

Naughty Tentacles. the Fuzion Sourcebook for Anime Horror

The Naughty Tentacles Sourcebook



for Fuzion

Insanity Created by Dana Jorgensen

V ersion 1.1

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Welcome to the Naughty Tentacles Sourcebook for Fuzion

This sourcebook is designed to provide rules to allow GMs to use the Fuzion rules set to play games in the horror anime genre, also known as the Slimy Tentacles genre or Naughty Tentacles genre. These rules can be used as a stand-alone sourcebook for that genre, or you may use them as an enhancement to the many Fuzion-based anime RPGs already on the market, including Bubblegum Crisis and Armored Trooper Votoms.

Naughty Tentacles are just that, 'naughty'. Most of the material produced in this genre revolves around demons and aliens who are... perverse. In an extreme. They run around using their tentacles for some very sick things, which will be detailed in the various appendices in this sourcebook. However, not all of it is like that. After all, Rumiko Takahashi's Inu Yasha and Mermaid Saga tales are also a part of the naughty tentacles genre. The genre is a rather widespread subject, ranging from rather tame PG-rated anime all the way to very explicit X-rated animation. For each of these sub-genres, we will provide an appendix detailing unique rules and notes for each of them, as well as a recommended viewing list.

I'm sure you're wondering how it is that I ended up producing this particular sourcebook. While browsing the usenet, I encountered a message in the usenet newsgroup, rec.games.frp.misc. The poster was looking for players for his new 'manga horror PBeM'. Reading the brief description, I decided that I'd lurk on the game to see how the GM handled the subject matter. Within days, I decided I'd simply just play in the game rather than lurk, since it looked entertaining. Unfortunately, I didn't know that the GM intended to only run the game for a week. I in turn volunteered to continue the game. I really didn't like the overly loose and untested rules the previous GM used, so I decided to make use of Fuzion. There are three reasons behind that decision: 1) everyone can get a free copy of the Fuzion rules off the net. 2). Fuzion seems well targeted for the anime game market, with Mekton Zeta, Bubblegum Crisis, Armored Trooper Votoms, Teenagers from Outer Space, and Usagi Yojimbo on the market, along with a Dragonball Z RPG in production at the time of this writing. And lastly, 3) I'm anxiously awaiting Bubblegum Crisis EX to hit the stores so I can see my name in the credits. Of all the anime-genre games on the market, Fuzion is the one I am most familiar with.

Credits

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Fuzion is the FUZION Lab Group's trademark for its multigenre game system

Please refrain from attempts to stone the various parties involved over the existence of this book.

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Version History

Version 1.0 – Finished way back in 1997, It covered little more than character generation, magic and psychic powers with no rules, some monsters and A Brief treatise on Demons in Anime.

Version 1.1 – Released in 1999, it was version 1.0 formatted and converted to PDF format.

Version 1.2a – The latest edition, released in 2002, expanding character generation a bit, adding sanity rules, and magic/psychic power creation rules. Still in PDF format.

Version 1.2b – Same written content as 1.2a, but with added illustration. Not for the faint of heart. Download at your own risk.

Version 1.3a and 1.3b – Some added content here and there, and the table of contents will receive page numbers!

Version 2.0a and 2.0b – The release date is yet to be determined. This edition will contain all the appendices once they are finished.

Stuff You Need

With this sourcebook, we do not provide a complete copy of the Fuzion rules, only character generation and the new rules we've developed for this book. You can locate a copy of the Fuzion game system in its many incarnations from the following locations:

Published Books:

Bubblegum Crisis RPG

Champions: the New Millenium

Armored Trooper VOTOMS

Teenagers from Outer Space

Cyberpunk 3rd edition*

Mekton Zeta, Fuzion Edition*

Dragonball Z RPG*

Usagi Yojimbo RPG

Shaintar*

Sengoku*

or get the Champions version online for free:

<http://www.sabram.com/rtalsoriangames/site/fuzion/index.html>

The above publications denoted with an asterick (*) are not published as of this writing.

Recommended Reading or Viewing

Urotsukidoji

Adventuring Kid

La Blue Girl

Twin Dolls

Iczer-One (there's a classic for ya!)

Mamono Hunter Yohko

Dream Hunter REM

Guy

Iczer Three

Silent Mobius

3x3 Eyes

Blue Seed

Vampire Princess Miyu

Ominous Devil Yuma

Yotoden

Vampire Hunter D

Supernatural Beast City

Supernatural Demon City

Warrior Nun Areala

Inu Yasha

Character Creation



Character Creation

The selection of statistics for the Naughty Tentacles Sourcebook has been made to reflect upon every corner of the genre that has thus far been presented in video and printed media. So far, an astoundingly wide variety of background settings have been presented, from ancient and feudal Japan to present day, to the far-flung future and the depths of space. Those tentacles sure do like to get around, don't they? ^_^;

Primary Stats:

Primary stats are determined by point allocation. The number of points available varies from game to game and GM to GM. In Fuzion, you are allocated a certain number of points for your primary stats, which are spent at a 1:1 ratio.

Mental Group:

Intelligence (INT): This is how generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception and ability to learn. Any mental deficiencies will not become apparent until you drop to **INT** 1 or lower.

Willpower (WILL): Your determination and ability to face danger and stress. This stat is your courage and cool.

Presence (PRE): Also known as **Personality (PERS)** in some editions of Fuzion. This is your ability to impress and influence people through character and charisma, as well as how well you get along with other people and how you interact socially.

Psyche* (PSY): Derived from Night's Edge. It is a reflection of inner strength and psychic power. This measures your skill and strength in the use of the mysterious powers of the mind.

Combat Group:

Technique (TECH): This is manual dexterity; the ability to manipulate tools and instruments, as well as reflecting knowledge in the procedures behind those tool uses.

Reflex (REF): This is a measure of response time and coordination, as used with aiming, throwing, juggling, and the like.

Dexterity (DEX): This is overall physical competence as it pertains to balance, combat, and movement.

Physical Group:

Constitution (CON): This is the measure of your health, bearing on resistance to shock, poison, and disease.

Strength (STR): A measure of brute force you can exert, for lifting, carrying, dragging, etc.

Body Type (BODY): Your size and toughness, measuring your ability to stay alive and conscious.

Movement Group:

Movement (MOVE): Your speed. It affects, running, leaping, and swimming.

Spiritual Group:

Dedication* (DED): This is a measure of your fanaticism to a group, subject, or concept. It could represent the indoctrination and cadre of a super-secret organization, such as the Illuminati; the brainwashing of a cult organization; or simple dedication to a personal goal or philosophy.

Piety* (PIE): Measure of religious conviction. It reflects your ability to use divine magic.

Ki* (KI): Ki is the life force that runs through every person. Ki is a quasi-mystical element, but is not magic in the literal sense. Ki is what allows properly trained people, such as martial artists, to do spectacular things - seemingly impossible things - by sheer will.

*These stats are optional. Character need not put any points in them. But they are not free point pools. Players should calculate their character's available Stat points by adding up the number of used stats and multiplying by the proper amount listed for the campaign style. For instance, a character using only 11 stats in a competent style game will have only 33 SP, while a character using all 14 would have 42 SP. GMs should monitor SP expenditures to determine if any of these optional stats are being abused for free points. GMs may make any of the optional stats mandatory at their discretion.

Derived Stats:

These stats are derived from the numbers of your primary stats. each derived stat will provide a formula for its calculation.

Endurance (END) [CON x 10]: This stat represents how long you can continue expending energy, whether by physical exertion or the use of a special ability, like a superhero's superpower. When it runs out, you are exhausted and can do nothing more than rest and recover. The general rule of thumb is 1 die of effect, 1 hour average activity, 1 minute of combat, or 1 point of power used costs you 1 point of **END**. **END** is replenished at the **REC** rate when you take a recover action.

Hits (HITS) [BODY x 5]: This is a measure of how much killing damage you can suffer through before you die. You have the option of pooling this together with your **STUN** and then dividing the total up between the two stats as you see fit. You cannot shift more than half the points from **STUN** to **HITS** or vice versa.

RUN (RUN) [MOVE x 3 meters]: Your ground movement rate.

LEAP (LEAP) [MOVE / 2 meters]: The distance you can leap from a standing start

SWIM (SWIM) [Move x 1 meter]: How fast you can swim.

LUCK (LUCK) [INT + REF]: This is fate working in your behalf. During the course of the game, you can take points from this stat and apply them in crucial situations, adding bonuses to die rolls or reducing damage you suffer. In the instance of adding bonuses, I suggest +1 point to the die roll per point of luck spent. For damage reduction, I suggest -1D6 damage per point of luck spent.

Stun Defense (SD) [CON x 2]: Resistance to physical damage, such as punches, clubbings, etc. Your **SD** is subtracted from any Stunning damage prior to you suffering the damage.

Killing Defense (KD) [BODY x 0.3]: Resistance to physical damage from stabbings, bullet wounds, etc. Your **KD** is applied to attacks which cause killing damage. Round up to next highest whole number when calculating.

Energy Defense (ED) [CON x 2]: Resistance to energy weapons, laser beams, electricity, magical energy, psionic/psychic damage and other forms of non-kinetic attacks. This works exactly as **SD**, but is applied only to energy-based attacks.

Recovery (REC) [STR + CON]: This is how fast you heal and recover from the various forms of exhaustion in the game. You regain this many points of **END** and **STUN** per turn you take a recovery action. You heal this many **HITS** per day of proper medical attention you receive. You heal half this non-professional medical care and bedrest.

Resistance (RES) [WILL x 3]: This stat is your resistance to being knocked out, as well as resistance to being influenced by others (as in seduction, for example). If the **STUN** or **HITS** damage you suffer in a single blow is more than your **RES**, you are knocked unconscious. In the resistance of outside influence, you get to oppose the skill use upon you with **RES+1D10**, high total wins.

Stun (STUN) [BODY x 5]: The amount of brawling or stun damage you can take before being knocked unconscious.

Sanity (SAN) [PRE x 10 + WILL x 5]: Your morality, humanity, and sanity. This is used for games where characters face dehumanization, extreme horrors, and unearthly or unnatural circumstances. With this stat, you suffer humanity damage by witnessing horrible events, replacing your flesh with machinery (such as cyberware in Cyberpunk 2020), gaining supernatural abilities that alienate you from the rest of humanity, and the like. For every 10 points of **SAN** you lose, a -1 penalty is applied to all your **PRE** checks to signify your slow loss of touch with reality. When this stat reaches 0 or lower, its time to lock your character away in a rubber room. Humanity may be restored with proper psychiatric care, a process which can take from weeks to months to years to complete.

Sorcery (SORC) [(PSY+ (SAN / 10)) / 2]: This is the ability to manipulate magic; Sorcery is a mystical, but empirical process which suffers as one loses touch with reality. Basically, it determines the maximum level of ability one can reach with magic. Will the skill level with a spell can surpass this stat's limit, any "level-based" effects of the spell must adhere to this limit.

Options and Rules Reflecting on Stats:

Stat Bonuses/Penalties and Limits

These are methods with which the GM can establish baselines of understanding between himself and the players. For instance, a player might be playing an alien race which is significantly stronger than a human. The GM has two options to reflect this: First, he may award bonus points to be applied to the alien character's **STR** (a bonus of 1-4 points to that stat, disregarding limits), or he may set a higher limit for that alien race's possible **STR** (a maximum of 8 as compared to the human maximum of 5).

Increasing or Decreasing Derived Stats

Under most circumstances, derived stats cannot be modified directly once the character generation process is completed. However, certain talents or powers may be available at the GM's discretion, depending upon the modifications to genre that occur.

Adding New Stats

I'm sure that somewhere along the line, I missed something. If you feel there is a primary stat or derived stat missing which would be crucial to your game, by all means add it in. make sure the new stat is clearly understood by the players before making use of it, and be sure it is assigned to the proper stat group.

Extra Stat Points

After you've allocated the points for your stat points, any points left over may be converted to option points (and vice versa) at a rate of 1 stat point = 5 option points.

Campaign Style and Definition

One of Fuzion's features is the ability to make minor changes to reflect a wide variety of settings, from the dark, gritty, realistic streets as presented in Supernatural Beast City, to the chambara style of Ominous Devil Yuoma to the almost superheroic feel emanated in Guy. This minor change is reflected in the point amounts given to each player for character generation. The chart below reflects the limits for Stat Points (SP), Option Points (OP), and The Rule of X (X). The SP column lists the number of points provided per Primary Stat. The Rule of X can be found in most Fuzion games. I do not suggest its use with Naughty Tentacles, though. Further restrictions will be suggested in the various appendices, limiting the maximum stats and starting skill levels for each setting presented.

Campaign Style	Examples	SP	OP	X
Competent	Supernatural Beast City	3	20	14
Exceptional	Silent Mobius	4	30	16
Heroic/ Chambara	Yotoden, Yuoma	5	40	18
Legendary	Vampire Princess Miyu	6	50	20
Superheroic	Vampire Hunter D	7	60	22
Legendary	Iczer-One, Urotsukidoji	8	70	24

Improving Primary Stats

Through the course of game play, players will inevitably want to spend their IP to purchase increases to their stats. Unfortunately, the standard rules for Fuzion do not exactly promote the game system's use for a long-term campaign. This is a micro-plug-in to allow this sourcebook to be used in a long-term campaign.

Treat all stat increases as a skill increase with a difficulty modifier of 5. This will discourage the 'increase the stat to benefit a bunch of expensive to improve skills' munchkinism that occasionally surfaces in the game, as well as extending the duration of your campaign before the characters become overpowering (Fuzion standard rules places stat improvement as a flat-rate 5 campaign points per stat point, or the equivalent of 50 IP per point.)

S kills

The first thing you'll want to do with your character is buy up some skills. These represent your level of knowledge and accomplishment in a certain field. Skills are normally rated at a level of 1 to 10, and used in game play by adding the appropriate stat to the skill level, plus the roll of the proper dice to determine success or failure. There are two types of skills; **Everyman Skills** and **General Skills**.

Everyman Skills

This is a small selection of skills that can be safely assumed to be known by everyone. This selection consists of a base of Perception, Concentration, Education, Persuasion, Social, Athletics, and Local Knowledge. All the skills of the Everyman group are gained initially at a skill level of +2. This is roughly the level that the average person, with average practice of the skill, would know. Additionally, everyone is also assumed to have the skill Hand-to-Hand Evade at +0. These skills can be improved by point expenditure like the general skills from that point. GMs may change this group as they see fit for their particular games. The shifting of a point here and there (a kid who grew up on the streets would be more likely to have Education +1 and Local Knowledge +3) should be permitted depending upon the player's written description of the character.

General Skills

These are skills that must be purchased, usually at a cost of 1 OP per point of skill level. This is modified by a difficulty rating applied to the skill (some skills are tougher than others to learn). This difficulty rating is a multiplier to the skill's cost. For instance, a skill with a difficulty rating of 2 will cost 2 OP per point of skill level. Difficulty ratings are defined in parentheses after the skill's name. Those skills without a listed difficulty rating default to a difficulty rating of 1. Additionally, the skill's default stat association will be listed in brackets as well.

Additionally, certain skills in the list require further definition by the player. If a player purchases the skill *Scientist* for his character, he must specify what type of scientist the character is (chemist, physicist, biologist, etc.).

Paranormal Skills

These skills provide the framework for the use of magics and psionics in the game system. Paranormal skills will be detailed in depth in another chapter.

Improving Skills

To improve a skill, the player must spend a number of IP equal to $(10 \times \text{current level} \times \text{difficulty rating})$. For example, to improve Basic tech from 4 to 5 costs 40 IP $(10 \times 4 \times 1)$. Meanwhile, to improve Alchemy from 4 to 5 costs 80 IP $(10 \times 4 \times 2)$. This reflects the fact that most skills become more difficult to improve as you become more skilled at it.

Improving Talents

A few talents are improvable, somewhat like skills. Unless otherwise stated in the talent description, such improvable talents are improved like skills, but with a difficulty rating of 3.

Skill List and Definitions

At first glance, the skill list may seem a bit... bizarre. This is because an effort has been made to provide a skill list which can be used to create characters in any time frame or setting. Some skills on this list might be appropriate only for a medieval setting, such as Yotoden, while others are obviously cyberpunk or futuristic, like Guy, and yet others only useful in a police-style setting, as presented in Silent Mobius, for instance. Each appendix will provide a list of skills most appropriate for the setting presented.

A Note about weapon skills: Weapon skills fall into three categories; eastern weapons, western weapons, and modern weapons. Eastern Weapons are weapons of the orient, which very often focus upon use of the weapon in conjunction with a martial arts form. These weapons can be used both offensively and defensively (REF+skill for offense, DEX+skill for defense). Western weapon skills are the weapon skills common to medieval settings, such as Europe of the middle ages. At that time, weapon training was highly focused toward the use of specific weapons, training in one weapon at a time. For the most part, western weapon use (with the exception of the art of fencing) was always inferior to its eastern counterpart.

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Western weapon skills are used offensively only. lastly, modern weapon skills focus on a fast, furious 'jack-of-all-trades' style of training, where the focus is familiarizing yourself with the basic weight and feel of a fairly wide variety of similar weapons. One might train with a bat, then heft a sword for a quick comparison and thereby be an 'expert' with both. Weapon skills will be differentiated in the last sentence of the skill's description.

Acrobatics [DEX]: This skill combines gymnastic prowess with tumbling skills and overall graceful balance. A GM may permit an Acrobatics roll (with an appropriate Difficulty) to cover difficult terrain or run through obstacles at normal movement. Acrobatics might also be used to gain advantages in combat (the GM is encouraged to require the players to be very descriptive to get such bonuses). In addition, GMs might allow an Acrobatics roll to get up (from a fall or a Throw, for example) without spending an Action (Target Number 14). Lastly, in the more cinematic games, the GM may allow characters to add the acrobatics skill level to their MOVE for determination of leaping distance to make some rather spectacular vaults and leaps onto the roofs of buildings, into treetops, and the like (a classic ability in the ninja and martial arts flicks).

Acting [PRE]: This is the skill of the performer, used to assume a role and maintain the illusion of said role. It can also be useful when a character is attempting to "pretend" something is true when it is not (in other words, it can be used to lie effectively). It can also be used to an extent to disguise one's identity. Typical usage is Acting + PRE + die roll vs. audience PRE + Perception.

Adeptery [WILL/PSY] (2): This is the skill of manipulating the mysterious forces of the mind. Whenever an Adept uses their powers against a Target, they add this score to their PSY. The target's defense may be derived from either DEX (for more "physical" effects) or WILL (for direct mental manipulation).

Adeptery Lore [INT]: This skill represents an understanding of "The Way" and all things related to mental powers. Adepts use this skill when they are attempting to master new techniques.

Aerotech [TECH]: Covers repair and maintenance of various types of fixed wing and rotorwing aircraft.

Alchemy [INT] (2): A study and understanding of formulas, mixtures, and other processes that result in various reactions. A trained alchemist may be able to take odd agents and combine them in

ways that will create any number of effects. As a general rule, the GM is encouraged to permit First Ascension spell effects from an alchemist's efforts, so long as they expend some time and effort (rule of thumb - 1d6 hours per "charge" of effect, modified by a Complicated skill check success, plus an adequately strange mix of elements and compounds). Higher levels of Ascension may be permitted, but all efforts should be properly multiplied in terms of time, expense, and difficulty.

Animal Handler [PRE]: Skill in handling and understanding animals. Characters use this skill in training, grooming, caring for, and predicting the actions of animals. This skill can be useful for calming an angered predator or frightened mount, as well as in hunting or trapping game.

Archery [REF]: Skill in using Bows (not Crossbows). This skill is considered western and modern.

Armorer [TECH]: The ability to create and repair various forms of armor. If using the optional armor damage rules, characters may repair up to their Armorer score in KD of the armor in the field. Any damage beyond that point must be done in an armory shop.

Artisan Skills [INT/TECH]: This "skill group" represents a character's ability in designing and building things (mostly with wood), as well as an overall facility with tools. Realistically, this could be broken down into areas such as Carpentry, Woodworking, and Architecture, but for the purposes of this game, they are conveniently grouped together. As a general rule, INT is used for designing, while TECH is logically used in actually constructing something.

Artist [TECH]: The character with this skill is gifted and/or experienced in some artistic endeavor. Which Characteristic is best used depends on the craft - drawing or playing a flute would depend on TECH, playing drums might rely on REF, while singing would certainly benefit from a high PRE. This is one of the skills that requires further player definition.

Astrogation [INT]: This is the skill dealing with navigation in space, generally in low earth orbit (LEO). You will be able to

plot basic course trajectories and docking procedures. A very useful skill if you don't trust computers very much. Reading star charts is also covered by this skill. Calculating detailed trajectories and velocity changes will require at least +4 mathematics.

Astrology [INT] (2): This is the study of the stars and heavenly bodies to predict coming events, such as earthquakes and the quality of harvests. Predictions using this skill will be very general. The predictions are the result of complex calculations; this is not a magical power.

Astronomy [INT]: This allows you to plot the movements of the stars and planets. You will be able to work out which stars and planets will be visible or in a specific area, depending on the date.

Athletics [CON/STR/DEX]: This Everyman skill group represents the overall athletic inclinations (or lack thereof) of any character. Having a good score in this represents that the character has some natural gift or general experience with physical pursuits. These include (but are by no means restricted to): Climbing, Throwing (non-combat), Running, Swimming, Jumping, Low-Crawling, Endurance, and even some basic Gymnastics (nothing that would replace Acrobatics). In any instance where a character is attempting something physical and the GM feels a skill roll is needed, add this to whatever Characteristic makes the most sense. In addition, in any instance where the GM feels that a character has potentially overextended themselves (hard marches, extended runs, going without sleep, fighting literal hordes of monsters, etc), they can ask for an Athletics check (using CON as the related Stat) to continue past the point of exhaustion (0 END). Typical penalties for failing such a check range from penalties to all related actions (usually -1 to -3) all the way to simply passing out from exhaustion. The GM is encouraged to only use this when Drama is best served.

Autofire Weapons [REF]: Use of machine-guns, full-autofire weapons and attacks, etc. This is a modern weapon skill.

AV Tech [TECH]: Repair and maintenance of vehicles that use vectored thrust for movement.

Axes [REF]: The skill used to wield the hand axe, wood axe and Battle Axe in combat. This is a western weapon skill.

Basic Tech [TECH]: The skill of being able to build, repair, and maintain simple mechanical and electrical devices, such as car engines, television sets, etc.

Bench Thumping [TECH]: The last resort of attempting to repair a technical device, by giving the device a resounding smack with your hand. The character must have an appropriate technical and/or science skill in order to attempt the use of this skill.

Bind Wounds [TECH]: This is the basic skill of preventing a character from bleeding to death or otherwise suffering further from wounds. A roll of 14 (-1/5 Hits suffered) will stop all bleeding and generally stabilize a character (even one below 0). A roll of 22 (same penalties) will actually add 1d6 Hits back to a character (although this should take time, effort, and some resources, such as herbs and poultices).

Binding [TECH]: The skill of binding people with rope or cord, using elaborate methods and complex knots. This is a popular skill in hentai anime. Characters trying to free themselves from such bonds must make a contested skill roll using his DEX plus Escape scores against the binder's Binding + TECH.

Biology [INT]: This is the study of biological organisms from the smallest microbes to us. It allows you to use typical lab apparatus, and carry out various tests, for example, forensics or drug tests.

Biotech [TECH]: This is the knowledge of bioware and transplant organs. A doctor with this skill would know the rudiments of implantation, but not design. Only someone with biology: genetics could attempt that.

Blowgun [REF]: The use of a blowgun, usually for the delivery of poisons by assassins. Blow guns may be disguised as every day items, like flutes, fountain pens, and the like. This is considered a western and modern weapon skill.

Boating [DEX]: The ability to handle boats small without sails.

Body Language [INT]: The skill of getting your message across through the way you move, as well as determining a person's state of mind through their body language.

Botany [INT]: This is the study of plants and other fauna. The skill allows you to work out what family the plant belongs to, what its use is (if any) and its typical habitat.

Bowyer [TECH]: The skill of making and repairing bows and arrows. Characters with this skill can manufacture arrows and affix the fletching and arrow head. Bowyers may make wooden arrowheads or rudimentary tin arrowheads (smelted over a charcoal fire and poured into a simple half-mold, cooled, then broken free and sharpened). Quality metal arrowheads must be manufactured by a properly trained smith. Given the appropriate equipment, a character can create a number of arrows equal to their skill roll -10 per hour (minimum 1). Thus, someone who rolled their Bowyer at 20 could make 10 arrows in an hour. Bows require several days each to manufacture.

Bribery [PRE]: The fine and longstanding tradition and art of giving "gifts." A character with this skill knows when to bribe someone, how to approach him, how much to offer and (most importantly) how to offer it. This can be a risky skill to use, as a failed roll nearly always means the intended recipient has insulted.

Buddhism [INT]: The study of the teachings of Buddha. Characters with this skill are familiar with the concepts of Buddhism as well as basic Buddhist doctrine. Oriental culture is very influenced by both Buddhism and Shinto. Buddhism + PIE is also used by Buddhist priests to invoke the Buddhist spirits and cause magical effects. As you can see, even laymen have the potential to call upon the Buddhas (although their chances are minuscule compared to that of a studied priest).

Bugging [TECH]: The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.")

