense (7)

Feats: Ambidexterity, Two Weapon Fighting (3)

Unique Powers/Attributes

- ◆ Huge (Size Change 2)
- ◆ 4 Arms (Extra Arms 2)
- ◆ Armor 20 (Armor 5)
- ◆ 5 Attacks per Round (Extra Attacks 2)
- ◆ Scarab Glaive Melee 2d8+Str, Ranged Energy Attack 2d8 (Item of Power 4: Special Melee Attack 3 (Flurry, Muscle-Powered, Melee), Special Ranged Attack 2 (Long Range, Uses Essence)
- ◆ Extra Health 3d8 (Health Bonus 3)

Defects:

- ◆ Huge Size Permanent (Permanent -3)
- ◆ Neck weakness: To Attack the Neck, -3 (Achilles Heel -1)

Equipment, Weapons, Armor: -

Seimbans

These creatures appear to be extremely large lions. They stand almost as tall as a normal man does, and their claws extend at least six inches. They have a very large and thick main and their bodies are covered in a hard, leathery armor. These creatures are blacks all over that aid them in camouflage. Seimbans mostly populate the jungles are around the circle known as the Temple. They use the creatures to kill any intruders in the area. They use their ability to camouflage in the darkness and ambush anyone. With their powerful jaws and huge claws, they can rip almost any being into shreds. Angels are a little harder for them to deal with so they roam in packs. Then, they attack the angels in large numbers and defeat them. Luckily, they only exist in the shroud. Through a very long and dangerous ceremony, a few have been unleashed onto Earth.

Stats: Seimbans

Lvl: 3	CP: 65
Str: 5	BAB: 1
Agi: 4	BDB: 3
Con: 2	Ini: 2
Awa: 3	Sta: 3
Wit: 1	Wis: 1
Spi: -5	Int: 3
Pre: 2	HP: 33 (9+4d8)
App: -2	EP: 7
Size: Medium	Move: 12

Skills (Totals): Hide (6), Spot (4), Listen (4), Jump (6), Tumble (5), Wilderness Tracking (2), Survival (2), Melee Attack (6), Melee Defense (5), Ranged Defense (4), Unarmed Attack (3), Unarmed Defense (4)

Feats: Sneak Attack, Judge Opponent, Block Ranged Attacks

Unique Powers/Attributes

- ◆ Rending Claws 4d8+Str, -10 to Foe's Armor, Essence Damage (Special Attack 5: Muscle Powered, Penetrating Armor, Drain Essence, Melee)
- ◆ Camouflage (Invisibility 3, sight, smell, hearing)
- ◆ Bite 1d6 (Natural Weapons 1)
- ◆ Heightened Awareness
- ◆ +4d8 Hit Points (Health Bonus 4)

Defects:

- ◆ Camouflage, Can't move to work (Restriction -3)

Equipment, Weapons, Armor: -

Shadelings



These are leeches in the shroud. These dark shadowy, emaciated figures gather around humans with essence and draw the essence away from the person. Several Shadelings will attach themselves to a person and continually draw on the essence to stay alive. When the shadelings attack a human, the human feels a hungriness or emptiness that they must fill. This will lead them to do more sinful acts and creating more essence and the shadelings continue to drain the human. While these abominations are relatively easy to dispatch by angels, there are millions in certain locations. While attacking in-groups they will use very sharp claws to rend their opponents. In darker places, demons can cast a ritual that will affect a large area. Each echo in the area starts to mutate into a shadeling. The effect lasts for months. As angels have to wipe out each shadeling, the process is very slow. In darker places, demons can cast a ritual that will affect a large area. Each echo in the area starts to mutate into a shadeling. The effect lasts for months. As angels have to wipe out each shadeling, the process is very slow. Most cities or other heavily populated areas are covered with them.

Stats: Shadelings

Lvl: 2	CP: 55
Str: 0	BAB: 3
Agi: 4	BDB: 3
Con: 2	Ini: 3
Awa: 1	Sta: 3
Wit: 3	Wis: 1
Spi: -5	Int: 3
Pre: 2	HP: 11
App: -2	EP: 7
Size: Medium	Move: 12

Skills: Hide (6), Listen (2), Spot (4), Search (2), Melee Attack (5), Melee Defense (5), Ranged Defense (4), Unarmed Defense (4)

Feats: Dodge, Sneak Attack

Unique Powers/Attributes

- ◆ Claws 3d8 (Special Attack 3: Flurry, Drain Essence, Melee)
- ◆ Drain Essence 3d8 (Special Attack 2: Drain Essence, Vampirism, Melee, No Damage)
- ◆ 2 Attacks per Round (Extra Attacks 1)
- ◆ Flight at 50 mph (Flight 2)

Defects:

- ◆ Obsessed with human Essence (Blind Fury -1)

Equipment, Weapons, Armor: -

Shamblers

A demon will often invade a mortuary or cemetery and find a dead body. In the shroud, recent dead bodies will have an echo. The demon can perform a short ritual and raise the body to life in the shroud. The body can only do rudimentary actions, but they are often used for combat. While they can be taken down quickly, the creatures do not die. To permanently destroy it, a keeper must destroy them with his fire attacks. If a keeper is not present, the parts will continue to act and eventually reform. Shamblers are merely used to distract or overwhelm an opponent if not to destroy humans and wildings.

Stats: Shamblers

Lvl: 1	CP: 50
Str: 5	BAB: 2
Agi: -1	BDB: 2
Con: 5	Ini: 0
Awa: 1	Sta: 2
Wit: -3	Wis: 0
Spi: -5	Int: 0
Pre: 0	HP: 27 (7+4d8)
App: -2	EP: 5
Size: Medium	Move: 3

Skills: Melee Attack (4), Unarmed Attack (3), Ranged Defense (4), Melee Defense (4), Unarmed Defense (4)

Feats: -

Unique Powers/Attributes:

- ◆ Slashing Claws 3d8+Str (Special Attack 3: Muscle-Powered, Essence Drain, Melee)
- ◆ Immune to Criticals (Immune 2)
- ◆ Health Bonus +4d8 (Health Bonus 4)

Defects: -

Equipment, Weapons, Armor: Ragged clothing

Troll

Wildings can be a very unruly bunch. The demons created very large creatures to keep their wilding forces controlled. These creatures were called trolls. They are very large with a horrible temperament. Most wildings come to hate these beings and will kill them if they feel they have enough force to do it. To prevent their destruction, the trolls are only employed at certain times and especially in battle. Most of the time, the demons will have the trolls leave the wildings alone, but the trolls enjoy torturing and maiming their charges. While not ushering



wildings through battle or torturing them, they are often sent into cities and other areas to kill escaped wildings and destroy any humans in the shroud.. Trolls are large with thick skin and extremely strong. They have barbed whips to keep their subjects in line.

Stats: Troll

Lvl: 15	CP: 135
Str: 6	BAB: 7
Agi: 4	BDB: 11
Con: 4	Ini: 7
Awa: 2	Sta: 11 (9+2)
Wit: -1	Wis: 7
Spi: -4	Int: 7
Pre: 0	HP: 100 (84+3d8)
App: -2	EP: 56
Size: Large	Move: 16

Skills (totals): Climb (8), Gather Information (4), Hide (6), Intimidation (2), Jump (8), Listen (4), Move Silently (6), Poison (4), Swim (8), Tumble (6), Gun Combat (7), Melee Attack (9), Unarmed Attack (9), Ranged Defense (13), Melee Defense (13), Unarmed Defense (13)

Feats: Great Stamina, Brawl, Improved Brawl, Stunning Fist

Unique Powers/ Attributes

- ◆ Large Size (Change Size 1)
- ◆ Fast Healing 4 hp/round (Regeneration 4)
- ◆ 3 Attacks per round (Extra Attacks 2)
- ◆ 3 Defenses per Round (Extra Defenses 2)
- ◆ +8 Strength (Superstrength 2)
- ◆ +3d8 HP (Good Health 3)
- ◆ Power Whip 4d8+Str, entangles (Item of Power 4: Special Attack 5: Flurry, Muscle-Powered, Entangle, Melee)
- ◆ Collar of Submission, a necklace that is placed on someone and causes him or her to become extremely inept obeying all commands, but can't do anything complicated like combat, DC 18 (Item of Power 4: Special Attack 4: Incapacitating, Melee, No Damage, Unique Disability (must be worn); Always On -3, Limited to Shroud -1, Mind Control 1)

Defects:

- ◆ Blind Fury 2
- ◆ Permanently Large (Permanent 3)

Equipment, Weapons, Armor: Taskmaster Harness

Vampires

These are extremely powerful beings. Most abominations cannot exist on Earth. If an abomination does exist on Earth, it is extremely powerful. Since angels cannot use their divine forms are traits on Earth; the vampire represents a very difficult problem. Fortunately, there are only a few vampires although the number is increasing. Vampires are humans that have given their souls to the demons. In exchange, the demons have given them great power. Through a very powerful ritual that takes one night, the demons can turn a human into a vampire. Once the soul is removed, the body dies. The next night the body will rise from it's place. The creature retains all its past memories.

The weakness of the vampire is for the hunger of essence. Since the body does not have true soul, there is no replenishment of essence inside the body. The vampire must seek out another human to absorb essence from. While the means of draining is different for each vampire in certain ways, most vampires choose to drink blood like the tales say they did. However, the first vampires drained essence by merely touching its prey. Sense the truth has been twisted over the years, vampires must rely on superstition and help from their elders to determine their needs and strengths.



Each vampire can create new vampires. Although, a ritually created vampire is always more powerful than any of his or other is prodigies. Each creature can create another vampire. To create one, the vampire must feed his dark essence into the person's soul. The soul is then corrupted and begins to leave the body. In the physical realm, the vampire may use a kiss or have the new prodigy drink blood from him. This takes essence away from the vampire, which makes him weaker. As to the soul leaves the body, the vampire channels the soul to his demon masters. The vampire then will channel up to six essence points into the new vampire. The new prodigy is weak and feigns for more essence. As they get older, they began to grow in



strength. No prodigy can create another prodigy. Only the vampire created by demons, or otherwise known as vampire keepers, can create vampire prodigy. This is how the demons prefer it to help maintain control of their servants. To gain new powers besides what they have, the vampires must absorb essence from a wildling or talented. A vampire cannot absorb the powers or essence of an angel and it is instantly destroyed if it does. This causes vampires to hunt out the exceptional in the world and destroy them to help them gain more power. Each keeper dreams of breaking free of their demon masters. In fact, a vampire can never break free of the demons. To help them, vampires only have a few weaknesses. The sun does not destroy a vampire out right, but every combat round or ten seconds that the vampire is in the sun, the vampire will lose one point of essence. Another weakness is Spiritus. A human can roll his resistance like he does against a demon to keep the vampire at bay. Some will use crosses while other will show a force of will.

Note: An existing player human character can be turned into vampires. The special abilities for the prodigy should be added as well as the Strength and Agility increased by four. The character points should also be increased by the ability increase and special abilities. The character will take on a new level depending on the total character points. Unless a cure can be found, this is a permanent situation and the player should lose the character since it is considered "lost".

The stats below are for typical vampires. They're many other types that can be made

Stats: Vampire, prodigy

Lvl: 11	CP: 105
Str: 2	BAB: 5
Agi: 4	BDB: 8
Con: 2	Ini: 7
Awa: 2	Sta: 9 (7+2)
Wit: 2	Wis: 5
Spi: -4	Int: 9
Pre: 2	HP: 46
App: 2	EP: 36
Size: Med	Move: 12

Skills (totals): Climb (4), Concentration (4), Diplomacy (4), Disguise (6), Drive (6), Gather Information (4), Hide (6), Jump (4), Knowledge: Occult (4), Listen (4), Move Silently (6), Open Lock (6), Pick Pockets (6), Poison (4), Seduction (4), Swim (4), Tumble (6), Gun Combat (7), Melee Attack (7), Unarmed Attack (7), Ranged Defense (10), Melee Defense (10), Unarmed Defense (10)

Feats: Great Stamina, Brawl, Sneak Attack

Unique Powers/ Attributes

- ◆ **Blood Drain 4d8 (Special Attack 3: No Regeneration, Concealable, Drain Essence, Vampiric (Essence), Low Penetration, Melee, Slow 1, Toxic)**
- ◆ **Gaseous Form, a poisonous gas cloud that can cause humans to pass out (DC 12), Uses 2 EP (Alternate Form, Full Powered 2: Insubstantial 2, Flight 1, Special Attack 1 (Area Affect, Incapacitates, Melee, No Damage, Toxic), Restriction -2)**
- ◆ **Bat Form, can't see in the dark, Uses 2 EP (Alternate Form, Full Powered 1: Flight 1, Heightened Senses 1 (Sonar), Low vision -1, Size Change (Tiny) 2, Sixth Sense 2, Restriction -2)**
- ◆ **Fast Healing 3 hp/round (Regeneration 3)**
- ◆ **Immune to Critical (Immunity 2)**
- ◆ **2 Attacks per round (Extra Attacks 1)**

Defects:

- ◆ **Deadly Sun Allergy, instant (Restriction -3)**
- ◆ **Incapacitated by a wooden stake in heart (Weak Point -1, Vulnerable -1)**
- ◆ **Essence can't be naturally regenerated (Restriction -3)**
- ◆ **No image in mirror (Restriction -2)**

Equipment, Weapons, Armor: Casual Clothing, Hand-guns

Stats: Vampires, Keepers

Lvl: 22	CP: 155
Str: 4	BAB: 11
Agi: 6	BDB: 16
Con: 2	Ini: 14
Awa: 4	Sta: 15 (13+2)
Wit: 4	Wis: 11
Spi: -4	Int: 17
Pre: 2	HP: 106
App: 2	EP: 72
Size: Med	Move: 18

Skills (totals): Bluff (6), Climb (10), Concentration (10), Diplomacy (10), Disguise (8), Drive (8), Gather Information (6), Hide (8), Jump (6), Knowledge: Occult (6), Listen (8), Move Silently (10), Open Lock (10), Pick Pockets (8), Poison (9), Seduction (12), Swim (6), Tumble (8), Gun Combat (15), Melee Attack (15), Unarmed Attack (15), Ranged Defense (18), Melee Defense (18), Unarmed Defense (18)