Bureaucratics [PRE]: this is the ability to work effectively within the red tape environment of the bureaucratic nature of most governments. You know how to cut out red tape, who to talk to, how to reach them and how to extract information from bureaucracies, whether it's the the central government, a religious sect or even dealing with the local cops.

Business [INT]: The knowledge of basic business practices, laws of supply and demand, employee management, accounting and bookkeeping, procurement, sales, and marketing. Characters with this skill are able to run a business themselves.

Candle Magic [SORC]: The character can create specially prepared candles that emit the magical effects of a non-damaging latent spell while the candle burns. These candles are extremely difficult to create, burning no more than 90 minutes. The candles require three hours of work per 5 minutes in which they burn. The difficulty is as per casting the spell, with effect difficulty numbers increased by 10.

Chain Weapons [REF]: The martial skill of using the kawa-naga, kusari-fundo, kusari-gama (coupled with the Kama skill), kyogetsu-shoge, and manrikigusari in melee combat. This is an eastern weapon skill.

Channeling [SORC/PIE/DED]: There are very few real priests in the world with true power rather than simply being social councillors. This skill is the channelling and use of divine power in magic. The higher the level of channeling, the less costly magic is to use. Follow the chart below to determine END costs for spell usage.

CHAN	0	1	2	3	4-6	7	8	9	10
END Mod	x8	x4	x3	x2	x1	x ³ / ₄	x ¹ / ₂	x ¹ / ₄	x0

Chemistry [INT/TECH]: This is a fair broad area. The skill deals with not only knowing about reactions, but also the uses and the ability to detect or recognize different chemicals. It also allows you to safely use lab apparatus (hopefully). If you have the pharmacy skill it is restricted to double your chemistry skill rating. INT applies to knowledge of the subject while TECH applies to performing experiments in the lab.

Christianity [INT/DED]: The study of the Holy Bible and the teachings of God, as well as some knowledge of paganism and dealing properly with it thusly.

Climbing [STR]: Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase.

Clubs [REF]: Unlike most weapon groups, this one has no "non-proficiency" penalties; everyone is considered to have at least a 0 in this skill. It is used to wield the sap, mug, chair leg, club, war club, and any other "weapon of opportunity" that can be loosely translated to this group. This is a western weapon skill

Computers [TECH]: The ability to use the average household PC and the software that runs on it.

Computer Programming [TECH]: The ability to program and operate computers at a high end of level (dealing with mainframes and the like).

Computer Tech [TECH]: Knowledge of computer and cyberdeck systems; repair and maintenance.

Concealment [INT]: The skill used in hiding things from sight or in searching for things that have been Concealed by others.

Concentration [WILL]: This Everyman skill represents someone's ability to focus and exert mental control. By doing nothing else, a character might receive bonuses based on a successful Concentration roll towards some feat of mental or physical exertion. The GM is encouraged to allow for creative uses of this skill. This skill is also used in defending against Mental Powers.

Confucianism [INT/DED]: The knowledge of the philosophical teachings of Confucius, as well as a basic understanding of the social moors and values of Chinese and Japanese societies.

Conspiracy [INT]: Knowledge of how to influence individuals and organizations secretly, and how to plan and orchestrate such plans.

Contortionist [DEX]: This skill refers to a character's training in "hyper-limberness," allowing them to fit in otherwise impossible spaces, bend in ways that aren't normal, and do other feats of body twisting and squeezing. A successful Contortionist roll may allow the escaping of such bonds as ropes or manacles, and the GM is encourage to permit a Contortionist (plus DEX) roll instead of STR to escape Grabs.

Control [INT]: This deals with the ability to use a cyberdeck, specifically to pilot yourself around netspace. This skill allows you to uplink via gateways, access virtual realities or up/download files (stolen and otherwise), correctly. Although this skill lets you move in netspace, it does not offer any skill in real decking. Running programs and ICE breaking are different skills.

Control Dolls [SORC/DED]: By fashioning a small clay, wax, or straw doll in the image of the victim, and fastening some personal item of the victim to it (be it a bit of hair, nail clipping, or personal possession), the character can gain control over the victim as per their psychic power of mind control. Difficulty is increased by

10, but the effects last until the doll is destroyed. The victim may defend against this attack.

Conversation [PRE]: The skill of extracting information from people with careful conversation. The use of this skill takes time, and if the roll is missed the subject realizes he is being pumped for information.

Cooking [INT/TECH] (2): The skill required to prepare fanciful meals and culinary delights - not just your ordinary bowl of rice. Characters with this skill can put together a good meal seemingly "out of nothing," and know how to make any food taste better. A successful use of this skill is required to prepare blowfish, for example, without poisoning the meat (and the eater).

Cosmetics [TECH]: The skill of applying make-up and improving one's looks. It also confers knowledge of popular cosmetic styles of the day. Note that this is not the same as Disguise, which is used to alter one's appearance entirely.

Criminology [TECH]: You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on.

Cryptography [INT]: Any character skilled in this area can encrypt and decrypt coded messages with some time, effort, and a successful roll. Furthermore, they can be quite useful in gleaning at least some meaning from ancient runes, hieroglyphics, and the like.

Driving [REF]: Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles.

Eavesdropping [INT]: This is the skill of covertly listening, such as through barriers or even be being in the vicinity of those you are listening to.

Electronic Warfare [INT]: Knowledge of military electronics and tactics for using - and defeating - ECM, ECCM, and advanced sensor systems like radar and magnetometers.

Electronics [TECH]: The ability to identify, understand, repair, and rewire electronic devices.

Enchantment [SORC]: This skill allows the character to prepare a physical recepticle to hold a spell's enchantment permanently, creating anything from a

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minor talisman to the formation of a mighty techno-magical device. The item must be designed and constructed using the appropriate skills, then prepared with this skill.

Modifiers for Enchantment	
Modifier	Condition
+1	For every 5 eb less than 500 eb in value the item is
-1	For every 1000eb in value over 5000 eb the item is.
+1	For every 5 feet in diameter over 5 feet the item is
+2	For every 1 inch in diameter the item is under 1 foot in diameter.
+10	The item is prepared for permanent use.
+xx or + x- squared	The item enhances spell durations. X represents the multiplier to the spell duration. An item that doubles duration would have a modifier of +4, triples duration would by +9, etc.

Enigmas [INT]: Enigmas is the study and knowledge of riddles and puzzles of all sorts, from the Riddle of the Sphinx to crossword puzzles, from Zen koans to questions in formal logic to mystery novels. A character with this skill does not solve tricky.

Espionage [PRE]: The skill of infiltrating social groups or populated areas (like towns or provinces) without attracting attention, and then gathering information. This skill is often used by females when married into an enemy clan, government spies and ninja. Note that to infiltrate an area unseen requires Stealth. In modern settings, it also includes skill at eavesdropping, setting up and defeating security systems, and modern methods of information gathering and retrieval.

EVA [INT/REF]: This is an acronym for extra vehicular activity. It is partly a type of acrobatics and movement techniques used for moving around in space- outside of a vehicle. It also covers the ability to use an EVA pack and similar propulsion units. INT applies for suiting up and the pre-spacwalk checks, and REF applies for actually performing the space walk. Zero Gee is required for use of this skill.

Evaluate [INT]: This is the skill of appraising goods. Typically this will be used by midmen and other streetcum. In that context it would allow the user to estimate how much a certain item (like that dead guy's ICS laptop) would fetch on

the black market. If coupled with streetwise, it would also allow reasonable prediction of how much an item would cost / fetch and its availability.

Expert [INT]: This could be pretty much anything not listed that the character is knowledgeable of and/or good at. This includes hobbies (like stone collecting), advanced education (like Global Economics), performance crafts (like Juggling) or simple life experiences (like Farming).

Falconry [INT]: The skill of hunting with a trained falcon. Characters with this skill are trained in the social ritual of the hunt, popular among aristocrats. Falconry is accomplished on horseback with a falcon perched initially on a padded sleeve.

Fans [REF]: The martial skill of using the gumbai and tessen in melee combat. This is an eastern weapon skill.

Firearms [REF]: Firing semi-automatic pistols, revolvers, rifles, shotguns, and crossbows. In medieval settings, it would also include firing matchlock rifles and pistols, and small cannon. This is both a western and a modern weapon skill.

First Aid [TECH]: This skill enables the character to stop bleeding, repair minor damage, and keep patients stable.

Fishing [INT]: The skill of catching fish by hook or by net. Characters with this skill know the best times to fish, as well as the best fishing spots in their area.

Flails [REF]: The skill used to wield the flail in combat. This is a western weapon skill.

Flattery [PRE]: The skill of making others feel good about themselves through carefully crafted compliments and flowery speech. Flattery is a very important aspect of society in Japan, where proper respect and courtesy are expected. To greet someone politely is basic manners; to compliment them at the same time is the mark of a civilized person. While flattery won't necessarily change someone's opinion about an issue, it can influence their reaction when dealing with you. Caution is advised, however, as insincere flattery can be as risky as insulting someone.

Focus Ki [WIL]: Focusing one's Ki allows characters to use their Ki, or inner power,

as per the rules for Ki (See **USING KI** in the Martial Arts Plug-In).

Folklore [INT]: A skill covering knowledge of the common myths and lore of local culture (some true and some not). You can identify all manner of mythical creatures and you are familiar with the famous people, as well as their legendary accomplishments. This focuses mainly on lore with cultural significance, but no true historical basis. The legend of Paul Bunyon would be a good example of this.

Forced March [WILL]: The skill of extended movement on a strategic scale. Characters with this skill can increase the distance of a day's walking. A successful roll allows the character to increase their movement in a day by a percentage equal to their skill level x 10.

Forensic Medicine [TECH] (2): This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth.

Forgery [TECH]: This is the skill of creating faked documents that will serve in the place of real ones; it also allows someone some added skill in spotting other forgeries. Typically, Forgery + TECH is rolled against someone's Perception + INT (although a skilled forger could add their Forgery skill to their INT instead, if they wished).

Gambling [INT]: Skill at playing games of chance. Which Characteristic applies depends entirely upon the game; INT is often best in games such as Blackjack or Chess (yes, Chess can easily be a gambling game), PRE is useful in any game of Poker, and DEX is highly effective when one wants to toss the Bones. Gambling can also be used to cheat or to spot cheaters - appropriate Skill vs Skill rolls will apply.

Gang Sign & Recognition [INT]: Every Gang has its own codes, signals and handshakes so that the members can tell who is who. This Skill must be taken separately for each gang.

Gardening [TECH]: The skill of creating and maintaining beautiful displays of nature using rock, sand, water, plants, or a combination. Particularly beautiful and harmonious gardens are said to enhance the effects of contemplative meditation.

General Knowledge [INT]: This Everyman skill group is an indication of a character's overall education, knowledge, and experience. It is a "catch-all" that anyone can roll to see if they know

something about something. In most cases, especially where a more specific skill is better used, the General Knowledge skill should be required at a much higher Difficulty. It is, however, a great way for GMs to get out information that needs to be known.

Geology [INT]: This covers the study of rock and mineral types and geological formations. It would clue you in to how likely a given mineral is to be found, how old the area is, if the structure is really man-made, or the strength of the cavern you are in.

Ghoshacking [INT]: This is the skill of breaking the defenses of a cyberbrain and reprogramming the information and memories contained within. The "true" personality and memories of a person programmed into the cyberbrain of a full or partial cyborg.

Gimmick [TECH/DEX/REF]: Must specify the gimmick, such as contortionist, sleight of hand, or ventriloquism; those are listed as separate skills to provide examples to help in the development of other gimmicks.

Go [INT]: The skill of playing Go, a board game involving a grid and small white and black stones, the object of which is to surround and "capture" all of your opponent's stones. Go holds an important place in Japan's society, being similar to that held by chess in medieval Europe. Go is a popular skill among aristocrats and the "upper class."

Gogyo [INT/SORC]: One of the four forms of mysticism or magic in Nihon (ancient/medieval Japan), Gogyo is the ancient Chinese art of elemental magic and study of the universe. Gogyo theories are incorporated into several other mystical arts, but true study and mastery of Chinese mysticism requires this skill as well. Gogyo + SORC is used to cast "spells," while Gogyo + INT is used for skill rolls involving theory and recall of knowledge associated with the art.

Great Swords [REF]: The skill used to wield swords, focusing on two handed use. The western variant focuses on the bastard sword and great sword in combat, while the eastern variant would focus on the slashing styles used with the No-Dachi and Katana.

Gunnery [REF]: Firing vehicle-mounted weapons, mecha weapons, ship-mounted weapons and artillery. This is a modern weapon skill.

Hacking [TECH]: Skills of electronic intrusion into computer systems, including illegal entry and virus code writing.

Hammers/Maces [REF]: The skill used to wield the hammer, sledgehammer, and war hammer in combat. This is a western weapon skill.

Hand To Hand [REF]: The skill used to fight open (bare) handed in combat. This can be anything from a formal martial art to dirty street brawling. Unlike most combat skills, there are no lack of proficiency penalties.

Hand To Hand Evade [DEX]: The "other side" of Hand to Hand combat training, this skill represents someone's ability to avoid blows in unarmed combat (whether it is through formal martial arts training or simply learning how to duck). Everyone is considered to have at least a 0 in this (there are no lack of proficiency penalties). This skill is added to DEX for a DV vs any Hand to Hand attack (though not Melee).

Heavy Machinery [REF]: Ability to drive large trucks, tanks, tractors, etc.

Heavy Weapons [REF]: Use of military weapons such as RPGs, mortars, rockets, hand-held missiles, etc. This is a modern weapon skill.

Heraldry [INT]: The skill of recognizing the family crests of various clans, families, and artisans. A successful use of this skill will identify not only the family to whom a crest belongs, but some general information about them as well, such as their home province and anything they are particularly noted for (like a particular style of kenjutsu or a reputation for declaring blood feuds). This is a skill that requires further player definition as to the location of the world and time period the skill focuses upon (feudal japan, medeival europe, the demon clans, etc.)

Herbalist [INT]: The skill of creating herbal medicines and antidotes to various poisons. This skill also allows characters to recognize the medicinal value of various herbs and wild plants.

Hide [DEX]: This is the art of not being found. The skill is used against the searcher's perception skill, although you will receive a bonus, depending of if they are actively searching for you and where you actually hid (so think of somewhere to hide, don't just reach for the dice).

High Society [PRE]: Knowledge of upper-class culture - what clothes to wear, what are considered sophisticated foods, and

how to mingle with royalty and other VIPs. This skill also covers court etiquette. You know how to conduct yourself and how to make the best impression to honored guests and dignitaries, as well as how to present legitimate gifts and request favors in a formal court setting.

History [INT]: This skill represents a character's knowledge and understanding of history. It has some overlap with Legends Lore, but there are some important differences. Someone with a knowledge of Legends might know a tale that speaks of caves full of treasure deep within Castle Mourne, but someone with History may be able to tell you what the last battle that was fought there was about and how it affected the balance of power in the region.

Human Perception [PRE]: Knowing how to watch for clues in behavior to judge emotional states; how to tell when someone is lying, afraid, anxious, etc.

Hunting [DEX/INT]: The skill of hunting and trapping wild game.

Hypnotism [WILL]: The skill of subtly influencing another person's thoughts and distracting them.

Incense Ceremony [INT]: K^o-do, the Way of Incense. Characters with this skill are adept at preparing and participating in the incense ceremony. Characters with this skill can discern the exact type of incense (and even know where it was made) by its fragrance alone. While not a very practical skill, it is nevertheless considered a fine art among aristocrats.

Interaction [PRE]: This skill deals with a character's interpersonal abilities. This includes (but is not restricted to) basic conversation, seduction, oratory, and persuasion. Accomplished actors, skilled con artists, and successful merchants have good scores in this area.

Interface: This is used by pilots to control a smart rigged (not smart chipped) vehicle. It is the ability to react using the machine's sensors and control its movements as if they were your own. When studded into a smart rigged vehicle your interface skill level is the limit of your piloting/driving skill rating that you may apply (thus unskilled "riggers" cannot use a vehicle interface unit).

Interrogation [PRE]: This Presence skill involves gaining information (or, perhaps, some other form of compliance) from a

hostile and unwilling source. The Interrogator (with a successful skill roll) can judge how to not leave marks, where someone's breaking point is, when they are close to death, etc..

Intimidation [WILL]: Being able to get people to do what you want through force of personality or through the threat of force.

Intuition [PRE]: Another Presence-based skill group, this refers to a character's attunement and instincts in regards to other people. Someone with a high Intuition knows how watch, listen, and predict the actions of others. They are also very good at determining how someone is feeling.

Inventor [INT]: A highly complimentary skill for both Artisan and Alchemy, this represents a character's natural talents as well as their experience in creating new things from existing elements and ideas. The Inventor skill could also be used by Mages (or even other spellcasters, as the GM permits) to create new spells or rituals.

Investigation [INT]: This skill group represents a character's ability to search for clues, ask the right questions, and otherwise go through the process of solving a mystery or crime. It can often be complimented by Perception, Interaction, Intuition, and even tracking (Ranger Skills).

Investment [INT]: This allows you to make sensible investment plans. You will be able to wheel and deal on stocks, shares and commodities markets. At high levels you will be able to spot junk bonds and become more successful financially.

Jack Of All Trades [TECH]: Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid and other handicrafts.

Jitte [REF]: Jittejutsu, the martial skill of using the jitte and sai in melee combat. In addition, characters with this skill can use the jitte or sai to perform a disarm maneuver against opponents with swords. This is an eastern weapon skill.

Juggling [DEX]: The skill of juggling objects and performing feats of incredible dexterity (like balancing a spinning top on the blade edge of a sword).

Kabuki [DEX]: The skill of performing the popular kabuki theater. Also includes a knowledge of popular kabuki stories or "scripts."

Kama [REF]: Kamajutsu, the skill of using the kama, gama and kusarigama (along with the Chain skill) in melee combat. This is an eastern weapon skill.

Knives [REF]: Tantojutsu, the martial skill (bugei) of using the aiguchi, kaiken, kozuka, tanto, uchi-ne, umibari and yoroi-toshi in melee combat. This is an eastern weapon skill.

Lances [REF]: This unusual weapons skill is used for attacking a target with a lance from horseback (an attack almost always performed as a Full Move Maneuver). This is a western weapon skill.

Language [INT]: Unlike most skills, there is no roll associate with Languages. A character may have a language at the following levels (for the indicated points), and the GM is expected to interpret how much they can glean from a conversation based on their knowledge. Conversely, the Player is expected to role-play according to their ability with a given language.

Language Levels

1.Basic
2.Coversational
3.Fluent
4.Expert
5.Master (Only those with Linguistically Gifted may have this level, even for a native tongue)

- African: Bantu, Fante, Ashanti, Kongo, Zulu, Swahili, Blackfolk
- Baltic: Lithuanian, Estonian, Latvian, Finnish
- Celtic: Gaelic, Welsh, Breton
- Farsi
- Germanic: Danish, Dutch, English, German, Norwegian, Swedish, Yiddish
- Greek
- Japanese
- Korean
- Pacific Island Group: Micronesian, Tagalog, Polynesian, Javanese, Malayan, Sudanese, Indonesian, Hawaiian
- Romantic: French, Italian, Spanish, Portuguese, Latin
- Semetic: Arabic, Hebrew
- Sino Tibetan: Burmese, Contonese, Mandarin, Thai, Tibetan
- Slavic: Bulgarian, Russian, Czech, Polish, Ukranian, Slovak
- Chinese/S.E. Asian: Burmese, Tibetan, Vietnamese, Thai, Mandarin, Conatonese
- Xenolangauges: Possible extra-terrestrial languages created by the GM

Law [INT]: Knowledge of local laws and/or customs, including court

procedures, legal statutes and their penalties and exceptions (this skill is mainly for lawyers and judges).

Leadership [PRE]: This represents a character's ability to influence people, especially in a stressful situation or where management is needed over persuasion. It is really only useful in situations where NPCs are involved (as using it "against" PCs would be counterproductive to role-playing).

Legends Lore [INT]: This is a character's knowledge of stories, myths, tales of adventure, and other legends that may or may not be true. A useful bardic ability as well as for those who would seek adventure in legendary places. This skill focuses more on the legends with a possible histroical origin, such as Atlantis, the Great Flood, El Dorado, or King Solomon's Mines.

Lip Reading [INT]: A very specialized and useful talent that allows a character to "see" what people are saying even when they cannot be heard. The level of success on a roll should determine how much information is gleaned in any situation.

Local Expert [INT]: This skill represents a character's knowledge about an area, focusing on geography, climate, and the location of settlements and other notable landmarks. It also encompasses knowledge of the society, politics, belief systems, and general demeanor of the people of an area. All characters have at least a score of 2 for where they come from (an Everyman skill), but they must buy this skill separately for each area they want to have some expertise in.

Lockpicking [TECH]: The classic ability to open that which someone wanted you to leave closed. The GM is encouraged to use both time and difficulty ratings to challenge any would be thief or intruder. This skill can also cover the installation of locks.

Magery Lore [INT] (2): A must for any serious student of the magic arts, this skill incorporates knowledge of magic use. Any mage attempting to learn new spells must have some skill in this area. It also assists in knowledge (and creation) of magical items and rituals.

Magic [REF]: The skill of illusion and stage magic.

Massage [TECH]: Shiatsu, the skill of therapeutic massage, a minor healing art. This skill requires time to be effective (5 minutes minimum or more), but a

successful roll will completely restore all lost Stun. Many professional masseurs in Nihon are blind, as there is little else they can do as productive citizens.

Mathematics [INT]: This skill deals with not only simple mental arithmetic but at higher skill levels, calculus and even devising your own formulae.

Mechanics [TECH]: Skill with mechanical devices and the knowledge of how to repair, replace, and build them.

Mechapilot [REF]: Piloting giant robots, battlesuits, and any other mecha (includes mecha melee combat).

Mediate [PSY]: This is the ability to channel the supernatural and become a medium through which entities may communicate. The character is also more vulnerable to empathic and telepathic probes in this state, as well as mental and psychic assaults (reduce effect difficulties by 5)

Meditation [WILL]: Learning the proper techniques will allow characters to gain near to full rest with little time lost (anywhere from half the time needed to sleep to a mere 5 or 10 minutes, depending on the success of the roll). With a high enough roll (GM's discretion), the character may be treated as being in "Light Sleeper" mode, as per the Talent. It may also be used as a modifier in defense against mental/psychic attacks.

Medtech [TECH]: This is the skill the use of medical instruments. You can operate chiltanks, surgical equipment or scanners, but you cannot operate on someone.

Melee Weapons [REF]: Using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. This is a modern weapon skill.

Melee Evade [DEX]: This skill represents someone's overall training and experience in avoiding blows from melee weapons (either through parrying, ducking, or just side-stepping out of the way). Everyone is considered to have at least a 0 in this skill (no non-proficiency penalties). This skill is added to DEX to gain a DV (vs Melee attacks only, not Hand to Hand).

Mikkyo [INT/PIE]: One of the five forms of magic in Nihon, mikkyo is the knowledge and theory of esoteric Buddhist mysticism and magic. The two most famous practitioners of this art were Kukai (also known as Kobo Daishi) and Shotoku Taishi (also known as Umayado no Miko). A required skill for practitioners of Mikkyo (primarily priests of the Shingon and

Tendai sects of Buddhism) to use their mystic abilities. Mikkyo + PIE is used for skill rolls involving the actual use of their powers, while Mikkyo + INT is used for skill roll involving the recall of knowledge.

Mimicry [INT]: The specific talent of being able to imitate other voices. Skill in this area will greatly enhance a good Disguise, especially if used in conjunction with Acting.

Mind Block [WILL/PSY]: This is the technique of creating a non-psychic mental block to prevent those with Psychic powers from listening in on thoughts or emotions.

Navigation [INT]: The ability to find one's way across land or sea. It includes knowing how to take sightings, use maps and charts, plot courses, work from wind, weather and the stars. In the appropriate settings, it can be applied to space navigation instead.

Necromancy [SORC] (2): This is the skill required to control the power of Darkness.

Necromantic Lore [INT]: This skill confers knowledge of The Nether and all things to do with Death, Darkness, and the Undead.

Ninjutsu [REF/DEX/INT/TECH]: Ninjutsu is the secretive art practiced by ninja, and is available only to ninja characters. Historically, ninjutsu encompassed a wide range of skills. In Sengoku, the Ninjutsu skill acts as a complimentary skill to any skill attempted by the ninja, with the limitation that the other skill must be related to his ninja training. This reflects the extra training that ninja receive in that area, above and beyond what is traditionally taught. For example, a ninja attempting to use Ventriloquism to distract a guard or use Stealth to sneak by the guard could use Ninjutsu as a complimentary skill. He could not use it as a complimentary skill to Trading if negotiating the price of a horse, however. The GM is the final authority on whether Ninjutsu may be used as a complimentary skill. The following are a suggested list of skills that Ninjutsu may compliment: Acrobatics, Athletics, Binding, Climbing, Concealment, Contortionist, Espionage, Forced March, Hand To Hand Evade, Juggling, Lockpicking, Melee Evade, Swords, Navigation, Perception, Ranged Evade, Scouting, Sleight of Hand, Stealth, Strategy: Seiges, Streetwise, Survival, Throwing, Tracking, and Ventriloquist.

Noble Lore (Heraldry) [INT]: Any bard or seneschal worth the title will have this skill, giving extensive knowledge of nobles, noble families, heraldic symbols, and other related information. It is particularly useful when complimented by Courtier Skills.