Feats: Great Stamina, Brawl, Improved Brawl, Sneak Attack

Unique Powers/ Attributes

- ◆ **Blood Drain 5d8 (Special Attack 4: No Regeneration, Concealable, Drain Essence, Vampiric (Essence), Low Penetration, Melee, Slow 1, Toxic)**
- ◆ **Gaseous Form, a poisonous gas cloud that can cause humans to pass out (DC 12), Uses 2 EP (Alternate Form, Full Powered 2: Insubstantial 2, Flight 1, Special Attack 1 (Area Affect, Incapacitates, Melee, No Damage, Toxic), Restriction -2)**
- ◆ **Bat Form, can't see in the dark, Uses 2 EP (Alternate Form, Full Powered 1: Flight 1, Heightened Senses 1 (Sonar), Low vision -1, Size Change (Tiny) 2, Sixth Sense 2, Restriction -2)**
- ◆ **Fast Healing 4 hp/round (Regeneration 4)**
- ◆ **Immune to Critical (Immunity 2)**
- ◆ **2 Attacks per round (Extra Attacks 1)**
- ◆ **Dominate (Mind Control, humans 2)**
- ◆ **Create Prodigy, occurs after the death of the human by blood draining (Contamination 3, Limited -1))**
- ◆ **Animal Domination (Mind Control, animals 1)**
- ◆ **Fear opponent are paralyzed by fear if they fail a Wisdom check (DC 16) (Special Attack 3: Incapacitating, Area Affect, No Damage, Short Range, Toxic)**

Defects:

- ◆ **Incapacitated by a wooden stake in heart (Weak Point -1, Vulnerable -1)**
- ◆ **Essence can't be naturally regenerated (Restriction -3)**
- ◆ **No image in mirror (Restriction -2)**
- ◆ **Demon Masters (Owned -3)**

Equipment, Weapons, Armor: Business Clothing, sword cane, handgun

Aberrations

In the war, angels sometimes fail their missions and return to heaven. Unfortunately, there are casualties in the angelic armies. Most of the time, angels will fall from grace and losing to temptation. When they fall, they are on the other side of the Great War and an enemy of Heaven. As the armies of evil swell against God, evil has found another way to destroy angels. On certain occasions, there are more powerful demons that can ensnare an angel and their essence. Once ensnared, they cannot return to Heaven or enter or leave any realm.

They cannot move, act, or speak. If unimpeded, the demon will take the captive to the circle. In each circle, there are special prisons built to hold angels. The prisons are made of crystals that create a virtual realm. Within that realm, the angel's thoughts, powers and beliefs are crushed and twisted. Once the torture is finished, the angel has fallen from grace and turned into a new being. The process is rather unusual and the results are even stranger. Demons have found that the torture unleashes a certain potential within the angel. The angel somehow begins a transformation into an archangel, but the being does not complete the full transformation. Instead, the angel twists into a new being not like any creature in any realm. The angel's madness causes him to reimagine his appearance and purpose. The individual changes with an almost completely different personality. These creatures only have one form and lose their ability to move out of the shroud. The form can be anything. Their abilities can be very different. Once they leave the prison, they choose whether to join the demonic armies or return to their cell. Most of these creatures join the demons, but a few escape into the shroud to terrorize all beings. The angels have called their twisted brethren aberrations. They are not demons, nor are they abominations or anything else. Demons fear these creatures and their horrific power.

While the process is very horrific and dangerous, no demon has chosen to undergo the procedure. The unwilling victims have produced a much stranger creature that is even less powerful than a human has. These are called Minions. They are not much good for anything except for simple tasks. The demons are continually researching what it is that makes the angels become more powerful and not a demon. Also, the idea of the prison was originally created by an insane demon known as Marij. One of the most loyal demons to Lucifer himself, Marij created the prison, because he knew that it was possible to find the untapped potential. He merely had to find it. He still does not know the answer but knows that he will complete it as soon as he completes a special project for Lucifer.

Wanderer

Most angels marvel at this creature. After the release, the Wanderer only has one form he can take which appears almost completely human. What makes the creature most unusual is that he appears almost identical to the man known as John the Baptist. John was one of the demons most hated adversaries. At first, the demons thought it was some kind of trick. However, the Wanderer has a personality and mannerism similar, but does not appear to hold the same ideas. Many demons still do not trust this aberration. The problem is that he preaches the end of the world and that the messiah is returning. While he has devoted himself vocally to Lucifer, he wanders the world preaching the end. He only appears in the shroud and does not seem



to possess the capability to enter the realm of Earth. Demons do not know if his twisted mind is trying to trick them or trick the world. He is aggressive towards angels if they are hostile, but will not attack if the angels don't attack. He has on occasion attacked hostile demons. Many demons want to destroy him, but Lucifer has ordered them to avoid the being.

Stats: Wanderer

Lvl: 45	CP: 270
Str: 5	BAB: 22
Agi: 5	BDB: 11
Con: 3	Ini: 20
Awa: 4	Sta: 22 (20+2)
Wit: 4	Wis: 21
Spi: 5	Int: 21
Pre: 4	HP: 196
App: 3	EP: 196
Size: Med	Move: 15

Skills (Totals): Bluff (8), Climb (8), Concentration (7), Controlled Breathing (6), Decipher Script (7), Diplomacy (14), Gather Information (8), Handle Animal (7), Hide (8), Intimidation (11), Investigate (13), Jump (9), Knowledge: Arcane (10), Knowledge: Nature (10), Knowledge: Occult (8), Knowledge: Religion (8), Knowledge: Social Sciences (8), Listen (8), Move Silently (8), Navigate (8), Power Usage: Mind Control (31), Search (8), Seduction (10), Sense Motive (5), Speak Languages (10), Spot (8), Swim (8), Tumble (9), Use Rope (9), Wilderness Lore (9)

Melee Attack (44), Melee Defense (43), Ranged Defense (43), Unarmed Attack (25), Unarmed Defense (25)

Feats: Block Ranged Attacks, Deflection, Dodge, Great Stamina

Unique Powers/Attributes

- ◆ Ghost-like (Insubstantial 6)
- ◆ Danger Sense (Sixth Sense 3)
- ◆ Realm Travel: can travel to Earth and Shroud, and takes a round to activate (Special Movement 2: Realm Travel; Activation Time 2 for each travel type)
- ◆ Power Skill: Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills. (Unique Attribute: Power Skill 1)
- ◆ No need to breathe, Does not age, Immune to vacuum, Never need to eat (Special Defense 8)
- ◆ Essence-Based: Physical damage cannot kill the character (Regeneration 6)
- ◆ Absorption by touching, 8d8 (Special Attack 8:

Vampiric (HP), Vampiric (EP), Melee, Toxic, Uses Essence)

- ◆ Staff of Enlightenment, mentally dominates 26-50 beings, can blind all in a 500 ft radius, in melee combat, 3d8+Str (Item of Power 10: Mind Control 6, Sensory Block 2, Special Attack 3 (Flurry, Muscle-Powered, Melee))
- ◆ 4 Attacks per Round (Extra Attacks 3)
- ◆ Mind Shield 5
- ◆ 3 Defenses per round (Extra Defense 2)
- ◆ +20 Skill Points (Highly Skilled 5)
- ◆ Aura of Command 5
- ◆ Immune from all nonsense-based attacks (Immunity 5)

Defects: -

Equipment, Weapons, Armor: Ragged Clothing

Cat Lord

Once the demons released this being she appeared as a giant white and black striped werecat. When the demons discovered they could not control the creature, they attempted to capture her. The creature broke free and escaped out of the circle. Once in the shroud, she discovered Wildings, which appeared as werecats like her. After many massacres, a large amount of Fyrlings gave her leadership of their packs. She had no interest in humans and only saw them as means of making her packs grow through reproduction.

The world began to see a large influx of these creatures. Angels found these beings to be a problem in their dealings on Earth, but have destroyed many werecats. However, no angel has been able to destroy the cats, because no angel can match or stop the powerful Cat Lord that leads them. The Cat Lord is somewhat aware of her unstoppable power, but only cares about her werecats that she calls her children. Due to her insanity, she has not made any push to attack demons, angels or any of their plans. The powerful werecats would make a powerful ally, but the Cat Lord hates all demons and destroys them on site. She has occasionally worked with angels depending on if her interests are met. Toward the end of the twentieth century, she began to fear the expanding technological cities of humans. She only needs the land to expand her tribes, but humans have started killing more wolves as they cut down more forest. This has caused her some concern, but only wants to see her children happy. She does not actively disdain technology or the companies that produce it. She finds most inventions useful. She and her children have destroyed more than one logging operation.

**Stats: Cat Lord**

Lvl: 40 CP: 245
Str: 10 (2+8) BAB: 19
Agi: 4 BDB: 19
Con: 4 Ini: 17
Awa: 2 Sta: 18
Wit: 2 Wis: 18
Spi: 4 Int: 17
Pre: 2 HP: 260
App: -2 EP: 260
Size: Med Move: 12

Skills (Totals): Balance (6), Climb (12), Concentration (4), Controlled Breathing (4), Diplomacy (4), Disguise (4), Escape Artist (6), Gather Information (4), Handle Animal (4), Hide (20), Intimidation (10), Investigate (4), Jump (12), Knowledge: Military Sciences (4), Knowledge: Occult (4), Knowledge: Nature (4), Listen (14), Medical (4), Move Silently (16), Navigate (4), Search (4), Seduction (4), Sense Motive (4), Spot (14), Survival (4), Swim (12), Tumble (4), Use Rope (4), Wilderness Lore (4), Wilderness Tracking (4)

Melee Attack (49), Melee Defense (39), Ranged Defense (49), Unarmed Attack (49), Unarmed Defense (39)

Feats: Dodge, Whirlwind Attack, Sneak Attack, Brawl, Improved Brawl

Unique Powers/Attributes

- ◆ **Realm Travel:** can travel to Earth and Shroud, and takes a round to activate (Special Movement 4 (4): (Realm Travel; Activation Time 4 (-4) for each travel type))
- ◆ **Power Skill:** Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills.
- ◆ **Unique Attribute:** Power Skill 1 (4)
- ◆ **No need to breathe, Does not age, Immune to vacuum, Never need to eat, (Special Defense 8)**
- ◆ **Essence-Based:** Physical damage cannot kill the character (Regeneration 6 (24))
- ◆ **7 Attacks per Round (Extra Attacks 6)**
- ◆ **4 Defenses per Round (Extra Defenses 3)**
- ◆ **Rending Strike** 7d8+Str (Special Attack 8: Flurry, Muscle-Powered, Flurry, Essence Drain, Melee)
- ◆ **Personal Force Field 50 (Force Field 6: Regenerating)**
- ◆ **Invisibility to Sight and Hearing (Invisibility 2: Sight, Hearing)**
- ◆ **+8 Strength (Superstrength 2)**
- ◆ **Immune from all nonessence-based attacks (Immu-**

nity 5)

Defects: -

Equipment, Weapons, Armor: -

Virtualus

This is one of the newer aberrations that demons had created. Initially, he pledged himself to the demon lords and began work on his twisted ideas. He believed that the future was in technology. He saw technology as being the only way to defeating the heavenly legions. His experiments were strange and dangerous. At first, the demons in the circle thought nothing of his unusual ideas until a major accident occurred. He was experimenting with powerful explosives in the shroud. During one of the experiments, he left briefly to obtain some extra equipment. The experiment became unstable and detonated. This was not a small explosion. The experiment destroyed the entire circle and a large area around the circle. The demons decided that he should be destroyed and began to hunt down Virtualus.

He came to the conclusion that he didn't need the demons or there pathetic plots. He was ready to take over the shroud and the Earth. Before he could do this, he needed an army. By using different techniques and some rituals, he created deformed constructs from various electronics. In the end, they appeared to be cybernetic skeletons with powerful guns. Each construct was designed for a certain purpose. To aid the construct, the design was altered to allow them to perform their objectives efficiently. However, Virtualus designed all his constructs for war. His war constructs were a force to be reckoned with. His full army could match any demon force or even a few angelic legions. The demons have tried to destroy him and his constructs, but they still haven't been able to destroy him completely. While being an enemy of demons, his army is also an enemy of angels, all humans and wildings.

Stats: Virtualus

Lvl: 40	CP: 245
Str: 3	BAB: 19
Agi: 8	BDB: 20
Con: 3	Ini: 15
Awa: 3	Sta: 15
Wit: 3	Wis: 17
Spi: 1	Int: 18
Pre: -4	HP: 240
App: -4	EP: 270
Size: Med	Move: 24



Skills (Totals): Bluff (5), Climb (5), Computer Use (13), Concentration (5), Craft (13), Demolitions (13), Diplomacy (4), Disable Device (5), Disguise (10), Drive (10), Escape Artist (5), Gather Information (5), Hide (10), Investigate (5), Jump (5), Knowledge: Architecture (13), Knowledge: Electronics (13), Knowledge: Law (5), Knowledge: Mechanics (13), Knowledge: Military Sciences (13), Knowledge: Physical Sciences (13), Listen (5), Move Silently (5), Navigate (5), Open Lock (10), Repair (33), Research (13), Search (13), Spot (13), Swim (5), Tumble (5), Use Rope (10)

Gun Combat (25), Heavy Weapons (25), Melee Defense (53), Ranged Defense (43), Special Ranged Attack (42), Unarmed Attack (39), Unarmed Defense (30)

Feats: Brawl, Improved Brawl

Unique Powers/Attributes

- ◆ **Flight:** Starting characters can fly up to 50 mph (Flight 2)
- ◆ **Realm Travel:** can travel to Earth and Shroud, and takes a round to activate (Special Movement 4 (4): Realm Travel; Activation Time 4 (-4) for each travel type)
- ◆ **Power Skill:** Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills.
- ◆ **Unique Attribute:** Power Skill 1 (4)
- ◆ **No need to breathe, Does not age, Immune to vacuum, Never need to eat, Can block ranged attacks (Special Defense 8 (8); Block Ranged Attacks (2))**
- ◆ **Essence-Based:** Physical damage cannot kill the character (Regeneration 6 (24))
- ◆ **Repair any machine fifty times faster than normal (Mechanical Genius 5)**
- ◆ **Full Armor 40 (Armor 10)**
- ◆ **4 Attacks per Round (Extra Attacks 3)**
- ◆ **3 Defenses per Round (Extra Defenses 2)**
- ◆ **Essence Cannon 7d8 (Special Attack 10: Drain Essence, Flurry, Long Range)**
- ◆ **Rituals (Magic 8: Varies)**
- ◆ **Immune from all nonessence-based attacks (Immunity 5)**

Defects: -

Equipment, Weapons, Armor:

Demons

Demons are the creatures that reside in the darkest places of Earth.