Nunchaku [REF]: Nunchakute, the martial skill (bugei) of using the nunchaku in melee combat. This is an eastern weapon skill.

Occultism [INT]: This is the study of the occult and the paranormal. All mages have some occult knowledge, as you cannot study a science without learning some of the background. Successful rolls will help you identify demons, spells or clues to (in)famous sorcerers. This is the 'layman's' skill, reflecting a widespread, hobby-like interest in the subject with no focus on praction of any occult activities or practices.

Onmyodo [INT/SORC]: One of the five forms of magic in Nihon, Onmyodo is the ancient Japanese form of magic, or sorcery. It involves the concepts of Chinese elemental magic (gyogo) and Taoist mystic principles of "light and dark" (known in Nihon as in-yo). The most famous practitioner of this art was Abe no Seimi, a powerful onmyoji who had at one time 12 familiars (shiki)! Onmyodo is a required skill for practitioners of the sorcerous art, called onmyoji. Onmyodo + SORC is used for casting various spells, while Onmyodo + INT is used for skill rolls involving knowledge and lore of the art.

Oratory [PRE]: The ability to speak to an audience and to deliver a convincing presentation.

Pandimensional Physics [INT]: This is the theoretical science of dimensional travel, as the campaign defines it.

Paramedic [TECH]: This skill enables the character to stop bleeding, repair damage, and generally keep someone alive.

Paraphysics [INT] (2): This is the study of the undelying physics behind Psychic powers. A Paraphysist can develop the theoretical basis under which new Psychic powers or even psychometric devices work, or answer questions about how Psychic powers interact.

Perception [INT]: Another Everyman skill group, this represents a character's overall awareness, deductive skills, and memory. A GM may ask for a Perception check whenever a character might see, hear,

sense, deduce, or remember something, as well as detecting lies and emotions.

Performance [PRE]: Singing, playing instruments, performing onstage, acting, performance art and posing, including the use of props, costumes, and/or makeup to facilitate that performance. Must specify the form of performance or instruments played.

Persuasion [PRE]: The ability to convince, persuade, or influence individuals.

Pharmaceuticals [TECH]: The skill of designing and manufacturing drugs and medicines. A minimum Science: Chemistry skill of +4 is required.

Photography [TECH]: Shooting professional-looking pictures and films. Includes use of still cameras, video, 35 and 16mm or other film media.

Photonics [TECH]: This is an engineering skill similar to electronics, but dealing instead with working with fiber optics.

Physician [INT/TECH] (3): The skill of doctoring. It can be used to diagnose an illness or cause of death (using INT) as well as to treat and bind wounds and administer medical aid (TECH). In modern settings, the player must specify a specialty (general practitioner, surgeon, cardiologist, etc.)

Physics [INT]: This skill requires at least +3 in Mathematics. This allows you to calculate mechanics, pressures and trajectories.

Pick Pocket [DEX/TECH]: This is the skill allowing you to lift small items from people's pockets or off tables. It is normally matched against perception. You will receive a bonus, however, as no-one is alert 100% of the time, just in case there is a pickpocket about (typically +3 to your chance of success). This skill works with an average of DEX and TECH, rather than using one stat or the other.

Pilot [DEX]: Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for this skill. This skill may also be applied to large modern water craft and space vessels as well. Example list for Piloting: areodyne/vectored thrust vehicle, prop aircraft, jet aircraft, rotor aircraft/helicopters, ground effect vehicles/hovercraft, remote drones, parawing/gliders, spaceplane, ship, orbital vehicles.

Pipe [REF]: The technique of using a smoking pipe (kiseru) in melee combat. In

feudal Japan, this skill was popular with commoners (Heimin), especially merchants (akindo) and gamblers (yakuza), who were often forbidden to carry "real" weapons, such as swords. This is an eastern weapon skill

Planetology [INT]: This skill is the study of planets. It covers their general terrain, basic atmosphere and geological lay out. It will allow you to find the best place for certain mineral deposits, where to dump a workshack and if that warm glow to the surface is a lava flow or not.

Pole Arms [REF]: The skill used to wield the halberd, pike, military fork, and other pole arms (and, by default, can be used with the scythe and pitch fork) in melee combat. This is both a western and an eastern weapon skill.

Politics [INT]: The study of politics and political structure in the land. This skill can be useful for predicting the responses of various nations, city-states, and other political bodies to any event or major decision. To a degree, it can also be used to predict the responses of a political figure, such as a king, duke, or minister.

Potion Brewing [SORC]: This skill, related to Alchemy, allows the character to endow specially prepared liquids with a latent spell which is activated by the liquid interacting with physical matter, either by being imbibed, or by splashing a target. Difficulty is as per actually casting the spell.

Profession [TECH/INT]: There are any number of professions that a Player could name for their character, either as a past or present occupation. The Player and the GM are encouraged to develop the specifics of how a Profession skill might work (and other Characteristics besides TECH may very well apply).

Psychology [INT]: The general knowledge of the human mind. Unlike Human Perception, the character must take time to study or get to know the target, but will gain more insight into the target's mind. The character will be able to generally determine what the target will likely do in a given situation. It can also be used to alter a person's mood and to manipulate them to a minor degree (through direct interaction rather than study).

Ranged Evade [DEX]: This skill represents someone's overall training and experience in avoiding missiles shot or

hurled at them. Everyone is considered to have at least a 0 in this skill (no non-proficiency penalties). This skill is added to DEX to gain a DV (vs Ranged attacks only).

Research [INT]: A vital skill for most spellcasters (especially Mages), this entails the knowledge and experience necessary to navigate through libraries, search through stacks of books, and find the desired information.

Rhetoric [PRE]: The skill of written and verbal presentation. This skill is used in framing official petitions, legal cases and religious preaching and debate. As it also encompasses the art of "formal debate," skills associated with the subject will be Complimentary. For example, in a religious debate between Buddhist priests, Buddhism (Bukky") would be a Complimentary skill. It may also be used as a complimentary skill to High Society in formal settings, such as court. This skill is commonly found among priests, but it is also found among other people who wish to be perceived as "educated" and "highly cultured."

Riding [DEX]: The skill of horsemanship. This skill enables a character to ride a horse under difficult circumstances. When fighting from horseback, characters use the lower of their Riding or combat skill scores.

Rotor Tech [TECH]: This skill covers the repair and maintenance of rotor powered vehicles, ie: helicopters and autogyros. You will be able to deal with most faults from control to engine trouble. However, like all mechanical repairs, you will need some decent replacement parts, a hangar and a lot of time to find the fault, let alone fix it.

Sailing [TECH]: The wide world of the sea calls many, and this skill set represents everything they might learn as a sailor. This includes rope use, sail trimming, navigation, steering, etc..

Science [INT]: Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased.

Scouting [INT]: The ability to through terrain and observing enemy positions, towns, castles, troop movements and the like, and reporting useful information. A character's Scouting roll may be complimentary to their leader's Strategy or Tactics roll.

Scrounge [INT/PRE]: This is a skill used by blacktechs and lab staff to get their hands on second hand or price reduced spares for the repairs and technical projects. A successful roll will reduce the cost of producing an item. INT applies to physically scrounging for the item and identifying usable equipment or substitutes, while PRE applies to making the rounds to various connections to find the right part cheap.

Security Systems [TECH]: The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment.

Seduction [PRE]: The ability to gain another's trust by offering companionship or favors. This is an important skill for courtesans and female spies. Flattery can be used as a complimentary skill to Seduction.

Seige Weapons [TECH]: Though rarely needed by the typical adventurer, it never hurts to know how to knock a castle wall over or fire a really huge crossbow (ballista). This is the skill, using TECH instead of REF to generate an AV.

Sense Dimensional Rift [PSY]: This skill allows the character to detect the opening of a portal between this world and another, through which entities may travel. The range is 1 km per level of power. The character may only locate the general vicinity in which the rift occurred.

Sense Entity [PSY/DED/PIE]: This allows the character to detect the presense of an entity within a specified range. The character cannot pinpoint the location, except through the process of 'hot and cold'; knowing when she is getting closer or more distant from the entity. The range is roughly 50 meters per level of skill.

Sense Ley Line [SORC]: Ley Lines are sources of magical energy which anyone and anything capable of manipulating magic may make use of. With this skill, the character may locate and tap the lines. The range of detection is 100 meters per level of skill. The lines allow the use of magic with no END cost. Entities frequently use them as focal points for creating dimensional rifts.

Shadowing [INT]: The ability to subtly follow someone. Also the ability to spot and lose a tail.

Shinto [INT/PIE/DED]: Shinten, the Way of the Kami. This is the knowledge of Japan's indigenous religion. Characters

with this skill are familiar with the concepts of Shinto and the myriad of spirits that make up its pantheon. Japan's culture is very influenced by both Buddhism and Shinto. Shinto is also one of the five forms of "magic" in Nihon. Shinto + PIE is used to perform Shinto rites for mystical effects. As you can see, even laymen (who use DED in place of PIE) have the potential to call upon the kami (although their chances are minuscule compared to that of a studied priest).

Ship Tech [TECH]: This skill allows you to keep a boat seaworthy. You can perform minor repairs to the hull or piloting systems although larger repairs may require a dry dock. This skill deals with boats from yachts to powerboats, and to some extent the big cargo craft.

Shogi [INT]: This is the skill at playing Shogi, a chess-like game that is popular among all castes in Japan.

Shugendo [INT/SORC]: One of the five forms of magic in Nihon, Shugendo is the mystic theory practiced by the esoteric priests of the Yamabushi mountain cult. The most famous practitioner of this art was En no Ozunu. Shugendo is a mixture of Buddhist esoteric magic (Mikkyo), Japanese sorcery (onmyodo) and Shinto mystic principles. Shugendo is a required skill for Yamabushi. Shugendo + SORC is used for casting various spells, while Shugendo + INT is used for skill rolls involving knowledge and lore of the art.

Sleight Of Hand [REF]: This skill represents a character's overall hand-eye coordination, allowing them to palm object, pick pockets, and do "magic tricks." Typical skill contests might pit Sleight of Hand + REF against Perception + INT.

Slings [REF]: Skill in using Slings. This is added to REF for an AV to hit a target. It can also be used in a Skill Roll contest with other characters in any Sling Contest.

Small Blades [REF]: The skill used to wield the knife, dagger, dirk, rapier, saber, and short sword in melee combat. This is a western skill.

Smithing [TECH]: This "skill group" represents a character's ability in designing and building things (mostly with metal), as well as an overall facility with metalworking tools. Realistically, this could be broken down into areas such as weaponsmithing, armorer, and blacksmithing, but for the purposes of this game, they are conveniently grouped together. As a general rule, INT is used for

designing, while TECH is logically used in actually constructing something.

Social [PRE]: Knowing and skillfully using the appropriate mores of a culture, including proper conversation, social graces, and rules. The skill may be specified for use with cultures outside that of the game setting (an American with excellent knowledge of modern Japanese culture, or a modern day college professor with intimate knowledge of society in renaissance Italy, for example).

Spacecraft Tech [TECH]: This skill covers the maintenance and repair of space-based vehicles, from the pod sized tugs to the much larger scramjet powered spaceplanes. You can make minor repairs inside the craft, although you may need to do some EVA (ie: extra vehicular activity) to fix the more inaccessible faults. The most dangerous problem for any craft in space is depressurisation a module can empty in a matter of seconds depending on the severity of the leak. Second to that, failed engines are a serious problem, as someone will have to come and fetch you, if you can be reached before you either run out of air, collide with something, burn up or fall out of the sky.

Spears [REF] (2): The skill used to wield the long spear, spear, and javelin in melee combat. This is both an eastern and a western weapon skill.

Staves [REF]: The skill used to wield the quarterstaff in melee combat. This is both an eastern and a western skill.

Stealth [DEX]: This skill entails a character's ability to move quietly and unseen. Typically, it is a contest against another character's Perception + INT to be successful (Note, this campaign combines Shadowing with Stealth as one skill).

Streetwise [PRE]: Use of this skill aids a character in navigating the "seedier side" of life, which includes dealing with the "black market," getting information, and finding places to hide from the authorities.

Strength Feats [STR]: Some characters are particularly skilled and well-trained to apply their natural strength to bracing, lifting, and carrying. A Player may add any points they have in Strength Feats to their natural STR in almost any Strength-related task (which would include any arm-wrestling contests but not Grabs or other combat situations).

Surveillance [INT] (2): The ability to set up a static surveillance of a subject without having it detected.

Survival [INT]: The skill of surviving in the wilderness, in all types of terrain (including mountain, desert and snow). The character knows what wild plants are safe to eat, how to build a fire and simple shelter from the elements, and so on.

Swords [REF]: The skill used to wield the saber, short sword, broadsword, longsword, bastard sword, etc. in melee combat. This is a western skill focusing on the single-handed use of a weapon.

Swordsmith [TECH]: This is the honored art of crafting swords (katana) in Nihon, and sharpening all bladed weapons to a razor fine edge. It is considered a highly revered art with religious overtones and, in fact, a Shinto ceremony surrounds the crafting of such blades. Because swords are believed to be imbued with the spirit of their maker, it is important for sword smiths to be pure of heart and mind. (For more details see SWORDS.)

Sword Polishing [TECH]: Togi-shi, the art of polishing. This skill is also considered an art form. Many Buke believe that the quality of their sword's polish is indicative of their status and their sword's worth, so highly skilled polishers are much sought after by samurai.

Symbol Engraving [INT/SORC/TECH]: This allows for the carving of runes on items and the construction of wards and other magical diagrams. INT applies to designing the symbol, TECH to carving it, and SORC to empowering it. This skill is usually used to create defenses against the entities and the powers they possess. Modifiers which apply to the empowerment phase of creation are listed under the skill *Enchantment*.

System Knowledge [INT]: The basic knowledge of the geography of the Net, it's lore and history, as well as knowledge of the important computer systems, their strengths and weaknesses.

Systems Operations [TECH]: This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, etc.)

Tactics [INT]: This skill relates a character's knowledge of warfare and combat in terms of units and how they move, as well as what people are likely to do in conflict situations. In any situation where a character can plan before a given conflict, the GM may allow them to roll

against a Difficulty rating (typically vs 18, although terrain and conditions should modify this). Every point of success over the target number should be treated as an Initiative bonus for all friendly forces the Tactician can influence for the first round of combat only. Alternately, if both sides have a character actively using Tactics, this should be done as a skill vs skill contest, with the winner gaining the Initiative bonus. On any round where the character does nothing but evaluate an existing battle, he may make a Tactics roll for the above-named bonus for the next round. Only he and everyone he can directly influence (through shouted commands or Telepathy, for example) may gain the Initiative bonus on the next round. Note — For added realism, and to better represent the ability, the GM is encouraged to require that anyone wanting the INIT bonus must let the Tactician actually move their character (if miniatures are being used), though they would still determine all other actions.

Tea Ceremony [TECH]: Cha-no-yu, the art of preparing for and performing the famed tea ceremony. The tea ceremony is a refined art form in Nihon, and symbolizes the best qualities of human grace and spiritual purity. They bring much honor to both the guest and the host, if performed properly. Tea ceremonies are often performed to cement the bonds of friendship or to reaffirm a vow or promise.

Teaching [PRE]: This skill reflects a character's ability to teach what they know to others, a necessary skill in a society where "word of mouth" is how most anything is learned. A character can teach almost anything they are skilled in; the nature of the skill and the student's capacity to learn it will figure into the GM's decision as to how hard it is to teach and how long it will take.

Technical [TECH]: The skills of mechanic, lab technician, electrician or engineer, including knowledge of how to use any and all equipment relating to that particular technical area. Player must specify the focus of the skill. Basic Tech, AV Tech, and Aerotech are provided in the skill listings as examples of focii which could be specified.

Temporal Physics [INT]: This is the theoretical science of time travel, as the campaign defines it.

Throwing [REF]: Like Clubs, this skill has no non-proficiency penalties - anyone can

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pick something up and toss it. Although not completely realistic, this skill includes pretty much anything for throwing purposes (such as knives, daggers, spears, hand axes, and even mugs and rocks). This is added to REF for an AV to hit a target. It can also be used in a Skill Roll contest with other characters in any Throwing Contest.

Tonfa [REF]: Tonfajutsu (or tonfa-te), the martial skill of using the tonfa in melee combat. This is an eastern weapon skill.

Tournament Law [INT]: This is the study of the history and rules of athletic competition. This is the skill to roll against to test a character's knowledge of the history, personalities, etc. of a given sport.

Tracking [INT]: The ability to discover tracks, prints or other evidence of passage through an area and to follow them. Tracking can be used to follow game while hunting, follow a criminal on the run, or even to find one's own way out of the forest when lost. This skill is popular among bounty hunters and ninja.

Trading [PRE]: The art of bartering, haggling and otherwise negotiating the price of things. This is a crucial skill for merchants of all types. In feudal Japan, most men feel that this level of emphasis on money is beneath them, leaving the women to become very thrifty managers of their household's money.

Vampire Lore [INT]: The knowledge of the behavior, habits, and lifestyles typical of vampires.

Ventriloquist [INT/TECH]: Using whichever Characteristic (INT or TECH) is higher, a character can develop the ability to "throw their voice." This can be used to no end of mischief, and is typically used against someone's Perception + INT.

Wagon Driving [REF]: Harder than it looks, there is a whole set of skills involved in driving a wagon effectively. Someone without the skill will be hard pressed to get from Point A to Point B, and a high skill rating is imperative when being chased by mounted warriors.

Wardrobe And Style [PRE]: A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best.

Weaponsmith [TECH]: The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased.

Whips [REF]: The skill used to wield the whip and slaver's whip in melee combat.

Wilderness Lore [INT]: Though complimentary to both Ranger Skills and survival, this skill reflects a character's scholarly knowledge of the Great Outdoors. This includes knowing what kinds of food and plants to expect in a region, what animals there are, when their mating season will start, whether or not a tree looks sick, etc...

Writing [INT/PRE]: Composing salable songs, novels, poems, speeches and documents.

Zero Gee [INT]: You must have this skill in order to use a spacesuit and maneuver in a zero gravity environment. If you do not have this skill then all REF-based actions are at a -4 when in zero G.

Zoology [INT]: This is knowledge of animals. Successful use will allow you to know what animal made those tracks, what animals are likely in this climate, how dangerous they are and other information.

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Character Template Plug-In

Personally, I have never been a great fan of the HERO game system. My previous experience with the pre-Fuzion was the Interlock game system. Interlock had one great flaw known as Appearance. It was simply a point pit used to pump up the combat stats. Luck often suffered the same fate. Fortunately, Luck has been fixed with Fuzion, and Appearance was entirely eliminated as a stat. Unfortunately, a new problem evolved; the everyman skill package. Now players are getting free points for a specific set of skills. The elimination of the old roles from Cyberpunk 2020 was another displeasure of mine. To solve these two problems, I have created this optional rules Plug-In for character templates and the old Cyberpunk 2020 roles.

First we'll deal with the everyman skills. From what I have seen, the everyman skill set provides an average of 16 points worth in free skills. In the realistic campaign style, this literally *doubles* the size of your option point pool! In the Cosmic campaign style, this same group of skills still represents a 25% increase in option points. To counter this, I usually charge for the everyman skills. First was the division of the Everyman skills into two groups; **Natural Skills** and **Revised Everyman Skills**.

Natural Skills

These are skills you can't help but to learn. They consist of perception, concentration, your native spoken language and local knowledge. These skills still cost nothing to obtain to +2 and furthermore, have a difficulty rating of .5. This means they require half the usual IP to be improved.

Revised Everyman Skills

These are the remaining everyman skills; education, athletics, your native written language(subsumed into education), persuasion, and social. Initial purchase of these skills costs half the normal OP for the level they are purchased at, to a limit of skill level +5.

Templates and Roles

With Fuzion, the old Cyberpunk Roles are still there, but without the zing. Now they call them templates. This portion of the Template Plug-In is designed to put that zing back into the templates. In the roles we present, you'll still find the usual description, skills, options and equipment listed. But there is an additional listing now as well; Role. Role lists a package of seven skills and a talent. Players have the option of taking the suggested skills listed under skills, or they can take the entire selection listed under Role. Players familiar with Cyberpunk 2020 will recognize that the Role package contains all the skills for the old CP2020 roles with the exception of awareness/notice (which is now perception and part of the Everyman Skill group). Additionally, the special abilities are transformed into talents. For the low, low price of 20 Option Points, you get the eight listed skills at skill level +2 and the talent at +3. That saves you 7 option points had you purchased them all individually. Additionally, the role talent can be bought improved at a rate of 2 OP rather than the normal 3 OP. These reductions simulate a focused study on being educated in the crucial skills related to that template or career. Any of the old CP2020 roles can be converted in this manner. You can download the Cyberpunk 2020 Master Skill List for www.cyberpunkcontraband.com for details on the special abilities.

Talents

Talents are innate abilities that cannot be learned or taught, such as the ability to see in the dark or natural sense of direction. Secondly, there are also Skill Talents (denoted by being underlined) which can be slowly learned or improved. Talents must be taken at character creation, but Talent Skills may be learned at any time. Each Talent has a cost denoted in brackets ([]). Talents which can be purchased past 1 level are denoted by an asterick (*) and most may be improved upon through the course of game play with GM discretion.

Absolute Time Sense [3] The character has an innate knowledge of the passing of time.

Acute Hearing* [3] The character hears in a wider range and more effectively than others; +2 on all related Perception rolls)

Acute Smell* [3] The character smells a wider range of odors more distinctly than most and can identify things and creatures based on such information; +2 on all related Perception rolls.

Acute Special Sense* [3] Define one special sense that gains +2 on all rolls. This could be something like an innate danger sense affecting things like initiative and surprise), above average understanding of human nature (bonus affects Human Perception, Body language, and Psychology skill checks), etc.

Acute Vision* [3] The character sees more clearly over a longer range than most and possesses excellent nighttime vision {though not as good as real Night Vision}; +2 on all related Perception rolls and +2 vs any Range Combat penalties.

Ambidexterity [3] Use both hands equally well(without the normal -3 penalty for using an off hand).

Animal Empathy [3] An almost preternatural affinity for animals; +1 on all Animal Ken, Horsemanship, and related skills

Aura Sight Able to see mystical phenomena and detect magic; use SORC or PIE + Perception

Balanced [3] Character will not suffer from dizziness due to changes in orientation. +2 on space sickness rolls. Automatic +1 skill in O-Gee Maneuver. Also, +1 to any athletic skill involving extended balance.

Beautiful/Handsome* [3] +1 on all PRE-related skills where looks would count. In appropriately modern settings, this talent can be 'learned' and later improved through plastic surgery.

Beautiful Voice [3] Has an amazing singing and speaking voice; +1 related skills/tests

Blind Fighting [3] Can make an Perception+INT roll for no penalties in Hand to Hand and melee while blinded; roll per round.

Born Healer [4] The character has natural aptitudes with healing the sick and injured. This grants him a +1 bonus when using skills such as First Aid, MedTech, and Diagnose Illness.

Charismatic* [3] Has natural leadership and inspirational talents; +1 on all related PRE tests

Combat Sense* [3] Natural gift for combat situations; +1 Initiative

Common Sense [4] You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."

Computer Aptitude [4] This advantage entitles the character to an uncanny ability to operate computers, both in and out of netspace. This grants a bonus of +1 when using Cyberdeck Design, Interface, Library Search (computers only), Programming, and System Knowledge.

Craftsman* [3] Naturally gifted with hands and manual efforts; +1 all Artisan and related skills

Cramming [3] Can gain a +1 per hour of effort in any non-physical Skill temporarily - fades away after an adventure/session

Damage Deflection [5 per +2 PD] (aka "COMBAT LUCK"; Has the ability to deflect/avoid Killing Damage. This is "armor" that does not stack with any other defenses, and it does not work if the attack is not perceived or if the defender cannot move. It costs 5 OP for every +2KD; Maximum possible is 6KD for 15 OP

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Danger Sense* [3] Mystically aware of danger to self and surroundings. danger sense is checked as PSY+Perception. Any bonuses from appropriate acute senses also apply. This can be improved at a cost of 3 OP per +1 bonus.

Double Jointed [3] +3 bonus to Contortionist, +1 related Athletics or Acrobatics

Eidetic Memory* [3] Never forgets anything seen, heard, or read; +1 on any memory related skill use

Empathic* [3] Naturally attuned to the way people feel; +1 all Intuition and Interaction skills

Fast Draw [3] Able to draw one-handed weapons in no time

Fast Pull [3] Able to load and draw a bow in no time

Feign Death [3] Able to slow heart and breathing to appear dead for a time

Find Weakness [10] Able to cut a target's DEF by 1/2 with a successful Action, Target Number = 20. +2 Difficulty for each successive attempt. A bonus of +1 may be purchased for another 5 OP.

Head For Numbers [3] Can do lightning calculations in one's head

High Pain Threshold [3] Reduce all suffered SD by 2, reduce all Impairment penalties by 2.

Immunity [3] You are immune to the effects of one specific poison or disease group (must specify).

Instinctive Direction Sense [3] Always knows which way is North and can never get lost

Intuition [3] You have an uncanny feel for hunches; the GM will give you a chance to make a PER roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.

Knack [2] +1 with any related skill group; GM's option what qualifies

Lady Killer [4] This a specialized form of the Empathy advantage which reflects the character's uncanny ability to seduce members of the opposite sex (or the same sex, depending on orientation). Don't let the name fool you...this advantage can be taken by both sexes. It entitles the character to a +3 bonus to all Seduction rolls.