Once angels of light and all-things-good, they now work for themselves and their self-proclaimed leader, Satan, as they defile the Earth and humans. Without the grace of God, these creatures are pure evil. They enjoy subverting people and confusing them of the truth. While demons enjoy tormenting humans in their lives, they really want humans for other purposes.

After being thrown from Heaven, they no longer have the sustenance that they need. All angels need essence to survive and maintain their forms. Without essence they stay in their celestial form in a coma-like state. However, demons cannot voluntarily revert back to their celestial form. They can only choose their divine and human form. When a demon does not have any essence, they will immediately disappear and reappear at their circle they are attuned to. They will wait at the place in a gas-like form until they are imbued with essence. All circles are designed to receive and give essence to any demon. However, demons must give the circle essence.

All demons can move and act independently, but they need essence to survive and continue their plans. They get their essence from humans. Any creature with a soul produces essence. If the person that is in tune with the Holy Spirit (a presence that comes from God that resides in all humans), the essence will be converted into a new type of energy called Spiritus. No demon can harness essence from Spiritus. In fact, the Spiritus will hurt them as well as help a human resist any of their temptations. So, demons must work hard to get a human to turn away from God and listen to their more primal instincts. When the human turns away from God, the Holy Spirit will remain, but it will lose sway over the soul and the human's action. This is because God never leaves the human. Once the human has stopped allowing them to be influenced by demons, the human continues to produce essence but none of it is converted. Humans do not use essence, but the level of essence affects the state of their soul. If essence builds up, the human becomes very decadent experimenting in everything. If the essence drops low or to nothing, the human feels only despair. Demons have learned this about humans and have found that they can siphon away the human's essence to reenergize them with that essence. By lowering and raising the essence, the demons use this as one of their ways to toy with humans.

To get a human to turn away from God, demons employ several different methods. Most common means is through suggestion from the shroud. A creature can see anyone on Earth in the Shroud. The demon must vocally suggest an action to the person or what they should say. The human automatically gets to resist the demon, but this is considered an opposed roll. The demon must roll his Intelligence plus level while the human uses their Wisdom plus their level. For every level of faith, the human gets to add +5 to their roll. This only works



if the demon is trying to influence a human from the shroud. With all six levels, the human could add 30 to their roll. Without Spiritus, demons find it easy to sway a human in the wrong direction. If the human is a problem for the demon, the demon will use other methods and influences to lower their Spiritus. Demons will often have other humans say or do things to a stronger human. Many times, evil humans will cause a human's Spiritus to lower enough to be swayed from God. Fear is a wonderful tool that causes a human to lose all their Spiritus at once. Sometimes, demons will take their human form and wander the Earth. Once on Earth, they can influence any human action and even cause greater problems. While demons use humans for their essence, they have other reasons for corrupting humanity.

Demons are evil and want to destroy God. Satan has a plan to use the corrupted humanity as soldiers in his war directly against God. Other demons like to use and hurt humans just because they know it hurts God to see a human do such acts. However, demons cannot simply amass a huge army and attack Heaven. The angels would detect a buildup or a demonic plan and would send their troops to stop the demons. They don't want to see their plans fall apart easily, so they work in covert activities and try to draw as little attention as possible. Humans do a great job in corrupting themselves without the demons help. All demons know by keeping the world dark they can create a powerful enough army and take back Heaven.

Baalum

Angelic Name: Bale

As leader of the circle, the Iron Gates, Baalum has commanded one of the most powerful circles for the last three millennia. Being one of the most powerful angels to join Lucifer, he led a large legion of devoted angels. Lucifer used his popularity to garner a large amount of support in which he led into the bloodiest battle of the War in Heaven. This battle caused many angels to be destroyed including some of his beloved friends. After the exile, he discovered what Lucifer had done. He resented Lucifer for that and began to plan Lucifer's downfall. However, he was one of the most powerful demons to follow Lucifer, so he continued to vocally support Lucifer and his plans for conquest. He has been very successful in many campaigns and is still very popular with many demons. While bloodthirsty and powerful, he exudes a very cool attitude and mood. He is very charismatic and believes in what he fights for. After all, if God is trapped, he has conquered one foe and only needs to conquer one more.

Lucifer has used Baalum to lead large armies and raise the morale of the troops. In fact, he was in charge of leading the second wave of attackers against Heaven. God knew he was going to purposely stall

the second wave and used the flood to destroy the second wave. While Baalum used excuses to hide his treachery, he began to look for other ways to destroy the evil being. His latest plan includes creating a large army of sorcerers to hold the world in their power as they began an attack on Heaven. In his divine form, he has large horns and a large muzzle-like face with very sharp teeth. His body is covered in fire in which he is immune to and it is always burning.

Stats: Baalum

Lvl: 30	CP: 195
Str: 14	BAB: 16
Agi: 4	BDB: 17
Con: 4	Ini: 16
Awa: 1	Sta: 17
Wit: 3	Wis: 15
Spi: 2	Int: 15
Pre: 4	HP: 222
App: -1	EP: 222
Size: Med	Move: 12

Skills(Totals): Balance (6), Climb (16), Diplomacy (6), Disguise (6), Escape Artist (6), Gather Information (8), Handle Animal (6), Hide (6), Intimidation (10), Investigate (4), Jump (14), Knowledge: Military Sciences (6), Knowledge: Occult (4), Listen (4), Medical (4), Move Silently (6), Navigate (4), Search (4), Seduction (6), Sense Motive (4), Spot (8), Survival (4), Swim (14), Tumble (6), Use Rope (6)

Melee Attack (36), Melee Defense (27), Ranged Defense (27), Special Ranged Attack (26), Unarmed Attack (36), Unarmed Defense (26)

Feats: Dodge, Whirlwind Attack, Power Attack, Cleave, Great Cleave, Block Ranged Attacks, Deflection Brawl, Improved Brawl

Unique Powers/Attributes

- ◆ **Celestial Sword:** 6d8+Strength, -10 armor reduction to opponent (Special Attack 7: Drains Essence, Muscle-Powered, Flurry, Penetrating (Armor); Melee, Only in Divine Form)
- ◆ **Hallow Light:** 5d8, Blinds: Intelligence Check vs DC 14 (10+(2/rank)) (Celestial Fire 2: Special Attack 5: Drains Essence, Flare, Short Range, Only in Divine Form)
- ◆ **Flaming Aura** 3d8, permanently on, immune to fire (Special Attack 2: Aura, Burning, Melee, Only in Shroud; Permanent -3; Immunity 1)
- ◆ **Flight:** Starting characters can fly up to 50 mph. (Flight 2)



- ◆ **Realm Travel:** can travel to Earth and Shroud, and takes a round to activate (Special Movement 4: Realm Travel; Activation Time 4 for each travel type)
- ◆ **Power Skill:** Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills.
- ◆ **Unique Attribute:** Power Skill 1 (4)
- ◆ **Extras:** No need to breathe, Does not age, Immune to vacuum, Never need to eat, Extreme Strength (Special Defense 8 (8); Superstrength 3)
- ◆ **Essence-Based:** Physical damage cannot kill the character (Regeneration 6 (24))
- ◆ **5 Attacks per Round (Extra Attacks 4)**
- ◆ **4 Defenses per Round (Extra Defenses 3)**
- ◆ **Inspires a Medium Team (Aura of Command 4)**
- Armor 20 (Armor 5)**

Defects:

- ◆ **Temptation:** Gains one temptation every five levels, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent (Temptation 3 (-6) for the level gain)
- ◆ **No Wealth:** Wealth Bonus will always be a +0 (Restriction (-3): Cannot have a Wealth Bonus of more than a +0)

- ◆ **Unsaved:** When one sin is committed, the character cannot go to Heaven anymore (Unique Defect (divide total points by one-half, only at 1st level), Owned (-3) by God)

Equipment, Weapons, Armor: -

Sunder

Angelic Name: Sundra

Being a part of the original fallen, Sunder was chosen to be one of the twelve great dragons. Losing his ability to turn into a standard divine form, he now turns into a mythical European dragon. Sunder stands as tall as ten stories and is almost 200 feet long not including his tail. With the ability to breathe molten fire out of his mouth, he can destroy most angels in one attack. His claws are also just as dangerous and he enjoys destroying angels in his jaws. To increase his power, his skin is a very thick armor that makes him almost impervious to attack. Due to his great power, he will lead a small cadre of demons and setup a small base of operation in a city. Once they have is setup in the city, they begin to lead various operations to increase their power and make the area very dark with evil. It takes several months to years to uproot Sunder from the city. He has been responsible for many different acts of violence and terrorism. He has encouraged serial killings and random violence. While he is conniving to an extent, he relies on brute force more than finesse.

Stats: Sunder

Lvl: 31	CP: 200
Str: 10	BAB: 18
Agi: 4	BDB: 17
Con: 4	Ini: 15
Awa: 2	Sta: 17
Wit: 1	Wis: 16
Spi: 2	Int: 17
Pre: 0	HP: 270
App: -2	EP: 250
Size: Huge	Move: 20

Skills (Totals): Bluff (5), Climb (6), Concentration (5), Controlled Breathing (4), Decipher Script (5), Diplomacy (12), Gather Information (5), Handle Animal (4), Hide (6), Intimidation (9), Investigate (5), Jump (7), Knowledge: Arcane (5), Knowledge: Nature (5), Knowledge: Occult (5), Knowledge: Religion (5), Knowledge: Social Sciences (5), Listen (5), Move Silently (6), Navigate (5), Power Usage: Mind Control (22), Search (5), Seduction (10), Sense Motive (5), Speak Languages (10), Spot (5),





Swim (6), Tumble (4), Use Rope (5), Wilderness Lore (5)

Melee Attack (33), Melee Defense (27), Special Ranged Attack (38), Ranged Defense (27), Unarmed Defense (27)

Feats: Power Attack Block Ranged Attacks

Unique Powers/Attributes

- ◆ **Huge Size: (Size Change 2)**
- ◆ **Flame Breath 8d8 (Special Attack 9: Burning, Flurry, Short Range)**
- ◆ **Armor 20 (Armor 5)**
- ◆ **Dragon Claw Attack 3d8+Str (Special Attack 4: Flurry, Muscle-Powered, Melee)**
- ◆ **Can Mentally Control up to 2 – 3 individuals (Mind Control 2)**
- ◆ **+5 against Mental Attacks (Mind Shield 5)**
- ◆ **3 Attacks per Round (Extra Attacks 2)**
- ◆ **3 Defenses per Round (Extra Defenses 2)**
- ◆ **+8 Strength (Superstrength 2)**
- ◆ **Flight: Starting characters can fly up to 100 mph (Flight 3)**
- ◆ **Power Skill: Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills. (Unique Attribute: Power Skill 1)**
- ◆ **No need to breathe, Does not age, Immune to vacuum, Never need to eat, (Special Defense 8)**
- ◆ **Essence-Based: Physical damage cannot kill the character (Regeneration 6)**

Defects:

- ◆ **Permanent Form, only can be one form (Permanent -2)**
- ◆ **Permanent Size, only can be huge (Permanent -3)**
- ◆ **Temptation: Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent (Temptation 3 (-6) for the level gain)**
- ◆ **No Wealth: Wealth will always be a +0 (Restriction -3: Cannot have a Wealth Bonus of more than a +0)**
- ◆ **Unsaved: When one sin is committed, the character cannot go to Heaven anymore (Unique Defect (divide total points by one-half, only at first level), Owned -3 by God)**

Equipment, Weapons, Armor: -

Jujdrist

Angelic Name:
Judas

After his exile from Heaven, he began to study humans. He was much more interested in humans than most demons. Besides manipulating them and draining them of essence, he found they could be very powerful. While other demons have ma-



nipulated sorcerers to do their will, he found ways to make humans very powerful and loyal only to him. To further his plans, he discovered he could mutate his most devoted followers to creatures of the shroud. As he was about to initiate the plans, Lucifer led a great army against Heaven, which resulted in the Great Flood. With all the demonic forces in ruins and the circles almost completely destroyed, Jujdrist found that his plans could benefit his masters. For many centuries, he sought out potential humans. Eventually, he began to manipulate a group of priests. He convinced them that God had no power and he could give them all the power they wanted. After a short time, they believed him. As he showed them powerful rites, they found enormous power. He then began to turn them into the jujdra. The demons like the jujdra, because they could use them to perform many of the rituals. Once he had obtained a large following, he began to convert most of them into jujdra, because he wanted to keep the cult a secret from society and angels. The large influx of abominations put Jujdrist as the third in command of the Tomb. Jujdrist has great power now as he leads large armies of undead. He does not prefer to fight the angel's head on. He would rather work in his dark labs and send his minions to disrupt God's plans. Although, he is finding he is not content to staying where he is at in the command of the circle. He disagrees with the plans of the master demons to cause strife in Africa. He believes they should form a new religion that entices all humans in Africa, which would give them an army against the world, and Heaven.