Light Sleeper [3] No roll to awaken if noise is made, instantly awake with no ill effects

Linguistically Gifted [3] +1 Level on any language learned

Literacy [2] In ancient settings, few folks will understand the written language. This allows the character the ability to read and write in languages known

Longevity [3] Will be strong, healthy, and mentally facile for longer than most in one's species, and live longer by far than the average.

Man and Machine [10] This rare and extremely valuable advantage grants a character 15 points of Humanity (SAN) per Presense (PRE) point versus the normal 10. This allows him to graft more cyberware into and onto his body than a normal human being. This is a powerful advantage, and should not be handed out without forthought on the part of the GM.

Musical Aptitude [2] The character is a natural musician, and gets a +1 bonus when using skills such as Play Instrument and Composition (musical, not lyrical).

Mystic [5] Lo and Behold, you are one of the few capable of using magic in the modern day and age. You must take this talent if you intend to use magic, regardless what your stats may indicate.

Net Reflexes* [3] For each level of Net Reflexes bought, the character gets a +1 bonus to his initiative in the 'Net (up to the maximum of +3).

Night Vision [3] Sees as well in the day as at night, although not in true pitch black

Perfect Pitch [3] Totally accurate ear for tones and musical notes; +3 all related skills

Physically Gifted [3] Natural gift with physical pursuits; +1 all Athletic and related skills

Psychic [5] For years you've been entertaining at parties by telling fortunes, guessing what card a person has or what they might be thinking, or making spoons bend without handling them. You must take this talent if the character will have any psychic or psionic powers.

Rapid Healing [3] +3 Hits healed over each healing period

Scholastically Gifted [3] Well-read and naturally gifted with learning; +1 all Lore and related skills

Schtick [special] A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks must be okayed by the GM and should never have an important combat or skill application-always shooting the gun out of the bad guy's hand would be a very

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dangerous schtick to allow. Schtick costs between 1 and 5 OP as set by the GM according to the effect approved.

Scientific Aptitude [3] The character is a natural scientist, and gains a +1 bonus when using skills such as Anthropology, Biology, Botany, Chemistry, Geology, Mathematics, Physics, and Zoology.

Speed Reader [3] Can read at about 10x normal rate (1 page of text every 3 seconds).

Strong Immune System [3] +3 to resist Poisons and Diseases

Strong Stomach [5] The character can deal with blood, guts, and gore, as well as other sick and disgusting things, without risk of tossing his cookies. In addition, he gains a +2 to save against chemicals such as vomit gas.

Technical Aptitude [3] The character is good with fixing things, and therefore gains a +1 bonus when using skills such as Aero Tech, AV Tech, Basic Tech, Cybertech, and Gyro Tech. Note that this is NOT a bonus skill level, and has no effect on medical skills.

Vehicle Zen [4] The character has a natural affinity for driving vehicles, and as such, gains a +1 to all piloting and initiative rolls while using said skills.

Voice [4] The character's voice is naturally pleasing to the ear. This allows for a +2 modifier to skills such as Perform, Fast Talk, Oratory, Leadership, Seduction, and Social.



Perks and Privileges

Alternate Identity [3] The character has a second, established identity that they can take on in a given area. Certain other perks may be dependent on this second identity

Authority [1 per level] The character has a level of authority in an area, normally in the capacity of a law enforcer or meter of justice. This skill can be applied to intimidation attempts involving the use of law enforcement. The level of the perk also applies to the range of effect, from local influence at +1 to nationwide influence at +7.

Clergy/Spiritual Leader [2] The character has the status, rights, and powers of being a spiritual leader or priest; added political influence is gained through STATUS, below.

Contact [1 per level] The character has an "in" with someone who can help them out, usually 'off the record'. At 1 point, it might be a flunky or wannabe gang member, at +3 a mercenary or the neighborhood strong arm, at +6, it might be the head of a local criminal organization or law enforcement agency, and at +9, it would be the head of a national government or supersecret organization (James Bond would be at +9). High level contacts may have underlings of their own to use in your aid as well.

Favor [0.5 per level] Works just like Contact, except it is a one shot deal. They'll help, but the favor they owed you is paid back.

Family [2 per level] This is a sort of merger of wealth, resources, and contact. Your family (or gang) has numerous people, money, influence, and other resources you may be able to call upon for assistance.

Follower [1 per 5 OP or 1 CP spent on the follower's creation] An NPC that is particularly loyal to and involved with the character. The follower's total OP cost cannot exceed that of the character he follows.

License [1 per level] We provide two example of licensing; one modern, the second for feudal Japan. The listed number is the cost of that membership.

Modern: License to carry a gun (2), License to sell firearms (3), Private Investigator's license (4), Bounty hunter's license (6), CIA or secret service agent's license (8), federal marshal's license (9), James Bond's unconditional License to Kill (10).

Feudal Japan: You have a license or permission to: Sail or own merchant ships (1). Travel outside your home province (1), Run a business or shop (1), Use a Japanese port and conduct trade (gaijin only) (1), Preach a foreign religion (2), Start your own sub-ryu or school (2), Marry someone from outside your caste (2), Start your own yakuza gang (2), Carry the two swords of the samurai (dai-sho) (3), Start your own samurai clan (4).

Membership [1 per level] Again we provide two time-based examples; modern world and feudal Japan. The number is the cost per level of membership.

Modern: You are a member of: janitor of some corporation or public agency (1), gang of street toughs (2), Police officer (4), Federal Marshall or high ranking official of a public organization or corporation(6), CIA agent, secret Service Agent, or low-level member of a private or secret organization (8), Spy of James Bond's caliber of mid level secret agency member, or top-level corporate executive (10), member of a supersecret agency (men in black, illuminati, etc.) (14).

Feudal Japan: You are a member of: Franciscan monks (1), Minor/local temple or shrine (1), Small yakuza gang (1), Society of Jesus, the Jesuit priesthood (2), Wealthy merchant house/guild (2), Average temple/shrine (2), Ninja ryu/clan or large yakuza gang (2), Major samurai clan (3), Average samurai clan (2), Major temple or shrine (3), Imperial Court/Kuge (4).

Renown [0.5 Per Level] Your fame (or infamy) amongst the locals. Renown rates how widespread your character is known (1 point, the locals at the bar know you; +3 the whole neighborhood or small town; +5, city-wide; +7 state-wide; +9 nationwide; +11 world-wide). The character's ongoing activities will determine how well remembered the character is by the populace, ranging from 'the name seems familiar but I don't know why' to 'Wow! That was you! let me shake your hand man! I never met nobody who was, like, famous before, dude!'.

Resources [1 Per Level] The character has access, through membership or connections, to the material or intellectual resources of an organization (not money or personnel). Small Group, Local like a gang(2), Medium Group, Regional like the local cops or a small corporation(3), Large Group, National like the Federal Marshals or a large corporation(4), Kingdom/Ruling Body like the Federal Government, National Guard or military(5), Widespread, International Group like the UN, Nato, or something supersecretive, like MI6(7).

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Status [1 per level] The character holds rank or a similarly influential position in society - note that RESOURCES and other perks must still be bought if desired. Also, titles and posts are different in each nation; the GM will decide on equivalent positions) Master/Mistress: Guild Officer, Ranked Bureaucrat, Soldier, Teacher, Low Court Post (1) Low-Ranking Police or Military Officer (1), Low Nobility or Government Official: Lord or Lady, local council member(2), High-Ranking Officer (2), Middle Nobility or Government Official: Baron, Baroness, Chancellor, the Mayor (3), Knight or samurai (3), High Nobility or Government Official: Duke, Duchess, High Chancellor, the head of a department of the stat government (4), General, Marshal, Admiral, State Governor (4), Prince, Princess, Senator (6), King, president, Emperor (8)

Wealth [1 per level] The character is possessed of personal resources and wealth.

Modern: Well Off: Upper Middle Class - you can afford most everyday things and live in a decent place. (2). Wealthy: You can afford costly hobbies, work only occasionally, and live in an expensive home (4). Rich: You don't work, go on lengthy and very expensive vacations and live in a small mansion (7). Filthy Rich: You live where you want, when you want, and buy anything and everything you want. Money doesn't matter to you since you have so much of it. (10)

Feudal: Well Off: small manor, a few servants/vassals - a moderately successful merchant, a minor lord (2), Wealthy: large manor, a sizable staff, Personal guards - a very successful merchant, a major lord (4), Filthy Rich: a castle, a small army of servants and soldiers - a merchant prince, a duke or better (6)



C omplications

You can use the complications section of your favorite Fuzion powered game.

L ifepath

Just do like you did with the complications.

A dditional Q uirks, B enefits, and F laws

Many of the advantages and disadvantages of the Cyberpunk Contraband Character Generation System (designed as an intermediary between Fuzion and its Interlock predecessor) can be used directly with Fuzion with little or no modification. Originally developed for the Interlock version of Cyberpunk 2020, the material does not break down into the categories of Perks, Privileges, Talents, and Complications. Advantages would all fall in the first three, while Disadvantages will always fall into Complications.

G eneric T emplates

Here are a few simple templates that should be able to fit into any naughty Tentacles genre game, regardless of the setting. Roles will come with the later updates of this volume.

MAGE

The Mage is the scientist of the mystical professions. They study magical, mystical, and paranormal disturbances of an unknown nature in an effort to explain (and possibly reproduce) them. They commonly produce small magical trinkets and incantations to support their occupation financially.

Skills: Potion Brewing, Chemistry, Small Blades, Biology, Symbol Engraving, Enchantment, one or more spells.

Options: Time sense, high pain threshold, scholastically gifted.

Equipment: casual clothes, ritual knives, library on the occult, slum apartment.

WITCH

The witch is a mystic who specializes in the influence of others. To them, nearly everyone is a pawn to be used in the neverending struggle to gain ultimate power. Most witches enter this secret arena for personal power, but some seek to stop the nearly endless and relentless assault by the supernatural world. Witches frequently organize themselves into covens.

Skills: Potion Brewing, Expert: Superstitions, Candle Magic, Control Dolls, Persuasion, Seduction, Symbol Engraving, Enchantment, History.

Options: Charismatic, Beautiful/Handsome, Animal Empathy, Membership (coven)

Equipment: isolated home, casual clothes, ritualistic equipment.

FORTUNE TELLER

This mystic is the gypsy magician, traveling from place to place to dispense wisdom. These mystics specialize in the determination of future events and the unknown past. They are often found in circuses telling fortunes or working with the police investigating unsolved crimes under the guise of psychics.

Skills: Persuasion, Psychometry, Precognition, Sense Entity, Animal Empathy

Options: Aura Sight, Animal Empathy, danger Sense, Membership (gypsy clan)

Equipment: small motor home or wagon (depending upon time period), traditional wardrobe, fortunetelling props.

LINE WALKER

These mystics are the battle mages who draw power not only from themselves, but from the very earth itself! Across the surface of the earth run unseen 'rivers' of mystical energy known as ley lines. Line walkers patrol these lines, hunting the demons and aliens that seek to use the lines to power the portals they use to enter this world. These are outdoorsmen, trained to survive in the wilderness where their ley lines often run.

Skills: Sense ley Line, Sense Entity, Sense Dimensional Rift, firearms, several spells.

Options: High Pain Threshold, Damage Deflection, danger Sense

Equipment: Body armor, several firearms, camping gear.

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PSYCHIC

These mystics rely upon power of the mind rather than power of magic. For many centuries, they were considered frauds and charlatans, though they were capable of what was at the time unexplainable feats, with accomplishments such as reading another's mind to moving objects without touching them. Now they often only serve as intermediaries between the living and the dead.

Skills: Mediate, Sense Entity, Symbol Engraving, Candle Magic, several Psychic powers

Options: Danger Sense, Aura Sight

Equipment: casual clothes, slum apartment.

PARAPSYCHOLOGIST

Some try endlessly to prove it all a fraud, others try endlessly to prove it all true, but they all study the occult, the supernatural, and the paranormal. These are scientists who seek to prove or disprove the existence of anything and everything supernatural. They are as eccentric as the countless bizarre subjects they research.

Skills: 5 of the appropriate INT skills, such as Parapsychology, Paraphysics, Vampire Lore, Demon Lore, etc.

Options: Acute senses, Danger Sense, Eiditic Memory.

Equipment: Decent suburb home, anything their government and college research grants can buy them.

ADVENTURER

These individuals are the heart of pulp adventure. They are wanderers, trotting around the globe in search of treasure, fame, and a memorable story to tell their eventual grandchildren. To go with their risky behavior, they also tend to be bearers of just enough knowledge to make themselves dangerous; almost adequate at a wide range of skills, but far from a true master of any. How they survive, one can never understand.

Skills: Persuasion, Firearms, Brawling, Expert (choose one ancient, dead culture) Language (the one for the dead culture they are expert in).

Options: Danger Sense

Equipment: hand gun, rugged clothing that can survive their adventures, a map to some treasure or another, some sort of beat up, run down vehicle barely large enough to live out of when necessary, and a few hundred dollars in their pockets.

New Plug In Rules



Using the Paranormal

With the naughty tentacles genre, the use of magic, psychic abilities, or other paranormal powers is fairly commonplace; defeat the supernatural with the supernatural. To that end, a plug-in is needed to allow for that common element of the genre. Unfortunately, the superpowers plug-in in Champions: the New Millennium is a bit lacking in that department, hence this chapter. For simplicity, the use of these paranormal powers is skill based, making use and improvement easy to track by integration with the mundane skills. Any attempted use of a paranormal power reduces END by 1 point, regardless of success or failure. You'll notice that paranormal abilities do not work like the usual spells. This is to simulate the unreliability of such abilities throughout the Naughty Tentacles genre. Sometimes a power won't work quite as well as desired and other times it will work a little too well. The GM has the option of enforcing the effects as the die roll indicates with exceptional rolls (which is absolutely great when you do it with apprentice spell casters and the like) or you may allow the expected effect to occur at the player's option (as the 'experienced mage' might require for simulation).

Creating New Paranormal Powers

One tough bullet to bite in writing this sourcebook has been the effort to create a set of uniform rules that will meet my paranormal requirements. I had to take the existing powers plug in and completely restructure it so that it can be tied into a single stat (END) and allow the variable effectiveness provided in the off-the-top-of-my-head rules-free magic system from the previous edition of this sourcebook. After an infuriatingly lengthy amount of thought, it actually ended up being a lot easier to accomplish than I thought. All it required was a baseline for each spell; a decision or definition on what the spell is supposed to do. Accomplishing that, the target difficulty for that effect is calculated, along with the END cost. Then it is simply applying difficulty ratings and/or END costs to the other tiers of effect the spell has.

Magic Skills

The treatment of magic is skill-based. Every spell is a skill which can be practiced to produce a desired effect. Characters casting spells may sacrifice a point of endurance to gain an extra +1d6 added to their die rolls. Spellcasters have an innate sense of their spells and know whether they've done an exceptional job of casting or have rather flubbed the spell.

Psychic Powers

Psychic powers have different effects for each at varying degrees of difficulty. The skill is checked against a target difficulty number for the desired effect. Psychic power checks are PSY + skill + die roll vs. difficulty rating. Difficulty rating is may be modified by the target's WILL (or DEX if appropriate) if the target is somehow aware of the attack. Additionally, a series of modifiers may affect the ability to use these powers, as listed below:

Modifier	Condition
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State of Stress

+3	Character is meditating.
+1	Character is relaxed.
-2	Character is lightly injured (up to 1/4 hits).
-4	Engaged in Combat.
-4	Seriously injured (1/4 up to 1/2 of hits)
-8	Critically wounded (over 1/2 hits)
-12	Surprised and trying to use power reactively.

Range

+6	Affecting self with a power that can affect others. This does not apply to powers that can only affect one's self.
+4	Affecting someone close to the character, a lover, relative, or friend.
+2	Physical contact is established with the victim.
0	Affecting someone known but not close to the character, a co-worker or frequent contact would fit this.
0	The target can be seen.
-1	20 meters range to the target.
-2	Blanketing; attempting to affect multiple targets in a single power use. the -2 penalty applies for each target past one (-6 for 4 targets, for example).

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Paranormal Creation System.

Above, we covered the basics for creating new spells and psychic powers. Now we need to cover the specifics for quantifying the descriptions you create for spells. "x" refers to the level of effect detailed in the description. Difficulty starts at a base of 10 plus the listed difficulty modifiers. To initially purchase a spell or paranormal power at skill level 1 costs the listed CP cost on the table. Increasing the skill level operates like it does for mundane skills.

For example, a spell with the Restraint attack effect totalling 3D6 hit points of "bond" would cost 3 END ($1 * 3 = 3$), 19 Difficulty ($10 + 3 + (2 * 3) = 19$), and to initially purchase would cost 3 points ($1 * 3 = 3$).

Effect	END	Diff	CP	Effect
Attack Effects				
Restraint	1x	3+2x	1x	This power can be used to restrain an opponent, machine, or object. A Hold can be telepathic force, ice bonds, a stand trap, or anything else that can be thought of. A Held character can use his STR or any other attack to break out of the hold. Each Level of Hold acts as a 1D6 Hit point "bond" (rolled upon its activation) holding the opponent until it is broken by force of strength (or direct attack, if the restraining force is a physical thing). Range may be needed.
Lethal Attack	4+2x	6+2x	2+1x	An attack (fireball, lightning bolt, etc) which does Lethal damage. Each Level inflicts 1D6 Lethal damage. Default range is Zero (touch), but range can be purchased as per Increased Range enhancement. The nature of the attack must be determined when the effect is purchased; it can be lighting, a magical bolt, sonics, telepathic, or anything else. Take Increased Range to hit at range.
Stun Attack	2+1x	4+1x	1x	An attack (fireball, lightning bolt, etc) which does only Stun damage. Each Level inflicts 1D6 of Stun damage (will do Collateral Damage unless "Stun Only" is taken). Default range is Zero (touch), but range can be purchased as per Increased Range enhancement. The nature of the attack must be determined when the effect is purchased; it can be lighting, a magical bolt, sonics, telepathic, or anything else. Take Increased Range to hit at range.
Telekinesis	3+2x	4+1x	2+1x	The TK STR is separate from the character's STR, and is defined when this Effect is purchased. TK can be used to punch or squeeze, but there is no action/reaction with this power; a character could not use his TK to grab a flying machine and be dragged along, for example. TK can also move objects at a speed equal to what could be moved at that STR level normally (1/4th of weight maximum at that STR). This effect is not strictly Attack, but is considered such for classification. Range can be purchased as per Increased Range.

Defense Effects				
Armor	1+1x	4+1x	3+1x	Armor is a magical field which cloaks the target (the caster or anything else) in an invisible protective "suit of armor". Each Level grants +2 Killing Defense, +3 Energy Defense, or +5 Stun Defense (Absorbs 5 point of stunning damage per level).
Conceal Weakness	3+1x	4+1x	1x	This makes it much harder to find a weakness with Find Weakness on a character using this effect. Each Level of Conceal Weakness adds +2 to the Target Number against Find Weakness.
Deflection	2+2x	5+3x	2x	Deflection allows for an incoming ranged attack to be deflected or reflected. The block is made by making a task resolution (the number rolled casting the spell) vs. the attacker's attack roll. You can deflect a number of DCs of damage equal to your Level, but if it does not negate all the DCs, the attack was not deflected at all. For an extra +2 END, +4 Diff, and +4 CP, it can Reflect back to the origin. To Reflect an attack back to it origin an additional to-hit roll must be made against the target. The four levels available for this spell are: Level 1 - Deflect thrown (or slow moving) object Level 2 - Deflect the above and arrows, spears, and slow projectiles Level 3 - Deflect the above and bullets & shrapnel Level 4 - Deflect the above, as well as energy beams
Force Field	2+1x	6+2x	2+2x	This is a field created around the character (or any target) which can absorb damage. A Force Field provides defense against Lethal and Stun Attacks. It can be extended using Area of Effect. Each Level provides 2 Killing/Stun Defense or 3 Magic Defense.
Force Wall	2+2x	8+2x	2+2x	The ability to project a defensive barrier. This barrier acts like a wall and protects against Lethal and Stun damage. A Force Wall will stop all Stun Damage; it stops Lethal Damage as normal. However, if the total Damage of a Lethal Attack is greater than the defense of the Force Wall, the Force Wall is destroyed and must be re-erected. A Force Wall can also be used to support a

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				weight equal in STR to the number of points invested. Example: a 3 point Force Wall could be used to support 100kg. Each Level provides 1 Killing/Stun Defense or 2 Magical Defense. By default all Force Walls are 1 meter wide, and can be extended using Area Effect.
Immunity (Type)	5 per type	15 per	3+1 x	This makes the character immune to a certain disease or poison for the duration. The general disease category or type of poison must be specified.
Invulnerability (Type)	10 per	16 per	2x	Invulnerability allows a character to be undamaged by attacks composed of one specific type of special effect (an SFX such as Death Energy, Water, Air, Light, Mental, etc.) for the duration. The type of Invulnerability must be defined when this effect is purchased.
Life Support (Type)	5 per	15 per	3+1 x	This Effect allows the character to operate in unfriendly or deadly environments without harm (such as under water, in an airless void, in extreme temperatures, etc.) for the duration. The Type of environment must be specified (Water, extreme heat or cold, airless space, etc.).

Mental Effects														
Empathy	1+1x	3+1x	1x	A low level form of mind reading where only emotions can be detected. The target must be in line of sight (LOS may be viewed by any sense, including remote or other magical senses). Each Level gives 1D6 of Effect. The Effect Level (DC rolled - Mental Defense) determines how much is learned. Range is LOS. <table><tr><td>Result</td><td>What You Sense</td></tr><tr><td>> than RES</td><td>Positive, negative, or neutral feelings</td></tr><tr><td>10 > than RES</td><td>Basic emotion</td></tr><tr><td>20 > than RES</td><td>Complex emotions</td></tr><tr><td>30 > than RES</td><td>As above, and you can sense lies.</td></tr></table>	Result	What You Sense	> than RES	Positive, negative, or neutral feelings	10 > than RES	Basic emotion	20 > than RES	Complex emotions	30 > than RES	As above, and you can sense lies.
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Influence	2+1x	3+2x	3+1x	A low level of mind control where a single motivating suggestion can be implanted in the target's mind, usually emotionally base (Fear, Joy, Run, Sleep, etc.). The target must be in line of sight (LOS may be viewed by any sense, including remote or other magical senses). Each Level gives 1D6 of Effect. If it successes, the target feels the influence and must act appropriately. He may continue to make WILL rolls to resist the influence for the spell's duration, and if ever he succeeds the Influence is broken. Range is LOS.										
Mental Defense	2+1x	2+2x	2+1x	This creates a telepathic defense to block or resist mental powers. A character with Mental Defense can resist some of the effects from Telepathic based Attack, (Mental) Illusions, Mind Control, Mind Scan, and so on. Mental Defense is subtracted from any telepathic damage or telepathic based effect.										
Mental Link	6+2x	5+2x	6+1x	This variation of telepathy sets up a two-way mental link allowing instant mental communication. Both ends of the link must be willing in order for a Mind Link. They do not need to be in Line of Sight, but the caster and the target must both know each other. Each Level gives 1D6 of Effect. Use telepathy chart for results. Default range is LOS, but extended range can be purchased starting at 50 meters base.										
Mind Control	5+2x	5+2x	5+2x	This power can take control of a character's mind, and thereby his actions. Once again, the more subtle the control (you must issue verbal commands), the more likely it is to affect the target. The target must be in line of sight (LOS may be viewed by any sense, including remote or other magical senses). The Effect Level (DC rolled - Mental Defense) determines the level of control. Range is LOS. <table><tr><td>Result</td><td>Effect</td></tr><tr><td>> than RES</td><td>Partial control, actions at -4</td></tr><tr><td>10 > than RES</td><td>Partial control, but actions at only -2</td></tr><tr><td>20 > than RES</td><td>Full control (if desired), or Partial at only -1 to all actions.</td></tr><tr><td>30 > than RES</td><td>Full control (if desired), or Partial at no penalty to actions.</td></tr></table>	Result	Effect	> than RES	Partial control, actions at -4	10 > than RES	Partial control, but actions at only -2	20 > than RES	Full control (if desired), or Partial at only -1 to all actions.	30 > than RES	Full control (if desired), or Partial at no penalty to actions.
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Mind Reading	2+2x	5+2x	3+2x	This power allows the character to read thoughts of a target within line of sight (LOS may be viewed by any sense) but this spell does not work on subjects at a distant range (for example, on TV). Surface thoughts are relatively easy to read; deeper thoughts or the subconscious take quite a bit more effort to reach. Each Level gives 1D6 of Effect. The Effect Level (DC rolled - Mental Defense) determines the results of the scan. Range is LOS. <table><tr><td>Result</td><td>Effect</td></tr><tr><td>> than RES</td><td>Read surface thoughts</td></tr><tr><td>10 > than RES</td><td>Read deep, hidden thoughts</td></tr><tr><td>20 > than RES</td><td>Read into the target's memory</td></tr></table>	Result	Effect	> than RES	Read surface thoughts	10 > than RES	Read deep, hidden thoughts	20 > than RES	Read into the target's memory		
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Mind Wipe	6+2x	5+2x	5+2x	This allows a character to wipe out certain memories from a target, which are specified when the spell is invoked. The target must be in line of sight (LOS may be viewed by any sense, including remote or other magical senses). The Effect Level (DC rolled - MD) determines how good the Mind Wipe was. +4 END, +4 Diff, +6 CP for Wipe All (amnesia). <table><tr><td>Result</td><td>Effect</td></tr><tr><td>> than RES</td><td>Memory deleted but will return in 1d6 months.</td></tr><tr><td>10 > than RES</td><td>RES Memory deleted but may be restored by hypnotism or therapy.</td></tr><tr><td>20 > than RES</td><td>Memory deleted, permanently</td></tr><tr><td>30 > than RES</td><td>As above, and memory may be altered as well</td></tr></table>	Result	Effect	> than RES	Memory deleted but will return in 1d6 months.	10 > than RES	RES Memory deleted but may be restored by hypnotism or therapy.	20 > than RES	Memory deleted, permanently	30 > than RES	As above, and memory may be altered as well
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Telepathy	4+1x	4+1x	4+1x	This power allows the character to send thoughts to a target within line of sight (LOS may be viewed by any sense, including remote or other magical senses). Each Level gives 1D6 of Effect. Range is LOS. +5 MP, +3 Diff, +3 CP for "Broadcast" ability, whereby you can send to all (or a limited number) of individuals in LOS. <table><tr><td>Result</td><td>Effect</td></tr><tr><td>> than RES</td><td>May send a short phrase or impression</td></tr><tr><td>10 > than RES</td><td>Can send a paragraph or vivid impression</td></tr><tr><td>20 > than RES</td><td>May communicate a complex plan or monolog</td></tr></table>	Result	Effect	> than RES	May send a short phrase or impression	10 > than RES	Can send a paragraph or vivid impression	20 > than RES	May communicate a complex plan or monolog		
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Movement Effects				
Apportation	10+1x	12+1x	5x	The ability to teleport a desired object, external to the caster. He can apport material within Line of Sight, or "summon" a specific target which is within his range (specifying, "I want a sword", and if one is in range, it will apport to him). The base range is 10 meters, but this can be increased. Each Level gives x2 range (at level 10 your range is 10 km). If this spell should be restricted to one "type" of object or thing -- use the Affects Only enhancement. This spell is Instant, so Duration does not matter.
Dimensional Travel	20+1x	20+1x	5x	This allows a character to travel from one world to another. The base version allows him to transport himself to a single other location on another world (which must be known to him); this must be specified when the spell is created. An advanced version of this may allow a character to transport himself through time instead. Normally, the character can only move himself and his clothing, but this can be increased. +1 END for each extra 10kgs he can carry. This spell is Instant, so Duration does not matter. Use Range in Time for time travel.
Flight	6+2x	6+2x	5+1x	With this the character can fly through the air. This is not levitation, but is powered, so the character can change speed, direction, and altitude at will. Flight Movement is not derived from regular MOVE. Each Level grants 5 Flight Movement. Duration is needed.
Gliding	3+1x	3+1x	1x	A character with this can glide through the air. A Gliding character has some control over his movement, but not the total control provided by Flight (above). A Gliding character must drop 2 meters per Phase to maintain his forward Gliding Velocity. Gaining altitude is under the GM's control; it has a lot to do with wind currents and such. Gliding Movement is not derived from your regular MOVE. Each Level grants 5 Flight Movement. Duration is needed.
Levitation	5	15	2	This allows a character to suspend himself in the air, either by a powerful repulsive force or counter gravitational force, or some such. When levitated, the character is effectively weightless (mass and momentum still apply), and he can essentially float in air. With Levitation, Flight, Gliding, and Surface Float are at -3 Cost in all three aspects (a good Secondary Effect).
Running	1+1x	4+1x	1x	A character with this can run faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Running increases the character's figured Run and Sprint stats. Each Level adds +5 meters of extra Run (or +7.5 of Sprint).
Summon	10+3x	8+3x	4x	This is the basic Summon effect for all summoning spells. It allows you to summon (or call) five major entities at different levels. Level 1 - Minor Spirit Entity (ghosts, lesser elementals). Level 2 - Major Spirit Entity (wraiths, greater elementals). Level 3 - High Entity (demons, angels).

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				Level 4 - Greater Entity (demi-gods). Level 5 - Ultimate Entity (gods, which cannot be controlled, at all). It would be wise to Contact the being first, so that you don't make it mad. If it's a demon, be sure to know its True Name or kiss your soul good-bye. The entity will be free to leave when the Duration expires (though it might not). Most of the creatures presented in this book fall under Levels 1-3 of this effect, so there isn't much reason to allow anyone to build a power Level of 4 or 5.
Surface Float	2+2x	3+3x	2x	This allows movement on any surface which might be otherwise impossibly to walk on (including, even air!). With this power a character could walk on mud without leaving tracks or sinking in, allow him to walk on water, or even walk on air. Combined with Wall-Walker, the character could run up a waterfall! Characters using this will not leave footprints, but may still leave a sent or broke underbrush. Such a character will also suffer triple knockback. This has only three levels. The First allows for walking over dense but squishy surfaces (mud), the Second is for water surfaces, and the Third is over air.
Teleportation	12+1x	14+1x	5x	A character with this power can disappear from one point and appear at another, without traveling inbetween. The base distance is 10 meters, but this distance can be increased. Each Level gives x2 distance (at level 10 you can teleport 10 km). +1 Cost for each extra 10kgs he can carry. You must have been to a location, or be able to see it via some sense to teleport to it. Use Range in Time for time travel. This spell is Instant, so Duration does not matter.
Swimming	1+1x	1+1x	3	This allows the character to swim faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Swimming increases the character's figured Swim characteristic. Each Level adds +1 to the character's Swim movement.
Tunneling	1+1x	5+1x	1+1x	Tunneling allows the character to move through the ground by creating a tunnel roughly his own size. The tunnel is normally left open behind the character; closing it is an option, listed below. Tunneling begins at a 0 Move. This distance can be increased by purchasing Non-Combat Multiples. Each Level allows for 2 meters/phase of movement through the ground. For +5 Cost the tunnel may seal behind you.
Wall-Walker	5	12	3	This allows the character to cling to walls and sheer surfaces and move on them as if they were level. A character with this subtracts 1D6x2 in meters of Knockback, so long as he is in contact with a level surface. Moving along a surface is always at your normal Running movement. Duration is needed.

Physiology Effects				
Desolidification	12+1x	14+1x	4x	Allows a character to become insubstantial and walk through walls and ignore attacks. A character buying this power must choose the special effects of a reasonably common group of attacks that will affect him while he is desolid. In addition, Mental (Telepathic) attacks will always affect the character.
Healing	3+1x	6+1x	3+1x	Healing allows for instant recovery of either Endurance, or Hits and Stun (of which must be specified when purchased). If healing END, then each level will heal 2D6 END. If healing damage, then each level heals 1D6 Stun and 1 Hit Point. This Effect can be inverted to have the opposite effect (i.e., Unhealing).
Metamorph Characteristic	2+1x	8+1x	2+1x	This allows for Characteristic points to be shifted from one Characteristic to another (i.e., 3 points from INT to STR), on a given target (often the caster himself). Each Level of Metamorph (Char) allows 1 Characteristic Point to be shifted. When purchased, any configuration may be selected. That is, for Level 4, a total of 4 CP may be shifted around, and it must be specified from where to where (i.e., 2 from INT to STR, 1 from DEX to REF, and 1 from PRE to WILL). This change will last for the Duration purchased.
Metamorph Mass	6+2x	6+2x	6+2x	This is the ability for a character to change his mass (and usually density as well, unless size was changed). When purchased, it must be specified if this is increasing or decreasing mass. Each Level increases or decreases the mass by 50%. This will last for the Duration purchased. Note: Each level of increase grants +5 Hits, +5 Stun, +2 SD, and -1 MOVE. Each level of decrease grants -5 Hits, -5 Stun, -2 SD, and +1 Move.
Metamorph Size	4+2x	6+2x	4+2x	This allows for a change in size, getting bigger or smaller, and is often used with Metamorph (Mass). Realistically, each Level of Metamorph (Size) should have with it one Level of Metamorph (Mass). Each Level

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				increases (or decreases) size by 50%.
Metamorph Form	4+2x	4+2x	4+2x	This allows for a change in outer appearance without alteration other physical properties, stats, mass, size, etc. (other Metamorph types can be taken for that). The extent of change depends on the Level take. There are five basic Levels, ranging from "slight change" to "total change" with a "werewolf" (half-man half beast form) being about 2 or 3, depending on how removed from humanoid the form is. For +5 Cost the change can cover any number of very similar forms. Totally polymorph (metamorph at will to any shape or form), is treated as it if were Level 10.
Regeneration	6+3x	10+3x	6+3x	Regeneration accelerates the normal healing and recovery time of a target. Normally, rate of Recovery is per day. Each Level of Regeneration lowers this one step on the Time Table (so level 3 sets Recovery to 1 Hour, instead of 1 Day). Cost +4 END, Diff +2, +4 CP for healing without scarring. Cost +10, Diff +5, +6 CP to regenerate lost limbs or organs. Cost +30, Diff +15, +20 CP to regeneration from death (Resurrection). The Base Duration is equal to one unit of its time factor. That is, the Duration of Level 2 Regeneration is 6 Hours. Additional Duration may be purchased as normal. Regeneration will end when all hits are healed or the Duration ends (whichever comes first).
Stretching	4+1x	6+1x	4+1x	A character with this can stretch parts of his body, attack at range (2 meters per Level) and reach for things at long distance.
Transformation	5+2x	6+2x	5+2x	Transformation allows a the caster to turn a target into something else (this must be specified in the spell, such as Transformation: Man to Toad). All such effects must be approved by the GM. Each Level gives 1D6 of Effect. To use Transform against a living target, a standard attack roll is made. If successful, the Transformation dice are rolled and divided by 5 (drop fractions). If the result is equal to or greater than the target's CON, he is transformed! It must be specified how the target can transform back into original form (i.e., by getting kissed by a princess). The Transformation effect will vanish when the Duration expires, unless the Duration is Permanent (there must always be a practical remedy).
360 Degree Sense	3	12	3	The character can make a Perception check against any point around him; this makes it much more difficult to surprise the character. It must be specified what sense has 360 Sense (some sense, such as hearing and smell, are already 360).
Acute Perception	3	8	2	Basically enhances any one sense, giving a +3 Perception to that sense.
Blind (Type)	5	5	3	This power allows the character to blind an opponent's senses, rendering them unusable for 1 Phase (unless longer Duration is purchased). Blind normally affects a single sense which must be specified.

Sensory Effects

Clairsentience	6+1x	8+1x	3	Basically, this is just a sense purchased with Displaced Range enhancement (including normal senses). This power makes one of the character's senses (usually normal sight) work at a distance. It generally works as if the character were standing some distance away from his current position. Clairsentience gives 10 meters of displaced range. Each Level doubles this range. Level 20 is effectively global. It must be specified what sense Clairsentience enhances. As other enhancements, this may also allow sight into the past, future, or other dimensions. +10 END, +10 Diff, +3 CP to see into the past (or future), Levels may indicate years instead of meters. +15 END, +15 Diff, +5 CP to see into other dimensions (worlds), including after-worlds.
Detect (Type)	6	12	3	This is a type of detection which must be defined when purchased. Some possible Detect type are: Detect Undead, Detect Evil, Detect Water, Detect Gold, Detect Forged Metals, and so forth. Detect will indicate the presence of the target subject or substance with a Perception Check, but will not give direction or exact location. Range must be purchased separately, as there is no Line of Sight.
Direction Sense	4	10	1	With this the character will instantly know which way is true (or magnetic) north, and where he is on the world in respect to his destination (assuming a destination's location is known).
Extended Hearing	6	10	2	The character can hear very high or very low frequency sounds (specify which).
Farsight	3+1x	8+1x	3	The character can view objects at great distance, like a telescope. Level 1 gives 10x magnification. This power may be purchased more than

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				once. Each Level over level one doubles the magnification (i.e., Level 5 is x160 magnification). Specify what sense this is based on.
Infrared Vision	6	8+1x	3	The character can see heat patterns and in the infrared spectrum. The character has normal Perception checks at night, but can only perceive outlines of people and objects. Cold objects will be very dark while hot things may be blindingly bright. Infrared Vision is a targeting sense.
Invisibility (Type)	10+2x	15+2x	2x	This effect can be used to make an object, person, or energy form invisible to one sense (usually normal sight). Invisible characters (or things) have a "fringe effect" around them. An invisible character with a fringe can be spotted with the affected sense at a range of 2 meter or less. In combat, Invisibility often makes the character harder to hit. If an opponent cannot make a successful Perception check, then he is at 1/2 (REF + Levels) in hand-to-hand, and 0 (REF + Levels) at range vs. the character. If the opponent can make a non-targeting Perception Test, he is at 1/2 (REF + Levels) in both hand-to-hand and ranged combat. If the Invisible character is making a visible attack, the attackers only takes a -1 to his REF, even at Range. Invisibility Cost 15. Invisibility with no Fringe Effect Cost + 5 END, +10 Diff, +5 CP.
Pinpoint	4	8	3	The character can use a non-targeting sense (like smell or hearing) as a targeting sense to locate targets in combat. Pin-Point can be bought with any normal or special (magical) sense.
See (Type)	8	15	5	Similar to Detect, but more powerful. This allows the character to see something not normally visible. It must be specified what is to be seen as well as what Sense this "Sight" is keyed on (i.e., it could be tuned to hearing, smelling, or some magical sense instead of sight). See Invisible is a very common usage of this spell, but possibilities are endless. Be sure to get some level of Range.
See Fine Details	6+1x	10+1x	1x	The character can view nearby objects at 10x magnification. This power may be purchased more than once. Each Level over level one doubles the magnification (i.e., Level 5 is x160 magnification). Specify what sense this is based on.
See Through (Type)	14	15	3x	The character can make normal Perception checks to see through the material specified (also, specify the sense). See Through Stone, See Through Metal, See Through Walls, are all possible, but general categories, such as See Through Matter are not. Be sure to get Range as well. See Through Time (with Range in Time) is a common Chronomancy spell.
See in Near Darkness	3	8	3	This allows the character to see in near-total darkness (i.e., in starlight) as though it were normal daylight. This is a Targetting sense.
See in Total Darness	8	12	4	This allows the character can see in total darkness as though it were normal daylight. This is a Targetting sense.
Shadow (Type)	6	8	3	Shadow casts a certain area in a "darkness" field for a specified sense. Usually the sense is sight, so the field appears as an area of pitch darkness. However, it can be made for any sense, including magical ones. It is still clearly visible, however, that the shadow exists. Duration and Area Effect must be purchased.
"Sonar" Vision	8	13	4	The character emits high-frequency sounds that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with Ultrasonic Hearing. Targetting.
Spatial Awareness	10	15	5	The character can sense his surroundings without having contact with them. A character with this sense can operate normally in total darkness or when blinded, but cannot sense fine details. Spatial Awareness is a targeting sense.
"Radar" Vision	10	15	4	The character emits radio waves (or some magical energy or other wave form energy) that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for blindness. However, the character cannot "see" fine detail, like print on paper or colors. It is a targeting sense. This is a Targetting sense.
Creation Effects				
Alteration	5+1x	6+1x	3x	Alteration allows a the caster to turn a target object into something else of similar composition, size, and mass. The character must decide what the Target is and what the resulting object will be when this effect is purchased. All Targets and Results must be approved by the GM. This can only be used against inanimate objects (for living things, use Transform or metamorph). Each level of Alternation grants 1D6 of

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				Effect. Roll the dice and compare them to the target's SDP. If the total is greater than or equal to the SDP it is transformed. It will revert back to its normal form after a number of days equal to the Margin of Success, or until the Duration expires.
Change Environment	5+2x	6+1x	5+1x	A character with this power can make changes to the surrounding environment. The character could, for example, make it rain, create light, create an intense (but non-damaging) magnetic field, or the like. The environment created must be chosen when this power is purchased. The base Change Environment effect allows you to change the environment for a one meter area. Each level doubles this radius (same as Area Effect, which can be used instead). "Light" related changes do effect greater area than the actual area effect. Treat each level as if it were a candle (level 1), torch or small fire (level 2 to 4), but the effect area is always considered fully lit, and beyond that the light lessens as normal.
Create (Type)	10+1x	8+1x	3x	Create is a very powerful effect which allows for objects to be created out of thin air (actually, from a convergence of mana energy). You must have seen the object before to create it and the object or lifeform must be specified when this effect is taken (i.e., Create Fire, Create Air, Create Food, Create Wolf). Each Level allows for the creation of 10 SDP (and/or 20kgs) of material, or 5kgs of organic material (living or dead). To create a working machine requires you to succeed in a Competent skill roll in Mechanics, or some other skill relevant to that machine. Life-forms will usually have the average stats for their species, and are treated as new-borns (even if formed at maturity). For an additional +5 Cost, +2 Diff, Characteristics can be specifically assigned. Skills can be given at +1 Cost, +1 Diff per skill per level (and the caster must also have the skill in question). Cost is -5, Difficulty -4, if the caster is making a duplicate of an object or life-form he can currently see before him. All things created must have a Duration of existence, bought separately.
Disintegration	8+3x	8+2x	8+2x	The ultimate form of entropy. Disintegration instantly turns any sort of matter to dust. Base area of effect is a sphere one meter in radius and will inflict 3D6 damage per Level, effecting everything within its radius of effect. However, if the damage rolled against the object (or objects) does not equal or exceed its current SDP (or Hits), minus any armor, then absolutely nothing happens. This effect is all or nothing. Additional Area Effect can be purchased, and because range is zero, Range or Displaced Range should be purchased.
Entropy (Type)	4+2x	6+2x	4+2x	Entropy causes an object, material, or life-form to react as if it were becoming uncreated or undone. All things naturally move to a state of entropy, this simply accelerates the process. Each level grants 1D6 of Effect. This could be 1D6 of physical damage, or some other effect. Corrosion: for every 5 points of Effect rolled, 1 point of armor is lost. Aging: for every 5 points of Effect rolled, the material or subject ages 1 year. Decay: for every 5 points of Effect rolled, there is 1 week of decay. The type of entropy (Aging, Corrode Armor, Inflict Damage) must be specified when this spell is created.
Restoration (Type)	5+3x	8+2x	3x	Restoration reverses the effects of entropy (natural or magical), and can cause things to revert to previous states (that which is broke, becomes repaired). Each Level taken can repair 1D6 of damage, recover 1 point of armor, reverse 1 year of aging (for every 5 points of Effect rolled), or 1 week of decay (for every 5 points of Effect rolled). The type of restoration must be specified when this spell is created. Restoration is permanent, unless it is an illusion.
Transmute	12	18	6	Transmute will change the base materials which make up an object or life-form to something else (must be specific). Typical forms of this are "Lead to Gold" and "Flesh to Stone" and so forth. All transmutations must have a Duration of existence, bought separately. Size is assumed to be about 100kgs or one cubic meter. For larger objects, Area Effect should also be purchased. If targeting against a living thing, an AV vs. DV Resolution must be made. The Transmutation effect will vanish when the Duration expires, unless the Duration is Permanent.

Knowledge Effects

Cipher	1+2x	9+1x	2	Cipher can be cast on written text to magically cipher it so that it cannot be read, or on energy, such as an a being's True Name. Casting this spell on a page of text will magically re-order the written characters into a random jumble. It may only be deciphered by the caster (not
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				necessarily the one who invoked it!) at the utterance of the cipher code word (no spell or skill roll is needed to decipher it). If the task roll to cast this spell failed, the text is scrambled to ruin, and can only be recovered with the Decipher spell. This can also be used to Cipher one's essence. Used in such a way, Characteristics can be concealed such that they cannot be "read" by prying wizard's eyes. It will also scramble your name, so that Know Name will return garbled words. This spell is most often used by demons wishing to protect their True Name. The task roll for Cipher is the DV level roll against when attempting to Decipher (if the roll was 18, then 18 is the DV to Decipher it). If you are trying to pull the True Name or See the Aura of someone using Cipher you must succeed with Decipher first (or defeat the Illusion if it is Illusionary). You may also cast Cipher on individual magic items or Mana Pools to make it more difficult to detect exactly what spells they contain. To identify a ciphered spell, the mage must cast Decipher (vs. the DV of the Cipher) and then cast Know Spell (a special usage of Know Properties). The base Level of Cipher has a DV of 10 to decipher (magically or manually), each Level grants +2 higher DV. Cipher must have Duration, often Permanent. It is not uncommon for Cipher to be Illusionary. Requires some level of Duration.
Contact	6+2x	9+1x	2+2x	This is very much like Mental Link (from the Mental Powers), but is "extra-dimensional" in nature. Contact is used primarily by "seers" and medians, and necromancers to contact the dead, other worldly spirits or demons. It can also be used to contact deities (prayer). Contact is therefore focused upon communication with supernatural beings, or spirits that exist in other planes. Each Level gives 1D6 of Effect. Use telepathy chart (the Mental section) for results (most beings will have a very high RES).
Danger Sense	4+1x	4+1x	4+1x	This power gives a character a "sixth sense" about danger. At its most basic level, Danger Sense will prevent the character from being surprised in combat, while at more powerful levels, Danger Sense can alert the character to any threat to his person, or even his world. Normally, Danger Sense just gives the character the "feeling" of being in danger. If the hero reacts, he is allowed his full DEX+Skill; he could also attempt to dive clear of a trap, parry or block an incoming attack, etc. If the characters rolls 12 more than he needs to succeed, the true position and type of danger are known. Danger Sense checks are made automatically, at the request of the GM. The character must make a successful Danger Sense check against a target number of 20. The base level has a value of 10 (that is, 10 plus a die roll vs. 20), but each Level raises this by +1 (level 5 has a value of 15!). Level 10 is automatic success, except on critical failures. Danger Sense must have a Duration attached to it; it is usually cast for several hours, even days. It is often found as a Permanent inherent ability in many people and creatures (see Talents). Danger Sense Cost just 4 for a base value of 10, +1 to your roll for each additional Level.
Decipher	3+1x	8+2x	5	Decipher has a two fold use -- first, it can be used to decipher (translate) languages (spoken or written) for the length of its Duration. Secondly, it can be cast on any Ciphered text you are trying to read (for instance, a ciphered document), which is essentially the same. To Decipher something Ciphered, roll to cast the spell as normal (verse the DV to Cast). If successful, compare your success plus the Level of Decipher to the DV of the Cipher itself. If your score is greater than or equal to the Cipher DV the target is deciphered. For example, if you use a Level 4 Decipher against a Level 5 Cipher (DV 20), and your roll is 18, then your over all score is 22 which beats the Cipher. This spell is also used to decipher Ciphered Auras, True Names, Mana Pools, or items. Duration is not needed. To Decipher written or spoken language the target DV is usually 16 to 20. Note that this has an instant effect, but Duration must be purchased to extend this (otherwise the text will naturally revert back to its ciphered state).
Find Weakness	4+1x	6+1x	3+1x	This spell acts somewhat like a skill; it is the ability to strike at the weak points of a target's defenses. A successful Find Weakness check against the Target's Magical DV will automatically cut the target's defenses in half for attacks placed by you. If you miss a Find Weakness check on a target, you may not use Find Weakness on him again for the rest of the battle. Find Weakness is normally purchased for a single kind of attack. Each level of Find Weakness gives you a +1 on your "attack roll". Thus, when you cast the spell, roll Stat + Magic Skill (Knowledge) +

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				Level of Find Weakness + 3D6, verses the target's Defense Value. When Duration expires so does this effect.
Inscribe	5+2x	5+2x	5+2x	Works just like Transcribe, but works on any other material which Transcribe does not work on (water, flesh, air, fire, metals, etc.). Duration is needed.
Know History	3+1x	6+1x	1x	History will mentally reveal flashes, visions, feelings, or information in some for or other of the object's history (up to the GM). In base form, Know History can only reveal history back on year. Each Level there after doubles the possible historical regression (that is, Level 6 can allow history back 64 years to be revealed). Duration is not needed.
Know Name	5+2x	8+2x	1x	Casting this spell will reveal one True Name of any given entity, per Level taken. Although this can be employed on humans (or any other creature), it has little value (unless you want to know for certain what their name is). Most often, Know Name is used as a demonological investigation tool. Knowing the true name of a demon often gives great power over it. Each Level reveals one Name (but the Names could still be Ciphered), demons usually have between 6 to 20 Names, depending on how powerful they are. Duration is not needed.
Know Properties	5	12	5	This allows for complex analysis and knowledge on an object which gives information about is physical, tangible properties (temperature, mass, size, volume, texture, chemical make up, etc). It can also be used in a broader fashion to determine properties on environmental conditions, such as Know Weather, Know Condition of Crops, or Know Physical Health of Target. Duration is not needed.
Transcribe	4+1x	4+1x	4+1x	This allows for text to be burned into any normal writing medium (paper, wood, stone, etc). For objects which cannot usually be written on (water, flesh, air, fire, metals, etc.), Inscribe must be used. Level 1 allows for a sentence or phrase. Level 2 allows for a paragraph, and Level 3 an entire page. Each Level there after doubles the number of pages. For simplicity, level 10 allows for an entire book. Requires that some level of Duration be given.