Stats: Jujdrist



Lvl: 20 'CP: 145
 Str: 2 BAB: 13
 Agi: 4 BDB: 14
 Con: 4 Ini: 13
 Awa: 3 Sta: 14
 Wit: 3 Wis: 14
 Spi: 6 Int: 13
 Pre: 4 HP: 140
 App: -2 EP: 140
 Size: Med Move: 12

Skills (Totals): Bluff (6), Climb (4), Concentration (5), Decipher Script (5), Diplomacy (6), Disguise (6), Forgery (5), Gather Information (5), Hide (5), Intimidation (6), Investigate (10), Jump (4), Knowledge: Arcane (5), Knowledge: Nature (5), Knowledge: Occult (10), Knowledge: Religion (10), Listen (5), Medical (5), Move Silently (6), Navigate (5), Poisons (5), Power Usage: Mind Control (13), Research (5), Search (5), Seduction (10), Sense Motive (5), Speak Languages (5), Spot (5)

Melee Attack (17), Melee Defense (20), Ranged Defense (20), Thrown Weapons (17), Unarmed Defense (20)

Feats: Block Ranged Attacks

Unique Powers/ Attributes

- ◆ **Ritual Magic 100 (Magic 10)**
- ◆ **Control 4-8 Individuals for several days (Mind Control 3)**
- ◆ **Mind Shield +10 (Mind Shield 10)**
- ◆ **Telepathy, Read and Transmit Thoughts as well as attack minds, can perform Telepathy on 2-6 individuals simultaneously (Telepathy 4)**
- ◆ **Defiant Shield: Armor 20, Thrown Damage 2d8 (Armor 5 (Shield Only); Special Attack 1: Affects Incorporeal, Drain Essence, Short-Range, Only in Divine Form, Uses Energy)**
- ◆ **Flight: Starting characters can fly up to 50 mph (Flight 2)**
- ◆ **Realm Travel: can travel to Earth and Shroud, and takes a round to activate (Special Movement 4: Realm Travel; Activation Time 4 for each travel type)**
- ◆ **Power Skill: Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills.(Unique Attribute: Power Skill 1)**
- ◆ **No need to breathe, Does not age, Immune to vacuum, Never need to eat (Special Defense 8)**
- ◆ **Essence-Based: Physical damage cannot kill the character (Regeneration 6 (24))**

Defects:

- ◆ **Temptation: Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent (Temptation 3 for the level gain)**
- ◆ **No Wealth: Always will be a +0 (Restriction: Cannot have a Wealth Bonus of more than a +0)**
- ◆ **Unsaved: When one sin is committed, the character cannot go to Heaven anymore (Unique Defect (divide total points by one-half, only at first level), Owned -3 by God)**

Equipment, Weapons, Armor: -

Calian

Angelic Name: Calus

She was eager and ambitious, and Lucifer secretly counseled her. As she was sent on several missions to Earth, she met with him each time. At first, she was trying to find a way to destroy him. However, he was too strong and she was too weak. He eventually convinced her that she was better than the rest of the angels and that they should be destroyed. He setup her up to sabotage an angelic mission. She and her comrades were to destroy a newly forming circle. As they were about to complete the mission, she turned on them and several demons ambushed them. As she fell from grace, she still believed that she was better than any angel. She makes it a mission to hunt down angels and stop their missions while sending them back to Heaven. She has succeeded many times and failed only a few times. She is an excellent planner and tactician. She enjoys using humans as pawns and bait.

Stats: Calian

Lvl: 19	CP: 140
Str: 12	BAB: 14
Agi: 4	BDB: 13
Con: 4	Ini: 9
Awa: 1	Sta: 11
Wit: 1	Wis: 11
Spi: 4	Int: 10
Pre: 0	HP: 126 (114+2d8)
App: -1	EP: 120 (114+2d8)
Size: Med	Move: 12

Skills: Balance (6), Climb (14), Concentration (3), Controlled Breathing (6), Disguise (6), Escape Artist (6), Gather Information (3), Handle Animal (2), Hide (6),



Intimidation (2), Investigate (3), Jump (14), Knowledge: Military Sciences (9), Knowledge: Occult (3), Listen (3), Medical (3), Move Silently (6), Navigate (3), Search (3), Seduction (6), Sense Motive (5), Spot (3), Survival (3), Swim (14), Tumble (6), Use Rope (6)

Melee Attack (26), Melee Defense (20), Special Ranged Attack (16), Ranged Defense (20), Unarmed Attack (16), Unarmed Defense (15)

Feats: Dodge, Power Attack, Cleave, Great Cleave, Whirlwind, Brawl, Improved Brawl

Unique Powers/Attributes

- ◆ Celestial Sword: 7d8+Strength, -10 armor reduction to opponent (Special Attack 8: Drains Essence, Muscle-Powered, Flurry, Penetrating (Armor); Melee, Only in Divine Form)
- ◆ Hallow Light: 6d8, Blinds: Intelligence Check vs DC 14 (10+(2/rank)) (Celestial Fire 2: Special Attack 5: Drains Essence, Flare, Short Range, Only in Divine Form)
- ◆ 4 Attacks per Round (Extra Attacks 3)
- ◆ 4 Defenses per Round (Extra Defenses 3)
- ◆ +2d8 HP (Health Bonus 2)
- ◆ +2d8 EP (Essence Bonus 2)
- ◆ Flight: Starting characters can fly up to 50 mph (Flight 2)
- ◆ Realm Travel: can travel to Earth and Shroud, and takes a round to activate (Special Movement 4: Realm Travel; Activation Time 4 (-4) for each travel type)
- ◆ Power Skill: Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills. (Unique Attribute: Power Skill 1)
- ◆ No need to breathe, Does not age, Immune to vacuum, Never need to eat (Special Defense 8)
- ◆ Essence-Based: Physical damage cannot kill the character (Regeneration 6 (24))

Defects:

- ◆ Temptation: Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent (Temptation 3 for the level gain)
- ◆ No Wealth: Always will be a +0 (Restriction: Cannot have a Wealth Bonus of more than a +0)
- ◆ Unsaved: When one sin is committed, the character cannot go to Heaven anymore (Unique Defect (divide total points by one-half, only at first level), Owned -3 by God)

Equipment, Weapons, Armor:



Erilyes

Angelic Name: Erin

This angel was a being who believed in love. She fought hard to make humans love each other. After failing multiple times, she decided she would get a human to love a human in all their heart. She was assigned to help a man with his marital situation. As the marriage continued to fall apart,

Erin found a secret of the man. He had once loved another woman with all his heart. He had only married to please his parents. She decided that love was more important than matrimony. She found the lost love that was a young lonely woman. She reintroduced the husband to his past love and encouraged him to follow his heart. They were attracted to each other and began a very lustful affair. Realizing he really wanted the young woman, he decided he needed to get out of his marriage. Erin tried to counsel him on the best ways of divorce proceedings, but the man had other plans. He met his wife in the living room one day, and the police found her dead that evening with a gun shot to the head. The husband was found innocent, because he had framed a house burglar. In his triumph, he moved into the house with the young lady. It was only months later that the woman was found mysteriously dead.

God was very angry at her sin for encouraging the man and woman to sin. She was expelled from Heaven. After a time, she began to grow angry and more depraved. As she became disillusioned about love, she decided to torture humans with lust and illusion of love. She has slept with more men and women causing them to sin and become evil in their walks. For some, she only needs to hint while others have had sexual affairs with her. She leaves them empty inside drained of all



their essence. She is much more powerful demon, because humans expel more essence when they are experiencing certain situations. While she does not swear to Lucifer or his legion, she does work with them to further her own goals while helping her old enemy out. She does not formerly belong to a Circle; she will often frequent the Blight, a circle somewhere in North America.