Wizardly Effects

Absorption	4+2x	6+2x	4+2x	The ability to absorb raw mana energy from spells cast at you and restore Endurance. This does not act as a defense (the spell still has full effect on you). Every Round this spell is active (per Duration), you must determine your Absorption threshold. Roll 1D6 per level to determine the Effect Number (if 13 was rolled you can absorb 13 END). Mana absorbed in this way will fade at a rate of 1 END per Round. Range is irrelevant, but a duration of at least 1 Round must be purchased. Additionally, this will absorb nothing if the spell cast upon you benefits you (like a healing spell).
Adjust Characteristics	6+2x	10+1x	6+2x	This effect could fall under the Physiological Spell category, depending on what is adjusted. The ability to temporarily raise or adjust a Primary Characteristic (such as INT, REF, etc.) on yourself or someone else. The characteristic (and whether it is a positive or negative adjustment) must be specified when this is purchased. Each level gives 1D6 of Effect. Effects will fade at a rate of 1 level per Round (after the Duration ends). Range is touch, unless additional Range is purchased.
Adjust Derived Characteristics	6+1x	6+1x	6+1x	Similar to Adjust Characteristic, but only affects a specific Derived Characteristic (such as Speed, Sprint, Rec, Res, etc.). This allows a Derived Characteristic to be temporarily adjusted on yourself or someone else. The characteristic (and whether it is a positive or negative adjustment) must be specified when this is purchased. Each level gives 1D6 OP for that Characteristic. Use the standard Characteristic Chart to determine how much of the Derived Stat this can buy (1 OP buys 1 Hit, or 1 Stun, but it takes 10 OP to buy 1 point of SPD, etc.). So if you roll 12 with 3D6 (lv 3) you can get +1 Speed. Effects will fade at a rate of 1 level per Round (after the Duration ends). Range is touch, unless additional Range is purchased.

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Adjust Complication	Special - See Description.			This effect could fall under the Physiological Spell category, or any other appropriate category, depending on the effect. This allows for the temporary (or permanent!) addition, removal, or adjustment of most Complications. The desired Complication must be constructed as normal, with Frequency, Intensity, and Importance all specified. Frequency should usually be Constant to have any significant effect. The OP value of the Complication equals the Cost, but the END cost and Difficulty is the OP value x1.5 (50% more). This can be cheap for minor complications, making complication spells fairly common (often they take the form of Curses). The effect of the complication will fade at a rate of 1 level of Intensity per Round (after the Duration ends). Range is touch, unless additional Range is purchased. Some complications, such as "Missing Limb", will only paralyze the limb, but some are simply impossible to make into spells (like Enemies, or Secret Identity). Vows, Duties, and so forth, can be cast, and are essentially forms of delusions. Many of these are therefore Physiological or Mental spells. Adding Permanent Duration can have a terrible effect on the target!
Adjust Talent	Special - See Description.			This is just like Adjust Complication, but for Talents instead. It allows for the temporary (or permanent!) addition, removal, or adjustment of most Talents. Talents cost just 3 OP per level, with many having just one level. Therefore, the Cost of Adjust Talent is OP value x3, but the END cost and Difficulty to cast is 12 + OP value of the Talent. The effect of the Talent will fade at a rate of 1 level per Round (after the Duration ends). Range is touch, unless additional Range is purchased. If Permanent Duration is used, the target must pay the necessary OP cost for the Talent.
Dispel	4+1x	6+2x	4+1x	Dispel is used to interrupt and/or cancel out another spell which is being cast or currently in effect. Each level of Dispel gives 1D6 of Effect. For every 5 points of Effect rolled, reduce the target spell's Level (or DC of effect) by one level. If reduced to zero, it is completely dispelled. The target spell Effect must be specified when Dispel is purchased. The GM may require the caster to know some details about the target spell, or study it to some extent.
Enchantment	Cost of Spell + 5			This allows for ready-to-use spells to be Enchanted into items, objects, or people (see the section on Magic Items). Requires that some level of Duration be given (such as Permanent).
Transfer	5+1x	8+1x	5+1x	The ability to temporarily lower one of your target's Characteristics or Powers, and transfer it to one of your Characteristics (or you may transfer one of your Characteristics to a target). The Characteristic or Power lowered does not have to be the same as the Characteristic increased, but both must be specified when the spell is made. Each level of Transfer gives 1D6 points of Effect. Transfer effects will fade at a rate of 1 level per Round. This effect could fall under the Physiological Spell category, depending on the effect. Range is touch, unless additional Range is purchased.

Special Modifiers				
Activation	-1x	-2x	-1x	This spell is somewhat unstable and there is a chance the spell will not work. When the spell is cast, an Activation roll must be made using 3D6 to defeat the spell's Activation DV. When purchased, the first level gives an Activation DV of 8. Each additional level gives an additional +1 Activation DV (up to a max of 17 at Level 5).
Affects Only (Type)	-3x	-2x	-1x	"Affects" specifies a particular type of target which this spell can only effect. There are three levels of generalization. The first level of Affects is a general category, such as "Only Affects Females" or "Only Affects Plant Life" or "Only Affect Undead", and so forth. The second level is less general, such as "Only Affects Human Females", or "Only Affects Oak Tree", or "Only Affects Vampires", and so on. The last level is the most specific, and usually relates to a particular subject, such as "Only Affects the High Priestess of Korath" or "Only Affects the Great Oak of the Forest Yew" or "Only Affects the Vampire Kytho". Don't forget the ever popular "Only Affects Me" spells.
Area Effect	+2 per meter	+1 per meter	+1 per meter	Area Effect allows spells to have an effect over a wider area (the default is the target subject). Each Level of Circular Area Effect gives +1 Radius of Effect. For instance, Level 3 has circular radius of 3 meters, with a total area of 28meters, $\pi \times (\text{Level squared})$ (where $\pi = 3.14$). The total area can actually be rearrange however you want (arc, donut, straight line, zig-zag), as long as it equals the circular area. To compute the Spherical Area Effect per Level (if such a pattern is desired), get the

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				total Area, multiply it by 0.25 and take the cube root (or $(Area \times 0.25)^{1/3}$). This gives the radius of the sphere. A dome area effect would use this equation for its base radius $(Area \times 0.5)^{1/3}$. When the spell is cast, the Area Effect will spread out from its activation point (point of impact, if range was taken). Anything caught in the Area Effect will take the spell's effects. For your reference, area of the circle is $(p \times r^2)$, and the area of a sphere is $(4/3p \times r^3)$, and a dome is a bit less than half a sphere (a "hemisphere" is true half-sphere). And that should be enough math to make your brain hurt enough to keep you out of school or work for a week :)
Armor Piercing	+3	+4	+2	Makes a spell (usually attack spells) penetrate armor protection, magical or physical. If a target is hit by an Armor Piercing attack, only half its armor value has any effect.
Associative Effect	+0	+2	-2	This is quite a common modifier to many spells. It requires that, as a component to the spell, an item associated with the target must be used during Casting. This could be a piece of cloth, hair, or fingernail of the target, or dirt from a target location. It supercedes all Range (basically making Range infinite) to affect the target wherever it is. Invulnerability to Associative Spell is a common defense spell against this sort of spell.
Backlash	-2x	-2x	-1x	Backlash is a type of limited Side Effect which is very similar to Feedback in that it only effects the one who invoked it. However, like Side Effect, Backlash will always occur. In this, it acts just like Feedback, and the GM (and player) can determine the exact effects. This is often also a very common effect for on the fly spells. Each Level has 1D6 of Backlash Effect (or equivalent). If you take both Backlash and Feedback you get double trouble when the spell fails.
Bypass Defenses	+6	+10	+4	This gives an attack the ability to by-pass most defenses of a target. This can be used to simulate gas, poison, or even attacks centered at the soul or other intangible element. It should be used with the GM's discretion only to simulate such effects. There must be some reasonable means of defense which the attack cannot by-pass, such as a "defense of Magical special effect", or "blockable by mirrors", etc.
Conditionals	-1	-2	-1	A Conditional is a basic and very common limitation on a spell which clearly states a certain operational parameter. For instance, "Only works at night". Only simple Conditionals should be used. To make complex conditions, use more than one. For instance, "Only works at night, under a cloudless sky, in a clearing free of obstruction" is in fact three Conditionals. The GM must approve all Conditionals, and they must be relevant to game-play. "Must be used while on the ground" is irrelevant unless the characters are spending time in the air or at sea.
Continuous	+2	+4	+2	Continuous Effect allows a spell to be actively maintained indefinitely, as long as the magic user keeps concentrating and supplying energy to the spell, and is not seriously interrupted (he can still take free Actions). Once his concentration is broken the spell will vanish (or last until its Duration runs out). A spell which can be maintained Continuously has +2 Cost and +4 Difficulty. However, in addition to this, 10% of the Invocation Cost (minimum of 1 END) must be supplied every Phase to keep the spell active after it is invoked.
Does Knockback	+2+1x	+2+1x	+1x	This Effect will deal knockback damage, in addition to any other effects. This is not restricted to effects which deal damage (even a healing spell could, technically, do knockback). Each Level grants 1D6 of Effect, which is considered Knockback damage. Use the standard Knockback table to determine the effect.
Effect, Greater	-1x	+2x	+1x	Greater Effect allows for powerful spells to be cast at higher efficiency, though at greater difficulty. Basically, this is a technique for achieving a "bigger bang for the cost". Each Level taken lowers the Cost by -1, but increases the spell's Difficulty by +2. Not a perfect trade-off, but that's the price you pay.
Effect, Lesser	+2x	-3x	+1x/2	Almost opposite from the above, but not quite as efficiently. This allows for spells to be cast inefficiently or haphazardly such that they are easier to cast but a great deal of mana energy is wasted in the process. Each Level taken increase the Cost by +2 but lowers the spell's Difficulty by -3.
Excludes (Type)	+1x	+1x	-1x	Basically the opposite of Affects, a spell with Excludes will have its effects work as normal except on a specified subject (or category). There are three levels which mirror those above in Affects (only in reverse). The first level is a specific subject, that is to say, a unique subject (in most cases the spell-caster himself). The second level is a group or a particular category (usually "excludes my adventure party").

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				The last level is a general category, such as "excludes all life", or "excludes all humans".																																																
Feedback	-1x	-1x	-1x	Spells with Feedback are those that deal back harm if they fail or go awry. A great many spells actually have this modifier, more than you might expect (and it common for spells made on the fly). With feedback, should a spell fail during its invocation (activation), or is otherwise interrupted, broken, or falters, it will have a negative effect on the user. Its level determines the magnitude of the feedback (often 1D6 Stunning per level, but it could be anything, like turns the caster green for 1D6 minutes). Each Level has 1D6 of Feedback Effect (or equivalent).																																																
Fine Control	+2	+4	+3	An Effect with Fine Control allows it to be used like a tool, and make fine manipulations or small adjustments to a target. This is very common with Telekinesis, and other such spells. With mental effects (such as Mind Wipe) it may allow for small details in a memory to be altered, for instance.																																																
Focus Through	-2	-3	-2	This modifier makes it so that the spell must be Focused Through a particular specified item (not including the user himself). This may be a wand, staff, dagger, gem, or other such item which is not part of the user himself. Generally, a written spell may require that "A wand made from a willow branch, soaked in oil and dried for seven days" must be used to invoke the spell, and in this way the spell is Focused Through the item. Some mages make all their spells Focused Through their magic wand. The spell cannot be invoked unless the user is holding or touching the item.																																																
Hardened	+4	+3	+2	Hardened modifies a particular defense against Armor Piercing and Penetrating attacks so that AP has no effect. Hardened also provides protection from Teleportation and Apportation.																																																
Hole in Middle	+2	+2	+2	This modifier can be applied to any effect which has an Area Effect or Explosion. It makes it so that the effect is a donut-shape, with the center area (about one to two meters in diameter) is unaffected.																																																
Homing / Following	+2x	+2x	+2x	A Homing or Following spell can be made to seek out and track its target when cast. In effect, this type of spell has its own To-Hit skill. The caster needs only to succeed in casting the spell, and it will make the to-hit roll on its own, pursuing the target for the length of its duration (if extra Duration was purchased). At Level 1 (+2 Cost, +2 Diff) the spell has a to-hit AV of 5 (plus die roll). Each level there after adds +2 to its to-hit skill, up to a max total of 15 (at Level 5).																																																
Invisible Effect	+4	+4	+4	Though some spells have no visible effect when they are used (such as mental spells), most do have some visible effect. This modifier makes that effect invisible (such as an invisible energy bolt). All such spells are visible to at least three senses (sight, smell, sound, heat, mental, etc.). It can be made invisible to one of these senses. Additional Invisible Effects can be purchased to cover up others. Such spells can still be seen by See Invisible or See/Detect Magic.																																																
Less / More Time	Special - See Description			The time it takes to cast a spell is largely a function of its complexity. If a mage must spend hours performing a ritual to cast a fireball, this is not a very effective combat spell (on the other hand, spells can always be stored and activated at a later time). The table below shows by how much the final computed Time to Cast of the spell may be modified. This effects the final computed Time to Cast. You cannot use Less/More Time with Permanent Enchantments (which ignores casting time), see Magic Items. <table><tr><th>Time to Cast</th><th>END</th><th>Diff</th><th>CP</th></tr><tr><td>x 1/10</td><td>+16</td><td>+16</td><td>+8</td></tr><tr><td>x 1/5</td><td>+10</td><td>+12</td><td>+6</td></tr><tr><td>x 1/3</td><td>+6</td><td>+8</td><td>+5</td></tr><tr><td>x 1/2</td><td>+4</td><td>+6</td><td>+4</td></tr><tr><td>x 2/3</td><td>+2</td><td>+4</td><td>+2</td></tr><tr><td>x 1</td><td>+0</td><td>+0</td><td>+0</td></tr><tr><td>x 1.5</td><td>-1</td><td>-2</td><td>-1</td></tr><tr><td>x 2</td><td>-2</td><td>-4</td><td>-2</td></tr><tr><td>x 3</td><td>-3</td><td>-6</td><td>-3</td></tr><tr><td>x 5</td><td>-4</td><td>-8</td><td>-4</td></tr><tr><td>x 10</td><td>-5</td><td>-10</td><td>-5</td></tr></table>	Time to Cast	END	Diff	CP	x 1/10	+16	+16	+8	x 1/5	+10	+12	+6	x 1/3	+6	+8	+5	x 1/2	+4	+6	+4	x 2/3	+2	+4	+2	x 1	+0	+0	+0	x 1.5	-1	-2	-1	x 2	-2	-4	-2	x 3	-3	-6	-3	x 5	-4	-8	-4	x 10	-5	-10	-5
Time to Cast	END	Diff	CP																																																	
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x 3	-3	-6	-3																																																	
x 5	-4	-8	-4																																																	
x 10	-5	-10	-5																																																	
No Knockback	-2	-2	-1	Only for Effects which would normally do knockback. If this modifier is taken, that effect will no longer do any knockback.																																																
Penetrating	+4x	+8x	+4x	Penetrating attacks automatically do some damage no matter the target's defenses. Damage varies depending on which level is take. The																																																

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				first level allows for a minimum of 1 point of damage per DC to be applied to the target, through defenses, per dice of damage. Level 2 allows for 2 points per DC.																												
Range	+1x	+0.5x	+1x	This is the primary modifier to add or increase range of a spell effect. Each level doubles the range of the effect. If the effect has no range, Level 1 will give a starting range of 2 meters, each additional level doubling thereafter (for instance, level 10 would have a Range of 1024 meters). Basically, 2 to the power of the Level is range. This range indicates the max listed range of the effect.																												
Range (Displaced)	+1x	+0.5x	+1x	Similar to increased range, however, displaced range signifies that the point of the spell's activation originates a certain distance from the cast. This can be used in conjunction with Increased Range.																												
Range (In Time)	+2x	+1x	+2x	The "meat" of most Temporal spells (though not all) is Range In Time. It allows for a multitude of spells to be given a range through time, as well as distance (as per other Ranges). Each Level is a different "Distance" in Time. <table><tr><th>Level</th><th>Distance</th><th>Level</th><th>Distance</th></tr><tr><td>1</td><td>1 Phase</td><td>7</td><td>6 Hours</td></tr><tr><td>2</td><td>1 Round</td><td>8</td><td>1 Day</td></tr><tr><td>3</td><td>1 Minute</td><td>9</td><td>1 Week</td></tr><tr><td>4</td><td>5 Minutes</td><td>10</td><td>1 Month</td></tr><tr><td>5</td><td>20 Minutes</td><td>11</td><td>1 Year</td></tr><tr><td>6</td><td>1 Hour</td><td>+1</td><td>x2 Years</td></tr></table>	Level	Distance	Level	Distance	1	1 Phase	7	6 Hours	2	1 Round	8	1 Day	3	1 Minute	9	1 Week	4	5 Minutes	10	1 Month	5	20 Minutes	11	1 Year	6	1 Hour	+1	x2 Years
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5	20 Minutes	11	1 Year																													
6	1 Hour	+1	x2 Years																													
Range (At LOS)	+6	+4	+4	Range at Line of Sight signifies that the spell can be activated against any target which the caster can directly see, naturally or aided. Mental spell effects are already Range at LOS.																												
Range (No Penalty)	+2	+3	+3	Spells with No Range Penalty do not take range penalties for targets at a distance (only important for direct attack spell, such as bolts, fireballs, etc.)																												
Side Effect	-1x	-2x	-1x	Side Effect is a certain (negative) event which occurs when a spell is used. Generally, this is caused by some inherent flaw in the spell itself, and is very common with on-the-fly spells. A Side Effect will affect everything within the immediate area of the spell's activation point (or the subject, if the spell was meant to benefit them). The exact nature of the Side Effect is usually up to the GM, or must be approved by the GM. It must be negative, but is not as harmful as Feedback (though it effects more than just the caster), and it cannot be used in a beneficial way. Each Level of Side Effect should illustrate a greater degree of effect. Level 1 effects only a few meters around the caster, where as Level 10 might effect everything out to 1000 meters.																												
Triggered	+0	+1	+1	Triggered allows a spell to be set up so that it activates when a certain condition is met. This can be anything, but most often it is an activation word or phrase used to initiate spells where are stored in a Mana Pool. For this reason, nearly all spells have a Trigger (an activating incantation). Only spells which are activated the instant they are cast lack this modifier. This cost nothing, but the Difficulty is +1 per unique Trigger (a spell can have more than one).																												
Timed Delay	+1	+2	+1	Similar to trigger, however, the trigger itself is a timed delay. When the spell is made, a delay can be added (such as "two hours" or "three days"). The spell will activate when the time expires (it may also have Triggers as well).																												

Multiplier Effects				
Autofire	Special - See Description			Autofire allows a spell to be cast multiple times at once. This usually takes the form of a "triple fireball" or pulsating stream of energy, or many spheres of light, and so forth. The max autofire rate is 10 (that is, in one casting of the spell it "fires" out ten times). Autofire END and CP Costs are +20% of the cost of the spell, plus an additional +10% per shot (that is, for 3 shots, the cost is +50% of the Base END and CP Cost of the spell). Difficulty is a flat +1 per shot. Use the standard Autofire rules for hitting at target or strafing multiple targets.
Does Damage	+100 %	+2+1x	+50%	This is only for spells which normally deal Stun damage. Such a spell will inflict Lethal damage instead of Stun damage.

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Duration	Special - See Description			All spells must have some Duration for them to even exist. By Default, all spells begin with a Duration of 1 Phase (3 seconds) unless otherwise noted. To purchase additional levels of Duration, you must consult the standard Time Table chart and apply the added Cost and DV as noted. If a spell is already at a higher Duration than 1 Phase, simply apply the difference in cost between the desired Duration and the current one. Duration may be meaningless with some spells such as those which deal damage or have instant tangible effects, such as Teleportation. All Illusionary Spells should have a Duration, which is the length of time the illusion lasts, and illusions cannot be permanent. Permanent Duration means the effect lasts (effectively) forever. <table><tr><th>Duration</th><th>END</th><th>Diff</th><th>CP</th></tr><tr><td>1 Phase (3sec)</td><td>-</td><td>-</td><td>-</td></tr><tr><td>1 Round (12 sec)</td><td>+50%</td><td>+3</td><td>+3</td></tr><tr><td>5 Rounds (1 min.)</td><td>+100%</td><td>+6</td><td>+6</td></tr><tr><td>5 Minutes</td><td>+200%</td><td>+9</td><td>+9</td></tr><tr><td>20 Minutes</td><td>+300%</td><td>+12</td><td>+12</td></tr><tr><td>1 Hour</td><td>x6</td><td>+15</td><td>+15</td></tr><tr><td>6 Hours</td><td>x10</td><td>+18</td><td>+18</td></tr><tr><td>1 Day</td><td>x20</td><td>+21</td><td>+21</td></tr><tr><td>1 Week</td><td>x30</td><td>+24</td><td>+24</td></tr><tr><td>1 Month</td><td>x40</td><td>+27</td><td>+27</td></tr><tr><td>1 Year</td><td>x50</td><td>+30</td><td>+30</td></tr><tr><td>+1 Year</td><td>+x10</td><td>+3</td><td>+3</td></tr><tr><td>Permanent</td><td>x100</td><td>+33</td><td>+50</td></tr></table> Clearly, creating a Permanent Effect is very costly and difficult. It should be noted that it may be pointless to give some spells a long duration. Many spells will end when they have completed their effect. For example, a fireball spell ends when it hits its target and inflicts damage. A healing spell ends when it heals damage.	Duration	END	Diff	CP	1 Phase (3sec)	-	-	-	1 Round (12 sec)	+50%	+3	+3	5 Rounds (1 min.)	+100%	+6	+6	5 Minutes	+200%	+9	+9	20 Minutes	+300%	+12	+12	1 Hour	x6	+15	+15	6 Hours	x10	+18	+18	1 Day	x20	+21	+21	1 Week	x30	+24	+24	1 Month	x40	+27	+27	1 Year	x50	+30	+30	+1 Year	+x10	+3	+3	Permanent	x100	+33	+50
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Permanent	x100	+33	+50																																																									
Explosions Effect	+20%	+4	+10%	If Explosion is taken, the Effect acts as if it were an explosion. The explosion centers on the target of the spell and radiates outward in a sphere. The full effect takes place at the center of the explosion (usually the target, unless it was missed) and for every 2 meters away the effect is reduced by 1D6 or 1 Level (or equivalent units). Everything within the explosion takes such effect. Explosion may be added to Area Effect to extend or taper-off its borders. Though explosion is most often taken with attack spells, it can be used with most anything.																																																								
Illusionary	-50%	-20%	-25%	Illusions are a special sort of magic in which the Effect of the spell is not real -- it simply appears to be so. How this is often a function of it's SFX, but generally they are a combination of light trickery, slight-of-hand, telepathic mesmerism, and of course a bit of magical influence. When the duration of the spell expires the spell and all effects caused by the spell instantly vanish. No illusionary spell may be permanent, and most should have a reasonably short duration (such as an hour). They can be maintained if Continuous option is taken. All damage from Illusionary attacks must be Stunning. In no way can Lethal damage be dealt from an illusionary attack, and there is no damage roll over from Stun (the target can only take Stun damage). All such Stun will vanish when the illusion expires. If striking a target with SDP, damage may appear but will vanish when the illusion expires, leaving no trace. Certain Effect Categories obviously cannot be illusionary, such as Mental, Movement, Knowledge, and Wizardry, with some exceptions (just use common sense). Valid Effect Categories for Illusionary spells are: Attack, Defense, Sensory (for affecting senses), Physiology, and Creation. Illusionary Summoning is the only effect allowed from Movement, since the summoning of illusionary spirits is common place. There may be other special exceptions to allow Illusion in other Categories, under the GM's discretion (such as, there can be Illusionary Ciphers, an exception to Knowledge spells). An illusion is cast just as any other spell, only it cost half as much and the difficulty is 20% less. But because illusions are not real, it is possible for a person to "see through the illusion". When an illusion is cast anyone can make an unmodified Perception check. If his roll is greater than or equal to the spell caster's roll to create the illusion, he will see the illusion for what it is and not be fooled (the illusion has no effect on him). But even if he calls out that spell is only an illusion, others will still take full effect unless they too succeeded in their Perception checks. Special spells, such as Detect Illusions will reveal if there are illusions, but only See Illusions can actually reveal the illusion. Invulnerability (Illusions) will make someone immune to all illusionary effects.																																																								

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Reusability	Special - See Description			Reusability specifies how many times a particular spell can be used. All spells, by default, have a Reusability rating of one, meaning it can only be invoked once and then it is gone. However, each Reusability Rating purchased will allow that spell to be invoked again (at the same Cost and Difficulty to Invoke, of course) without having to be recreated. Reuses should only be purchased at the moment the spell is first Cast (created). You must pay 25% of the spells Base CP Cost for each reuse, and the Casting Difficulty is increased by +10% (+x0.1) for each. For instance, if you wanted to be able to reuse a spell six times, its Casting Cost would be x1.5 and its Casting Difficulty would be +60% more. Each time the spell a reuse occurs, the specified base END must be spent again.
Stun Only	-50%	-1x	-25%	The spell will not inflict (or protect from) damage in Lethal Hits, instead using only Stun (and has no effect on SDP). It turns spells that use Lethal Damage to Stun Damage, and Stun Damage spells with "Stun Only" cannot inflict Collateral Damage and do not make real wounds (if Stun Only is taken on a Stunning damage spell, the Difficulty is - ½ per level, rather than -1 per level). The higher of SD or Armor protects, but SD will always protect, even from Penetrating effects. Stun Only will make Lethal Defense spells become Stun Defense spells. combines singing, dancing, and gesturing, all in one!