Stats: Erilyes

Lvl: 10	CP: 95
Str: 0	BAB: 9
Agi: 4	BDB: 7
Con: 0	Ini: 10
Awa: 0	Sta: 6
Wit: 2	Wis: 8
Spi: 4	Int: 6
Pre: 8	HP: 40
App: 6	EP: 50
Size: Med	Move: 12

Skills (Totals): Bluff (10), Diplomacy (10), Gather Information (2), Hide (6), Intimidation (10), Investigate (2), Jump (2), Knowledge: Religion (6), Knowledge: Social Sciences (2), Listen (2), Move Silently (6), Search (4), Seduction (10), Sense Motive (4), Speak Languages (4), Spot (2), Tumble (6), Use Rope (6)

Archery (11), Melee Attack (11), Melee Defense (9), Ranged Defense (11), Unarmed Attack (9), Unarmed Defense (11)

Feats: Block Ranged Attacks, Combat Martial Arts, Advanced Combat Martial Arts, Dodge

Unique Powers/Attributes:

- ◆ **Draining Touch 4d8:** Essence Drain by Physical Contact, and can increase Essence above her maximum (Special Attack 4: Drain Essence, Vampiric (EP), Melee, No Damage, Toxic)
- ◆ **Distraction:** Can distract up to 10 people or 20% of an audience at a time (Art of Distraction 3)
- ◆ **Agonizing Whip 5d8,** a ghostly whip that incapacitates her foes with pain (DC 20), every hit subtracts 5 from Awareness temporarily (Special Attack 5: Incapacitating, Drain Mind, Melee, Only in Divine Form, Uses Energy)
- ◆ **Psalms of Peace:** Paralyzes all opponents in an area, Intelligence check vs. DC 20 (10+(2/special attack rank)), Takes one round before affects occur, cannot use again for one minute (Celestial Fire 2 (8): Special Attack 5(20): Area Effect, Affects Incorporeal, Incapacitating, Unique Ability (affects only Enemies), No Damage, Short

Range, Static, Toxic (Sound), Unique Disability (only affects attacking opponents), Extra Energy)

- ◆ **Bow of Light:** 2d8, 500 ft range, -10 armor reduction of opponent, Uses Archery skill (Special Attack 3: Drain Energy, Penetrating (Armor), Only in Divine Form)
- ◆ **Flight fly up to 50 mph (Flight 2)**
- ◆ **Realm Travel:** can travel to Earth and Shroud, and takes a round to activate (Special Movement 4: Realm Travel; Activation Time 4 for each travel type)
- ◆ **Power Skill:** Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills. (Unique Attribute: Power Skill 1)
- ◆ **No need to breathe, Does not age, Immune to vacuum, Never need to eat (Special Defense 8)**
- ◆ **Essence-Based:** Physical damage cannot kill the character (Regeneration 6)

Defects:

- ◆ **Temptation:** Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent (Temptation 3 for the level gain)
- ◆ **No Wealth:** Always will be a +0 (Restriction: Cannot have a Wealth Bonus of more than a +0)
- ◆ **Unsaved:** When one sin is committed, the character cannot go to Heaven anymore (Unique Defect (divide total points by one-half, only at first level), Owned -3 by God)

Equipment, Weapons, Armor: -

Rykes

Angelic Name: Ryn

While all angels are devoted to their duties, Ryn was zealous in his devotion. While this was considered good by most respects, it gave the angel a darker side. Since he was





a guardian angel, he was very vigorous in his duties and was very successful. His overwhelming devotion became his downfall.

He was guarding a young woman who was being stocked by an evil man. The man was under the influence of demons, and he successfully thwarted the demons and their influence. Everyone was safe from the evil influences and he began suggesting godly ideas to both of them. However, this was not enough. The man walked into the woman's house, half-crazed, and murdered the woman. Ryn never saw such a horrible act performed by a human. He thought that demons were only capable of such acts. While he could have intervened, he was ordered by God to stand aside and allow the events to happen. As Ryn watched the woman die, he was even more horrified as the man began to defile her body. He was so enraged by this evil being, not just because of the evil acts, but his inability to defend the woman during the slaughter. He falsely realized that all his hard work had been for not, and everything he has done for God never really mattered and did not make any difference. With these thoughts and watching such a horrible act, he decided to take matters in his own hands. He appeared on Earth and surprised the man. The angel proceeded to rip the man completely apart. The room was covered in body parts and blood. From that day forward, Ryn became Rykes, the demon of slaughter.

Later on, Rykes realized his lapse in judgment and thought, but this only aided his madness. He hates all humans and works towards using them and destroying them. In fact, he uses his guardian knowledge to protect murderers as they perform their acts. At times, he will decide to dispatch the murder himself or have a vengeful soul destroy his tool while giving him another tool. He waits for the day that all humanity will be destroyed.

Stats: Rykes

Lvl: 12	CP: 105
Str: 1	BAB: 10
Agi: 5	BDB: 11
Con: 5	Ini: 6
Awa: 2	Sta: 8
Wit: 1	Wis: 8
Spi: 3	Int: 7
Pre: 0	HP: 58
App: 0	EP: 54
Size: Med	Move: 15

Skills: Bluff (2), Climb (3), Gather Information (4), Hide (7), Intimidation (2), Investigate (4), Jump (3), Knowledge: Occult (4), Knowledge: Religion (4), Knowledge: Social Sciences (4), Listen (4), Move Silently (7), Search (4), Seduction (2), Sense Motive (3), Speak Languages

(3), Spot (4), Tumble (7), Use Rope (7)

Melee Attack (12), Melee Defense (13), Thrown Weapons (12), Ranged Defense (13), Unarmed Attack (12), Unarmed Defense (13)

Feats: Block Ranged Attacks, Dodge, Brawl, Improved Brawl, Stunning Fist, Sneak Attack, Power Attack

Unique Powers/Attributes

- ◆ **Killer's Cleaver** 5d8 and does Essence Damage as well as -5 to Con/hit, it is a blade of energy that only affects the living (Special Attack 5: Drain Essence, Drain Body, Flurry, Melee, Toxic)
- ◆ **Defiant Shield:** Shield Armor 20, Thrown Damage 2d8 (Armor 5 (10): Shield Only; Special Attack 1 (4): Affects Incorporeal, Drain Essence, Short-Range, Only in Divine Form, Uses Energy)
- ◆ **3 Attacks per Round (Extra Attacks 2)**
- ◆ **3 Defenses per Round (Extra Defense 2)**
- ◆ **Flight:** fly up to 50 mph (Flight 2)
- ◆ **Realm Travel:** can travel to Earth and Shroud, and takes a round to activate (Special Movement 4: Realm Travel; Activation Time 4 for each travel type)
- ◆ **Power Skill:** Can attempt any skill even if it needs training, also additional ranks provide a +1 to all skills. (Unique Attribute: Power Skill 1)
- ◆ **No need to breathe, Does not age, Immune to vacuum, Never need to eat (Special Defense 8)**
- ◆ **Essence-Based:** Physical damage cannot kill the character (Regeneration 6)

Defects:

- ◆ **Temptation:** Gains one temptation every five rounds, ie: 1, 5, 10, 15...; Points are already higher to compensate for level gain, character does not gain any more bonus points than provided below; the defects are somewhat frequent (Temptation 3 for the level gain)
- ◆ **No Wealth:** Always will be a +0 (Restriction: Cannot have a Wealth Bonus of more than a +0)
- ◆ **Unsaved:** When one sin is committed, the character cannot go to Heaven anymore (Unique Defect (divide total points by one-half, only at first level), Owned -3 by God)

Equipment, Weapons, Armor: -



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