Casting Method Modifiers				
Speak	+0	+0	+0	This is the default method. It requires only that you speak or chant the incantation. This can be in your native tongue, or in any language you desire.
Mental	+10	+10	+8	The spell is simply thought and it comes to be. No speaking is required. This is powerful, and atypical of most systems, which is why it costs so much.
Gesture	+0	-1	-1	You must make a series of complex hand gestures. If your hands are bound, you cannot perform the magic!
Language	-3	+5	-2	The incantation must be spoken in a specific language from which all spells were originally developed. This is because the words carry special meaning and cannot function in other languages. You must have a skill of 2 or better in that language.
Song	-2	+7	-3	The spell must be sung, as either a poem or lyrics to music (your choice). This is very typical of Bardic magic. You must have a skill in Singing, Poetry, or Bard, and may need to make a task resolution to determine your success.
Dance	+1	-5	-3	You must dance, moving your whole body in a rhythmic motion to cast magic. This type of magic usually takes more time, but extra time is handled separately (see Time Scale). You must have a skill in Dancing of at least level 2.
Reagents	-3	-5	-3	Special magical reagents must be mixed and combined while casting a spell, usually to supply energy and control the aspects of the magical forces. These reagents can be as common or rare as the GM wishes, and are usually specified as a formula for each spell. This is very close to alchemical magic, but it is not the same as actual alchemy.
Symbology	-2	-5	-2	Special runic symbols must be drawn while you cast the magic spell. You must have a skill in Artistry in order to draw the complex symbols properly.
Religion	-3	-5	+0	You must be a priest to use magic. Only the gods can grant magic, and only to their most favored priests. You must pay daily homage to your god, or risk losing your powers. Only that god, or other priests of that god, and supply you with new spells. Religious magic usually has other methods as well, such as Dance and Song (and even self-harm).
Self-Harm	-5	-5	-3	Some magic actually requires that you inflict bodily harm upon yourself to cast magic. You must inflict 1 Hit of Lethal damage on yourself each time you cast a spell (usually with a special ritual knife). This often goes along with some types of religious magic.
Associative	-5	-5	-3	The law of Association is strictly required for this magic system. It is always necessary to have an Associate modifier to all spells, requiring that the mage be able to fulfill the requirements of that modifier (i.e., have a fingernail or piece of hair of the target, or dirt from the place he is teleporting to, etc.).

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Special Effects (SFX)

Special effects (SFX) can let a wizard do more than the basic description suggests, or sometimes can restrict a spell somewhat. For instance, Sonic effects just won't work in a vacuum, but may let you do some extra damage with a sonic effect under water (GM should determine this). They can also give you some idea of how the spell functions, how it looks, and what it does. The special effects of a spell will help define what it is and how it is created, and distinguish one spell from another. For example, three wizards could all have a Ranged Lethal Attack spell, but each might have a different SFX: One is a fireball, another uses electricity, and the third fires a sonic attack. Most spells should have a special effect to make it distinctive. Each of these categories is very general; within each category there can be many types of special effect, all related but different. Each type of SFX can be either Material or Energy based.

Air: (Material) Air powers are those which obviously use the element of air. Attack forms are may be a blast of air; other spells using these effect often involve the displacement of air, the creation of air, and so forth. Spells using Air would fall into the Elemental Category.

Biochemical: (Material) This category includes acids, venoms, poisons, diseases, and other chemicals. Biochemical attacks are sometimes manifested as gasses, which might be affected by high winds or extreme temperatures.

Cold/Ice: (Material) Everything related to extreme cold, including freezing blasts of super cold materials, ice, or other such effects. Ice spells are usually less effective in high-temperature environments.

Death: (Energy) Also called Necrolic. Such powers invoke the "element" of death, anti-life force, necroplasmic energy, or some such. This SFX is common for most necromantic spells. Most spells using Death would fall into the Necromancy Category.

Electricity/Lightning: (Energy) The classic electrical bolt, lightning, sparks, and zaps. Electrical powers are usually attracted to metals, but are less effective against well-insulated targets.

Gravitation: (Energy) Gravitation energy effects the weight of objects, but can also exert massive G-force pressure, shock waves, or force blasts to crush, knockback, levitate, or hold down objects.

Heat/Fire: (Material/Energy) Everything connected with high temperatures, such as flames, hot metal, or hot gasses. Fire can start fires in flammable materials, which is sometimes handy and sometimes can cause excess property damage or threaten innocent lives. Heat effects are usually less effective in low temperature environments. Spells using Fire would fall into the Elemental Category.

Life: (Energy) Also called Bioenergy. The forces of life energy can be potent, but rarely harmful (save for those who manipulate life energy to siphon or destroy it). Spells using Bioenergy are often Physiological (Healing). They can also be metamorphic (shapeshifting), or related to Nature Spells. Life Spells can be harmful if made to corrupt, damage, or steal life energy.

Stone/Earth/Kinetic: (Material) This category includes all sorts of direct physical force, such as clubs, rocks, kinetic force-blast, or anything that creates a solid thump on target.

This can include force-blasts or telekinetic attacks if you choose to define them that way. Spells using Earth or Stone would probably fall into the Elemental Spell Category.

Light: (Energy) This category is the visible or nearvisible spectrum, from infrared to ultraviolet. This includes lasers, high intensity flashes, and similar effects. Light attacks are often less effective in very dusty or smoky environments.

Magic: (Energy or Mental) A catch-all term to describe the pure form of mana energy. Usually, the Magic effect will only be used for spells which manipulate, discharge, or control pure mana energy. In high concentration it can be deadly, so Magic Bolt (or Mana Bolt) are common attacks.

Magnetism: (Material or Energy) This covers magnetic effects, and is often connected with force fields and telekinesis. Magnetic powers are often less effective against non-metallic substances, and more effective against magnetic materials like iron.

Telepathic: (Mental) This force is psychic power or mental forces; the raw power of the mind. All mental and telepathic spells have a Telepathic special effect, but other spells could be created to use it too. Telepathic attacks usually work against mental defenses and damage is almost always Stunning (mental shock).

Plasma: (Energy) Plasma is matter (usually air) which has been so superheated it is effectively an energy form (a state of matter beyond gas, but condensed to a cohesive ball or ray). Very similar to heat/fire based effects, but usually more powerful.

Radiation: (Energy) This includes ionizing radiation such as gamma rays, and radiation from radioactive materials. All short wavelength electromagnetic radiation falls into this category. Radiation attacks most often work against energy defenses.

Sonics/Thunder: (Material) Pressure waves of all varieties are in this category. This category of effects would not work at all without a medium of transmission, so it won't function in a vacuum. Sonics would generally be less effective in a low pressure environment, and more effective in a high-pressure environment.

Spiritual: (Energy or Mental) Basically, the energy of the soul. Most spells which effect the soul or spirits, such Summon Spiritis, necromancy spells, or even spells such as Bless and Curse.

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Temporal: (Energy) The force of Time itself. Usually restricted to "Foretelling", but also encompasses all spells given to the Temporal Category. A "Time Stopping" spell would be a massive area effect restrain. Create Light might be done by borrowing light from the day of a possible future, using the Temporal Force.

Water: (Material) Water powers are those which use the element water. Attack forms are may be a blast of water; other spells using these effect often involve the displacement of water, the creation of water, etc. Spells using Water would fall into the Elemental Category.



A Selection of Spells

For the Spell Descriptions, the effect highlighted in yellow is the baseline effect upon which the spell is constructed.

Difficulty Effect

Energy Blast - The caster can unleash a blast of magical energy, causing physical harm to the target. The range is 4 meters per level of spell skill. Does 1D6 lethal damage and 1D6 stun damage per level of spell skill. (Range+2, Lethal Attack +1, Stun Attack +1, Bypass Defenses: 19 END, 10 CP)

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| 15 | The blast causes only 1D6 stun damage per level of spell skill, with a range of touch. |
| 25 | The blast causes 1D6 damage per level of spell skill. Half the damage is also killing damage. |
| 35 | The blast causes 1D6 points of stun damage and 1D6 killing damage per level of the spell skill. |
| 45 | All the damage caused is killing damage rather than stunning. (2D6 KD) |

Mind Control [2] - The character is able to take control of the mind of another being, planting very strong and irresistible urges and commands within. Range is Line of Sight. Must have a bit of hair, skin, or nail from the target. (Influence 3, Duration 20 minutes, Associative: 15 END, 15 CP)

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| 20 | The caster can plant within the victim's mind the usual hypnotic parlor tricks and fairly harmless post-hypnotic suggestions. |
| 30 | The caster can plant a single very powerful suggestion. The victim will carry out the command according to the instructions, risking a fair amount of trouble (robbing a bank or burning a building down would be acceptable, but killing someone would not). |
| 35 | The suggestion can be extremely dangerous or life threatening to the victim. |

Domination [3] - Much like mind control, but the victim becomes a literal puppet under the command of the spellcaster. This control lasts as long as the caster concentrates upon maintaining control, but the victim will be defiant, trying to regain control. The victim defends with WILL + PSY + die roll vs the caster's SORC + Domination + die roll. The caster gains a +1 bonus if the victim is of the opposite sex and the victim gains +1 to +3 depending upon how disagreeable the command is to that person's normal behavior. Every command given costs the caster 1 END. (Mind Control 3, Duration 20 min, Associative: 28 END, 20 CP, Success target is 35.)

Levitation - This spell allows the caster to float in the air. (Levitation, Continuous: 7 END, 4 CP)

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| 15 | The caster may rise or drop by a rate of 3m per turn. The spell costs 1 END per minute to maintain. |
| 20 | The caster may rise or fall at 5m per turn. The spell costs 1 END per minute. |
| 25 | The caster may also move any horizontal direction at a rate of 1m per turn without pushing off anything. Spell costs 1 END per 2 minutes. |
| 35 | The caster may rise or fall at 10m per turn, and move horizontally 5m per turn. The spell costs 1 END per 5 minutes to maintain. |

Invisibility - The caster renders himself invisible to all those around him. Requires the shed skin of a chameleon or other color-changing creature. (Invisible to Normal Sight with Fringe 3, Continuous, Reagent: 15 END, 5 CP)

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| 15 | The spell costs 1 END per minute to maintain. The user will flicker back in and out of sight briefly and randomly throughout the duration. |
| 25 | The spell costs 1 END per minute to maintain. The user is completely invisible. |
| 30 | The spell costs 1 END per 2 minutes to maintain. The user is completely invisible. |
| 35 | The spell costs 1 END per 5 minutes to maintain. The user is completely invisible. No Fringe Effect. |

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Flight[2] - The caster can fly about in a field of magical energy. (Flight 1, Levitation, Continuous, Reagent, Associative: 4 END, 1 CP)

15 The caster can move at Flight MOV 2. The spell costs 1 END per turn to maintain.

25 The caster may fly at Flight MOV 5. The spell costs 1 END per 2 turns to maintain.

35 The caster may fly at Flight MOV 8. The spell costs 1 END per minute to maintain.

Curse of the Two Left Feet - the victim finds himself suddenly moving clumsier, tripping, falling more often, and the like. Requires a bit of hair from a cat as the reagent. (Adjust Characteristics 3, Range 5 [30m], Gesture, Language, Duration [1 min], Affects Only Human 1, Feedback 3 [on Failure, it affects caster], Focus Through, Reagent: 15 END, 11 CP)

20 Victim suffers -1 DEX per 3 levels of power for 1d10 phases.

30 Victim suffers -1 DEX per 2 levels of power for 2d6 phases.

40 Victim suffers -1 DEX per level of power for 2d10 phases.

Curse of the Crossed Eyes - The victim suffers a loss of hand-eye coordination. Requires a bit of hair from a man with a lazy eye. (Adjust Characteristics 3, Range 5 [30m], Gesture, Language, Duration [1 min], Affects Only Human 1, Feedback 3 [on Failure, it affects caster], Focus Through, Reagent: 15 END, 11 CP)

20 Victim suffers -1 REF per 3 levels of power for 1d10 phases.

30 Victim suffers -1 REF per 2 levels of power for 2d6 phases.

40 Victim suffers -1 REF per level of power for 2d10 phases.

Victory Blessing - The target finds their luck greatly improved, gaining +1 to all die rolls. Adjust Characteristics 1, Range 5 [30m], Gesture, Language, Duration [3 Rounds], Affects Only Humans, Focus Through: 9 END, 10 CP)

15 Spell lasts 1d6 phases.

25 Spell lasts 2d6 phases.

35 Spell lasts 3d6 phases.

Curse of the Fiery Doom - This spell attempts to set the victim alight with flames. (Lethal 3, Adjust Characteristics 1, Range 5 [30m]: 23 END, 18 CP).

20 Blistering. The victim suffers 1d6 hits.

35 Burns appear all over the victim's body, causing 3d6 hits and a -1 penalty to all REF and DEX based actions until healed.

45 The victim erupts into flames, suffering 6d6 hits. flames will burn for 1d6 hits per phase until extinguished. -3 to all actions until healed.

Shocking Encounter - This spell electrocutes the victim to some extent. (Lethal Damage 2, Stun Damage 2, Range 0 [Touch]: 12 END, 6 CP)

20 Victim suffers 1d6 stun per 2 levels of power.

25 Victim suffers 1d6 damage per 2 levels of power, half to hits, half to stun.

35 Victim suffers 1d6 hits per 2 levels of power.

Winds of Winter - This spell creates a fairly strong, cold wind. Great spell when you want to evoke a spooky atmosphere. (Change Environment 4 [12m radius area of effect]: 13 END, 9 CP)

12 The spell creates wind strong enough to move the curtains or a persons hair.

15 The wind can blow out candles, matches and cigarette lighters.

20 Curtains and clothing are whipped about.

25 People must brace themselves in the face of the wind, but aren't likely to be knocked down.

35 Hurricane force wind. Somebody will get hurt.

Magician's Pocket - This is a parlor trick which render an item invisible to the audience. (Metamorph Size 4, Metamorph Mass 4, Duration 5 Minutes, Casting Time x10 [10 phases], Focus Through, Affects Only 2 [magicians' props], Language, Gesture: 32 END, 21 CP)

20 The spell will hide something the size of a dove or rabbit.

25 The spell can hide something the size of a 10 year old child.

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| 30 | The spell will hide an entire adult person. |
| 35 | The spell will hide a moderately sized desk or cabinet. |
| 40 | The spell will hide a car. |
| 45 | The Spell will hide a pair of elephants or a tractor trailer |

Force Barrier - This generates a translucent wall with a pale bluish glow, typically only apparent at night. The wall is fairly impenetrable, except by overwhelming force. requires a chip of wall building material, like brick or concrete.(Force Wall 3, Area Effect 3 [5 m x 5m dimensions], Duration 1 min, Language, Gesture, Reagent, Associative: 18 END, 8 CP)

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|----|---|
| 20 | The wall provides 2D6 Protection. Collapsed by both stun and lethal damage. |
| 25 | The wall provides 3D6 Protection. Collapsed by both stun and lethal damage. |
| 30 | The wall provides 3D6 Protection. Blocks all stun damage, collapsed by lethal damage surpassing its protection. |
| 40 | The wall provides 3D6 Protection. Will not collapse until duration expires. |

Bulletproof - This spell creates an envelope around the user through which few projectiles are powerful enough to pass. (Deflection 3, Duration 5 Min., Focus Through, Gesture: 22 END, 12 CP)

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|----|---|
| 20 | Deflects only thrown objects, Duration 2 minutes. |
| 25 | Deflects slow projectiles plus spears, arrows, etc. Duration 5 minutes. |
| 30 | Deflects bullets and slower projectiles. Duration 5 minutes. |
| 35 | Deflects bullets and slower, lasts 10 minutes. |
| 45 | Deflects any projectile or energy beam, lasts 5 minutes. |

Power Drain - A spell from the old ages when users of the mystic arts were far more common. The caster is capable of draining energy away from incoming hostile spells, restoring END to power his own spells. The caster must possess a pinecone. The drain does not weaken the effect of the incoming spell. (Absorption 3, Duration 5 Rounds, Gesture, Language, Reagent, Associative: 9 END, 7 CP)

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| 15 | The spell will drain 3D6 END from one spell, then fail. |
| 20 | The spell will allow the caster to drain 2D6 END from an incoming spell each round. |
| 25 | The spell will allow the caster to drain 3D6 END from incoming spells each round. |
| 35 | The spell will allow the caster to drain 3D6 END from incoming spells every other phase. |
| 45 | The spell will allow the caster to drain 3D6 END from incoming spells each phase. |

Channel Power - Used mainly by focus users who are preparing for battle. By casting this upon their focus item, they can channel and store END into the focus item. Once cast, the caster can pump as much END into the item as desired for as long as desired, and may draw forth as much END for that stored as often as needed, but once the duration lapses, the stored END immediately disperses. (Absorption 1, Adjust Derived Characteristic 1, More Time to cast (5 min), Affects Only Self, Duration 1 Day, Gesture, Language: 17 END, 24 CP)

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| 20 | The caster can store 1D6/3 END each round, the spell lasts 12 hours. |
| 25 | The caster can store 1D6/2 END each round. Lasts 18 hours. |
| 35 | The caster can store 1D6 END each round. Lasts 24 hours. |
| 45 | The caster can store 2D6 END each round. Lasts 24 hours. |

A Selection of Powers

Difficulty Desired Effect

Animal Empathy - The character can interact with animals. (Min Reading 2, Telepathy 2, Duration 1 Minute, Affects Only Animals, Focus Through: 19 END, 16 CP)

- 15 The character can sense the presence of all animals of a specified type within 100m. Add 10m for ever point the difficulty is succeeded by.
- 20 The character can summon all animals of the specified type within 100m. It takes 1d6 turns for them to arrive. GM determines quantity summoned.
- 25 The character can influence the animal, conveying emotions and very basic ideas to it. The animal may or may not be affected. Affects 1 animal per attempt.
- 30 The character established full telepathic communication with the animal. The animal communicates as it pleases, about whatever it pleases, usually something of immediate interest to it.

Astral - The character can operate in the Astral realm using his spirit rather than body. Triggering this power will instantly transport the user's spirit to the astral plane for an indefinite period. Triggering it again returns the spirit to the body. If the body moves, the spirit can become lost. (Dimension Travel 1, Affects Only Self, Focus Through: 10 END, 1 CP)

- 15 The character is able to sense the presence of things in the Astral plane.
- 20 The character is able to peer into the astral plane. Things in the plane will appear as ghostly images superimposed over the real world.
- 25 The character is capable of separating his spirit from his body, allowing him to travel the astral plane (at a speed of 1km/turn/level of power). The character's PSY will deplete by 1 point per day the spirit is missing from the body. PSY lost in this way is regained at a rate of 1 point per week.

Astral Body - The character may travel astrally, bringing his body along. (Dimension Travel 1, Focus Through: 19 END, 4 CP).

- 15 The character can sense the presense of Astral objects.
- 20 The character can see into the astral plane, with astral items superimposed over the real world.
- 25 The character can phase objects into and out of the Astral Plane, making them noncorporeal.
- 35 The character may phase his body into and out of the Astral Plane, rendering himself and his carried equipment invisible and noncorporeal.

Body Control - The character has immense control over his own body. (Transformation 1, Duration 6 hrs. Affects Only Self, Focus Through: 10 END, 2 CP)

- 15 Second Wind. Next Recovery action fully restores all lost STUN and 1d10 END.
- 25 The character can slow breathing and heartbeat to appear dead, as well as stave off hunger and pain. It can be used to negate the effects of gas weapons as well.
- 30 The character can alter his flesh, using it to alter body parts and appearance. It can be used to remove scarring or stop bleeding, but cannot heal damage.

Charm - The character can influence another being's reactions. (Influence 4, Focus Through: 4 END, 5 CP)

- 15 The character can influence the opinion of one target in regards to a given person. This will give a +/-10% modifier to reactions. The influence may be negated by lengthy interaction with the given person. Add +/-1% to reaction rolls per point this check is succeeded by.
- 20 The character can cause a target to strongly like or dislike a given person, modifying reaction check by +/-25%. Otherwise affected as per listing. The influence may be negated by lengthy interaction with the given person. Add +/-1% to reaction rolls per point this check is succeeded by.
- 25 The character can influence the thoughts of a target radically, causing distrust or trust where there was none.

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- 35 The character can influence a target's thoughts and opinions on the world at large. the difficulty rating may be increased depending upon the strength of the minion the change is attempted upon.

Cryokinesis - the ability to lower temperature by force of will. Effects scaled in celsius. (for farenheit equivalents, multiply by 1.8 and add 32). Room temperature is roughly 20° C (70° F). 10° will feel chilly. At 5°, plants will begin withering for their winter cycle and people will be very uncomfortable. At 0°, water freezes. For every -5° below 0, reduce the time to get frostbite by 1 minute, starting at 12 minutes. Non-multiannual plants will freeze and become brittle, dying within hours if not immediately cared for and properly reheated. Thus, at -25°, frostbite will set in in only 7 minutes. metals will become brittle at -15° and guns will misfire at -20°. The absolute minimum temperature you can reach is -273°. Cooling small object (about 1/4 of a cubic meter) will triple the rate of cooling. (Change Environment 6, Continuous, Focus Through: 17 END, 11 CP)

- 15 The character can cool 1 cubic meter per power level by 1 degree per power level every turn of successful use.

25 Cooling increases to 2 degrees per power level.

- 35 Cooling is at 5 degrees per level of power.

Cure - The character can heal emotional and mental damage (damage affecting PRE, WILL, or PSY). (Adjust Characteristics 1, Influence 1, Focus Through: 9 END, 10CP)

- 15 The character can temporarily boost the target's PSY. The bonus equals the character's level in this skill. The duration of this boost equals one hour per level of this skill.

- 20 The character can alleviate minor phobias in the target (increase SAN by 1d6 points). This boost lasts 1 day per level of this skill.

25 The character can boost the target's WILL. The bonus equals the character's level in this skill. The duration of this boost equals one hour per level of this skill. The boost will be terminated at any time the recipient attempts heavy physical exertion.

- 30 The character can cure more serious emotional or mental problems (restore 3d6 SAN). This boost lasts 1 day per level of this skill.

- 35 The character can boost the target's PRE. The bonus equals the character's level in this skill. The duration of this boost equals one hour per level of this skill. The boost will be terminated at any time the recipient attempts heavy physical exertion.

- 40 The character may permanently restore 1 point of WILL or PSY, or 1d10 points of SAN.

Electrokinesis - The character can manipulate electricity. Effects are rated in Electrical points (EP). 1 EP causes 1d6 stunning damage, erases 1 MU of data from computers. Past 5 EP, half the damage applies as killing damage as well and a system shock check of BOD+1d10. If it beats 1d10+EP, cardiac arrest is avoided. If it beats 1d10+(EPx2), a seizure attack is avoided as well. Seizures will last 1d6 turns. Heart attack, unless treated within 45 minutes, will usually prove fatal. Shocks over 8 EP will damage and destroy unshielded electrical equipment. (Stun Attack 1, Force Field 1, Continuous, Focus Through: 3 END, 3 CP)

- 15 The character can emit a powerful electrical charge of 1 EP per two levels of power. Requires contact to transmit.

- 20 The character can harmlessly diffuse 1 EP of incoming electrical damage per level of power.

25 The character can disrupt electrical equipment. Disrupted equipment will either behave strangely or cease functioning.

- 30 The character can emit his electrical charge as a small bolt of electrical energy to a range of 5 meters per level of power. The bolt does 1 EP of damage per level of power.

- 35 The character can perceive, sort and interpret electromagnetic radiation. This would include seeing beyond the normal sight range, hearing radio waves, etc.

- 40 The character gains synergy with electrical equipment. Operation of such things become intuitive and software writing becomes an instantaneous process.

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Healing - The character can heal physical damage on himself and others. (Regeneration 4, Focus Through: 10 END, 10 CP).

- 20 The character is able to encourage swift healing in the target's body, doubling the recovery rate for a number of days equal to the level of power.
- 25 The character can heal wounds in others through an empathic process. The character heals 1D6 hits per two levels of power, but also suffers half those hits himself in the process.
- 30 The character can mend broken limbs and ruptured organs psychically. The character heals 1D6 hit per level of power per use of this power. It can also be used to stabilize a dying person.
- 35 The character can phase parts of his body so that he may perform surgery without physically entering the body. Medical training is still required to use this level of ability. Use lasts 5 minutes power level of power.
- 45 The character can revive the dead. The target may not have been dead for a time in minutes more than the character's level in Healing squared (someone with Healing +7 could revive someone dead 49 minutes).

Hypnological - The character can affect the sleep and dreams of others. (Influence 2, Telepathy 2, Mind Wipe 2, Focus Through: 18 END, 18 CP).

- 20 The character can induce sleep in the target. For every target over one, the difficulty rating increases by two. the victims must then test against the skill check result to determine the extent of effect; target's WILL + PSY + 1d10.

Failure By: Effect:

- 0-2 Drowsy, -1 all checks for 3d10 minutes.
- 3-5 Exhausted, -4 to all checks for 1d6 hours.
- 6-9 Sleep, victim falls into a deep sleep for 1d10 hours.
- 10+ Deep Sleep, sleep lasts 1 hour per point of failure.

- 30 The character can send telepathic messages to a target through dreams. The target must be asleep and close by, and the character must be awake.
- 35 The character can communicate with the target through dreams. The target must be asleep and close by, and the character must be awake.
- 45 The character can actively influence and manipulate the target's dreams. Both the character and the target must be asleep and in close proximity. If used to generate nightmares, the victim will suffer a loss of 1 WILL after one week's successful use. Every night of successful use thereafter causes a loss of 1 SAN, as well as exhaustion.
- 50 Dream manipulation may have lethal results.

Illusion - The character can alter another being's sensory perceptions. Note that this discipline affects all the senses. The check is to see if the victim can overcome and ignore the false sensory input. each use lasts the power's level in minutes. (Create 2, Invisibility 2[no Fringe], Blind, Focus Through, Illusionary: 14 END, 7 CP).

- 10 The victim suffers two dimensional visual hallucinations of the character's choice.
- 15 The character may mask a three dimensional object, causing it to vanish from sight or appear as something else. The item must be immobile and cannot measure more than 1 cubic meter per level of this power.
- 25 The character can render himself 'invisible' to everyone within a 10m. radius. Difficulty increases by 2 per person known to be in the area beyond the first.
- 30 The victim may suddenly be deprived of one of the senses. Causes 1 SAN of mental damage.
- 35 The character can generate interactive hallucinations.

Kinesis - The character can manipulate kinetic energy. (Telekinesis 3, Force Field 3, Focus Through: 12 END, 11 CP).

- 15 The character can emit a powerful kinetic projective force from himself. It will cause 1d6 damage per two levels of power if it hits. 1/4 of the damage is killing.

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- 20 The character produces a field which dissipate kinetic energy. Kinetic damage from physical attacks is reduced by (level of power x 10)%.
- 25 The character can create a solid field of kinetic energy shaping it as desired, creating hammers, blades, bullets, tools, and the like. If used as a weapon, this can cause 1d6 damage per level of power.
- 35 The character can propel himself and fly using raw kinetic force. The character will always fly fast, moving 60 km per hour, plus 10km per hour per level of power. This power lasts 1 minute per level of power per use. Don't ever forget to land before the power cuts out!

Mania - the character can alter the mood and emotions of a being. (Influence 4, Focus Through: 4 END, 5 CP).

- 10 The character can determine the emotional state of the target.
- 15 The character can amplify the target's emotional state. GM adjudicates the amount of amplification according to the character's level in this power (Mania 1 will have little effect, while mania 5 might make a mildly angry person violent, and Mania 10 would send that same person into a homicidal rage).
- 20 The character can influence the target's emotions to a lesser state. GM adjudicates effects based upon skill level (Mania 10 turns the man in a homicidal rage into calmness).
- 25 Promote classic mania in the victim; extreme happiness or depression. Results in +/- 1 PRE per 2 levels of Mania. Effects last 5 minutes per level of Mania.
- 30 The character can induce extreme peacefulness or terror in the target. Results in +/- 2d6 SAN per level of Mania. Effects last 5 minutes per level of the power.
- 35 The victim may be instilled with a phobia or obsession. When dealing with the phobia or obsession object, they suffer a penalty of -2 WILL. Effect lasts 5 minutes per level of power.
- 45 The instilled phobia or obsession is permanent.

Mania: Focal - The character possesses the ability to adjust the victim's emotions, but only toward on specific emotion. A character might only be able to adjust victims toward anger, or fear, but never toward sadness or joy. Emotion chosen when power is gained, power may not be repeated to get extra emotonal effects. (Influence 4, Focus Through, Affects Only 3: 1 END, 1 CP)

- 10 The character can determine the emotional state of the target.
- 12 The character can amplify the target's emotional state. GM adjudicates the amount of amplification according to the character's level in this power (Mania 1 will have little effect, while mania 5 might make a mildly angry person violent, and Mania 10 would send that same person into a homicidal rage).
- 16 The character can influence the target's emotions to a lesser state. GM adjudicates effects based upon skill level (Mania 10 turns the man in a homicidal rage into calmness).
- 20 Promote classic mania in the victim; extreme happiness or depression. Results in +/- 1 PRE per 2 levels of Mania. Effects last 5 minutes per level of Mania.
- 25 The character can induce extreme peacefulness or terror in the target. Results in +/- 2d6 SAN per level of Mania. Effects last 5 minutes per level of the power.
- 30 The victim may be instilled with a phobia or obsession. When dealing with the phobia or obsession object, they suffer a penalty of -2 WILL. Effect lasts 5 minutes per level of power.
- 35 The instilled phobia or obsession is permanent.

Matter Alteration - The character can alter, destroy and create matter. (Alteration 1, Create 1, Entropy 1, Transmute 1, Focus Through: 33 END, 16 CP).

- 25 The character can alter the shape of inorganic materials as desired. Density and composition is unaffected.
- 30 The character can change the state of matter, changing one stage per use.
- 35 The character can alter the size and density of material.
- 40 The character can destroy matter by scattering its atoms.
- 45 The character can alter the composition of material by shifting about the atoms,

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molecules, and subatomic particles.

- 50 The character can create new matter from incidental energy in the air, of average density, of normal material and in any shape desired. The volume of material is small, no more than 20 cubic centimeters per level of power. Matter may also be destroyed by converting it to incidental energy.

Mental - The character can read the mind and thoughts of the victim. All information is gained in order of secrecy, least secret to deepest secret. When attempting to read the mind of another person with the Mental ability, they may apply their skill level at Mental to their roll to defend against the intrusion. (Empathy 4, Mind Reading 4, Focus Through: 13 END, 13 CP).

- 15 Gain personal information of the victim (real name, birth date, memorized credit card numbers, etc.). One major piece of information is gained per level of power.
- 20 Surface thoughts are picked up. connection lasts 1 minute per level of Mental.
- 25 The character can pick up motivations for the target's activities and actions.
- 30 The character can pick out hidden information and deep secrets. One secret gained per power use.
- 35 The character can read and play back the victim's memories like a videotape.

Mental Assault - This power disrupts the thoughts and processes of the victim's mind. (Influence 6, Focus Through: 6 END, 7 CP).

- 15 The victim becomes distracted. All the victim's skill checks are at -1 per level of power. Effect lasts the power's level in turns.
- 20 The victim suffers confusion. -1 INT per 2 levels of Mental Assault. Duration is 5 minutes per level of power.
- 25 The victim's mind is overloaded and then rendered unconscious for 2 turns per level of power.
- 30 The character feels very unlucky. Victim suffers -1 LUCK per level of power for the remainder of the day.
- 40 The victim suffers actual physical harm from the attack. Damage is 1d10 + level of power in hits. 1 point of INT and 3 SAN are lost per 10 hits of damage.

Mind Control - The ability to take complete control over another being's mind, completely suppressing its consciousness. (Mind Control, Focus Through: 17 END, 12 CP).

- 25 The character can make jerking, clumsy, puppetlike use of the victim's body. Speech is impossible and observers will know something is wrong. The victim will still fit, able to speak somewhat freely and occasionally gain control of a limb or two.
- 40 Complete and fluid control is established. The victim has absolutely no control.

Mnemonic - The character can manipulate memories. The length of the false memories is 5 minutes per level of this power (someone with Mnemonic +4 can stick 20 minutes worth of false memories into the victim's mind). (Mind Wipe 3, Focus Through: 18 END, 17 CP)

- 15 The character can force new memories upon the victim The target (who may be confused by conflicting memories) who won't be able to forget the memories without hypnosis.
- 20 The false memories are forced deep into the victim's subconscious. The memories will be revealed under hypnosis only.
- 25 Memories of the victim may be erased. Hypnosis has a limited chance of reversing this.
- 35 The character may erase the victim's memories and immediately insert new memories at the same time. The alterations are permanent and irreversible.

Precognition - The ability to predict the most probable future. The use of traditional fortune telling techniques, such as astrology or tarot cards can enhance this ability, equating to a bonus of +1d6 to the skill check. (Clairsentience 3 [Temporal], Focus Through: 17 END, 4 CP).

- 15 The character gets a bad feeling when something bad is about to happen, just seconds before it happens. The character has no idea what will happen, only that something will happen. The sensation will come to pass a number of turns prior to the event equal to the level of power plus 1 turn per point the skill check

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succeeded by. The power works automatically with regards to this danger detection, and the skill check is only to determine the length of time by which the sensation preceeds the event.

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|----|--|
| 25 | The character can sense major events in the target's immediate future with physical contact. This is another automatically occurring effect though not automatically successful). The power will reveal one major event per level of power, in chronological order. |
| 30 | The character will get random visions of the far future, ranging from 5 days to 10 years into the future. This occurs at any time the skill check succeeds by this extent (while telling someone's fortune, the character may get one of these visions along with the person's fortunes). |

Psionic Leech - This is the ability to feed upon the mental capacities of another, draining away their mental strength to bolster your own. Effects last 1 hour per level of power. (Absorption 5, Focus Through: 16 END, 16 CP).

- | | |
|----|---|
| 15 | Drain 1d6 END from target. |
| 20 | Drain 2d6 END from target. |
| 25 | Drain 3d6 END from target, gain +1 PSY. |
| 35 | Drain 4d6 END from target, gain +2 PSY. |

Psychic Assault - The character can attack another being's spirit. This power can always be actively defended against (victim will use PSY + Psychic Assault + die roll if the skill is available, or default to PSY + WILL + die roll) (Adjust Characteristic 2, Focus Through: 18 END, 18 CP).

- | | |
|----|---|
| 15 | The victim suffers shock. Lose one phase per level of power. All PSY-based skill checks are made at -1 for 1 turn per level of power. |
| 25 | The victim suffers PSY damage; -1 PSY, -1 SAN and -1d6 END. |
| 35 | Psychic damage is serious. -1d6 PSY, -2d6 SAN, and the victim lapses into a coma. |

Psychic Focus - The ability to focus yourself and temporarily boost abilities. (Absorption 5, Focus Through: 16 END, 16 CP).

- | | |
|----|---|
| 15 | Increase REF, DEX, STR, CON, or MOVE by 1 per 3 levels of power. Lasts 1 turn per level of power. max stat boost to 12. |
| 25 | Increase by 1 per 2 levels of power. Max boost to 14. |
| 35 | Increase by 1 per level of power. Max boost to 16. |
| 40 | Boost duration of 1 minute per level. |

Psychic Shield - This is a means of defense against Mental Assault and Psychic Assault. It is resolved through a contest of skills. (Mental Defense 4, Deflection1 w/ Reflect, Affects Only Mental Attacks, Focus Through: 1 END, 7 CP).

- | | |
|----|--|
| 25 | The incoming attack is reflected back upon the caster, resulting in a serious backlash to the attacker, if the defense was successful. |
|----|--|

Psychokineses - The character can move matter without touching it. (Telekinesis 3, Force Field 3, Focus Through: 12 END, 11 CP).

- | | |
|----|---|
| 15 | The character can manage very precise manipulation of lightweight objects. The character can perform skills by this manipulation (using tools, lockpicks, etc) with a -1 penalty to the skill check. This could even be used to lift a gun and pull the trigger! the character can mentally lift roughly 1 kg per level of power. |
| 20 | The character can manipulate heavier objects, weighing 10 kg per level of power. They can be floated along at roughly 10 km per hour. |
| 35 | The character proves a real powerhouse, moving one metric ton per level at roughly 10 km per hour. |

Psychometry - The character can see the history of items, places, and beings. (Clairsentience 3 [Temporal], Focus Through: 17 END, 4 CP).

- | | |
|----|---|
| 15 | The character can sense and fairly identify all who have been in contact with a person, item, or location, up to 1 year per level of power into the past. The |
|----|---|

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strength and accuracy of identification will vary by the intensity of the person's relationship with the target person/item/place, ranging from a vague physical description to very intimate details.

- 20 The character can see one major event in the person's past per level of power, in order of significance.
- 25 The character can see one major event in a location's past per level, in order of significance.
- 30 The character can see one major event in an item's past per level, in order of significance.

Pyrokinesis - The ability to raise temperatures by force of will. ^_^; Past 30°, normally dressed people become uncomfortable. At 40°, people become flushed and easily fatigued. At 50° metal is hot to touch, plants wilt, and people begin passing out. Plastic begin to melt at 60°, wood and paper burn at 234° and many metals begin to melt at 500°. Heating small object (about 1/4 of a cubic meter) will triple the rate of heating. (Change Environment 6, Continuous, Focus Through: 17 END, 11 CP)

- 15 Heat 1 cubic meter per level by 1° per level per turn of use.
- 25 Heating increases to 2° per level.
- 35 Heating increases to 5° per level.

Radikinesis - The character can manipulate radiation. (Deflection 4 w/ Reflect, Blind [Radiation], Continuous, Affects Only Energy, Focus Through: 6 END, 8 CP).

- 15 The character can jam and disrupt radio and TV transmissions. Acts as ECM of a level equal to the level of power (Radikinesis +3 equals ECM 3). See *Bubblegum Crisis* for ECM rules.
- 25 The character can deflect hard radiation at a rate of 1 RAD per level per hour. Useful for travel in space.
- 35 The character can gather and redirect hard radiation, aiming it at a specific target. The character can inflict 1 Rad of radiation damage on the target with simple background radiation, or inflict 1 Rad per level of power 9 and suffer half that amount himself) with the availability of hard radiation (in space during a solar flare or inside a nuclear reactor). See *Deep Space* (Cyberpunk 2020 supplement) for rules on radiation.

Regeneration - The ability to heal and regenerate and an accelerated rate. Effects last three hours. (Regeneration 3, Focus Through: 13 END, 13 CP).

- 15 Recover REC, then fizzles.
- 25 Recover REC per hour.
- 35 Recover REC x 2 per Hour.
- 45 The body is stimulated to the point of regrowing lost parts. An eye takes a week, a limb several months. This power will be useless until such regrowth is completed. 10% chance of developing cancer from the haywire regeneration (see *Deep Space* for cancer and mutation rules). Recover REC x 3 per hour.

Sensory - The character can heighten his own senses. (Acute Perception x 2 [Hearing, Sight], Focus Through: 4 END, 2 CP).

- 15 Heighten one sense, perception checks with that sense are at +1 per level of power. Lasts 1 minute per level of power.
- 20 Hear beyond normal range and ability. The character must specify what he is attempting to listen for or to.
- 25 See beyond normal range and ability. The character must specify what he is attempting to look at or watch.
- 30 'Bloodhound tracking'. With a personal item of the target, the character can determine the target's current location if within 10 km.
- 35 The character can track the location of everyone within 1 km.

Telepathy - the ability to actively communicate with another being's mind. language differences do not impede this power. Range is 1 km per level of power and the duration is 1 minute per level of power. (Telepathy 12, Focus Through: 14 END, 14 CP).

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- 15 The character can send a message through the victim's subconsciousness. Failure means the target has subconsciously ignored the message. The target does not know where the message originates from unless told so.
- 20 The character can send messages as above and pick up any response the target might have for the duration.
- 25 The character can merge his consciousness with the target. the surface information and thoughts of both can be read by each and allows full conversational ability.
- 30 The character can send messages to the target's subconsciousness. These messages are unknown to the target's consciousness and will subtly guide the target to a particular location.

Teleportation - The character can almost instantaneously move between two locations. (Teleportation 6, Focus Through: 16 END, 28 CP).

- 5 Move 1 to 100 meters
- 10 101 to 250 meters
- 15 251 to 500 meters
- 20 501 meters to 2.5 km
- 25 2.5 km to 10 km
- +5 Line of sight established with the destination, regardless whether or not the character has been there before.
- +10 Destination is well known but not in sight.
- +20 Destination has been visited once or twice but is not in sight.
- +30 Destination has never before been visited.

Transform - The character can change shape, much like biosculpting or extreme plastic surgery. Changes are not permanent. The character will revert back when stunned, unconscious or resting. (Transformation 4, Focus Through: 11 END, 11 CP).

- 15 Changes are a minor aspect; grow longer teeth, nails, hair. Requires 10 minutes to complete.
- 25 Alter bone structure and weight to some extent. increase or decrease BODY by 1. Change requires 8 minutes to complete.
- 35 Major bone and muscle alteration. major changes possible, BOD increase or decrease by up to 3 points; STR change by 2. Very painful to undergo. Requires 6 minutes to complete. Werewolves would be an example of this level of transformation ability.



Martial Arts

This is mainly for those genre videos that don't occur in a current timeframe, like *Yotoden*, for example. The Ki Powers is added for a little 'Ranma 1/2' enhancement for the martial artists. These guys, especially the ninjas, do some really freaky martial arts stuff in the flicks. And let's not get into those 'great' kung-fu flicks from the 70's (Yes, you know I must be twisted; I liked those old kung-fu flicks AND I wrote this book! ^_^;)

First thing is first, the basic Martial Arts maneuvers and definitions, then a listing of the various basic martial arts forms. I'll follow that up with the Ki Powers, special maneuvers, and other special abilities. But first thing first, how important is martial arts in the game you play?

Campaign Style	Cost	Examples
Martial arts are rare	x3	Old West, Victorian England, Pre-Industrial Europe.
Martial arts are uncommon	x2	Post WW II America, Victorian Far Eastern Colonial settings (Hong Kong, India, Singapore, Macao, Shanghai, Manila)
Martial arts are common	x1	Today's Western cultures; all Asian cultures throughout time, most science fiction settings, or in any setting where Martial Arts training is commercially available to everyone.
It look like a freaking kung-fu flick	x0.5	Ranma 1/2, Kung-fu and Chambara genre flicks, Street Fighter or Mortal Kombat style videogames (yes, now you can roleplay Dark Stalkers!! ^_^)

Basic Martial Arts Maneuvers

Maneuver	Ops	REF	DEX	Notes
Basic Strike	2	+2		+1D6 Damage
Block	4	+2	+2	Blocks incoming blows
Breakfall	2			Take 1/2 normal falling damage; regain feet as a Free Action.
Breaking Throw	5	-2	-2	Grab one limb, 1d6KD, Disable, Target falls.
Choke Hold	2	-2		Grab, 2d6 damage vs no SD
Crush	2			+4d6 to damage, must follow grab
Defensive Block	2	+1	+3	Blocks all but bladed/missile attacks
Defensive Strike	2	+1	+3	
Escape	3			+3 STR vs. Grabs
Fast Strike	2	+2		+2d6 damage
Flying Tackle	2		-1	Must follow a full move, +1d6 damage per 5m of velocity you were travelling, you and target fall
Grappling Throw	2		+2	Must follow grab, +2d6 damage, target falls.
Joint Lock	3		-1	Grab one limb, +2 STR to hold on.
Joint Lock-Throw	4	+1		Grab one limb, +1d6 damage, target falls
Ki Strike	2	-2		Ranged HTH attack. Damage as normal, or trade 1D6 for each successive m/yd of distance from target
Killing Strike	2	-2		Does killing damage at -2D to STR with unarmed strikes only
Killing Throw	2	-2		Killing Damage at -2 STR, Target falls
Knifehand Strike	4	-2		1d6 Killing damage, +2d6 stun
Leg Sweep	2	+2	-1	+1d6 damage, target falls
Martial Block	2	+2	+2	Blocks all (but bladed weapons with unarmed block)
Martial Disarm	2	-1	+1	Disarm w/+2 STR during the maneuver
Martial Dodge	2		+5	+5 DEX for dodging purposes that Phase
Martial Escape	2			+3 STR for escape purposes
Martial Grab	2	-1	-1	+2 STR for purposes of the Grab
Martial Strike	2		+2	+2d6 damage
Martial Throw	2		+1	Target knocked prone, takes damage.
Martial Weapon	2			+STR to weapon damage when used with martial art
Nerve Strike	4	-2		2 2D6 damage vs. no Stun Defense
Offensive Strike	2	-2	+1	+2D6 Damage to basic strike
Passing Strike	2	+1		Must follow full move, add 1d6 damage per 5 m of velocity.
Reversal	2	-1	-2	+3 STR to escape and grab
Root	2			+2 STR to avoid shove
Sacrifice Disarm	2	+2	-2	Disarm with +2 STR
Sacrifice Lunge	2	+2	-2	must follow full move, +1d6 damage per 5m of velocity
Sacrifice Strike	2	+1	-2	+4d6 damage
Sacrifice Throw	2			Martial Throw w/+2 REF, Target and Attacker both fall
Shove	2			+3 STR to shove
Snap Kick/Punch	3		+2	STR +1d6 Damage
Spin Kick	3	-2	+1	STR +2d6 Damage
Takedown	2	+1	+1	Target falls and takes damage
Weapon Bind	2		+1	Bind at +2 STR

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MARTIAL ARTS STYLES

AIKIDO: Martial Dodge, Martial Escape, Root, Martial Grab, Defensive Strike, Takedown, Martial Throw. Cost: 14 Pts.

ARNIS, KALI, & ESCRIMA: Martial Block, Martial Disarm, Martial Strike, Nerve Strike, Fast Strike, Takedown, Weapon Bind. Cost: 14 Pts.

ANCIENT BOXING: Martial Block, Defensive Strike, Basic Strike. Cost: 6 Pts.

MODERN BOXING: Martial Block, Martial Grab, Martial Strike, Offensive Strike, Defensive Strike. Cost: 8 Pts.

CAPOEIRA: Fast Strike, Martial Strike, Offensive Strike, Martial Dodge, Legsweep. Cost: 10 Pts.

COMMANDO TRAINING: Martial Throw, Martial Strike, Choke Hold, Martial Disarm, Killing Strike, Martial Block. Cost: 12 Pts.

DIRTY INFIGHTING: Martial Disarm, Killing Strike, Nerve Strike, Martial Strike, Offensive Strike, Martial Throw. Cost: 12 Pts.

FENCING: Weapon Bind, Martial Disarm, Sacrifice Lunge, Martial Strike, Martial Block, Offensive Strike, Takeaway, Defensive Strike. Cost: 16 Pts.

FOOTBALL: Root, Flying Tackle, Fast Strike, Shove, Takedown, Weapon Bind. Cost: 12 Pts.

GENERIC: Martial Block, Martial Dodge, Martial Strike, Martial Throw, Offensive Strike. Cost: 10 Pts.

HWARANG-DO: Martial Block, Choke Hold, Nerve Strike, Martial Strike, Killing Strike, Martial Grab, Offensive Strike. Cost: 14 Pts.

JIU-JITSU: Choke Hold, Martial Disarm, Martial Escape, Killing Throw, Martial Grab,

Legsweep, Sacrifice Throw, Martial Throw. Cost: 16 Pts.

KARATE: Martial Block, Martial Dodge, Martial Strike, Martial Disarm, Killing Strike, Offensive Strike. Cost: 12 Pts.

KENJUTSU: Weapon Bind, Martial Block, Martial Disarm, Martial Dodge, Fast Strike, Passing Strike, Sacrifice Strike, Offensive Strike, Takeaway. Cost: 18 Pts.

KUNG FU: Martial Block, Martial Disarm, Martial Dodge, Martial Escape, Martial Grab, Offensive Strike, Killing Strike, Legsweep, Nerve Strike, Martial Strike, Martial Throw, Crush, Shove. Cost: 26 Pts.

NINJITSU: Martial Block, Choke Hold, Martial Dodge, Martial Escape, Nerve Strike, Killing Strike, Takeaway, Takedown, Martial Strike. Cost: 18 Pts.

PANKRATION: Nerve Strike, Killing Strike, Crush, Martial Escape, Martial Grab, Basic Strike, Legsweep. Cost: 14 Pts.

SAVATE: Martial Block, Martial Strike, Offensive Strike, Fast Strike, Martial Disarm, Defensive Strike, Legsweep. Cost: 14 pts.

SUMO WRESTLING: Martial Escape, Martial grab, Grappling Throw, Root, Shove, Fast Strike. Cost: 12 Pts.

TAE KWON DO: Martial Block, Defensive Strike, Sacrifice Strike, Martial Strike, Killing Strike, Fast Strike, Offensive Strike, Takedown. Cost: 16 Pts.

THAI KICK-BOXING: Martial Block, Killing Strike, Shove, Martial Strike, Offensive Strike. Cost: 12 Pts.

WRESTLING: Choke Hold, Martial Escape, Martial grab, Reversal, Martial Throw, Sacrifice Throw. Cost: 12 Pts.

Weapon Katas and Ki Attacks

This section is dedicated to a variety of Special weapon maneuvers taught to promising students, extraordinary martial arts movements that are taught to promising students, and unique attacks performed through the focusing of one's inner strength. To gain these special moves, the student must have skill level +5 in the appropriate combat skill. The pre-requisite skills are listed in parenthesis at the end of the move's description. All of these moves cost 3 points each unless otherwise noted in parentheses after the move's name.

Martial Arts Katas

Martial Arts Katas normally work as talents; purchase the talent and you gain the maneuver. Many may later be improved upon as a skill.

Weapon Katas

The Archer's Path: The character is able to load, draw a bow and loose an arrow as a single action. (Archery)

Arrow Cutting: The skill of intercepting muscle-powered projectiles. You can intercept arrows and thrown weapons (up

to and including spears) with a successful contested Skill roll versus the attacker's attack roll. You can elect to deflect, destroy, dodge or catch the missile. May be used against multiple attacks in one Phase, but each additional attempt is at a cumulative -1. Must be bought for each combat skill it is to be used with. This is a skill talent. (Any Martial Art)

Chakuzen-Jutsu: The character may perform the "ceiling walking technique," by pressing his limbs and torso snugly against a wall or ceiling and manipulating the slightest handholds or crevasses to keep his body in position. The character may use up to his normal STR while in this position for Strikes, lifting objects, and so on. In addition, the character may crawl at a rate equal to 1/2 his MOV. (Climbing)

Counterstrike: The character may choose the special Counterstrike action during combat. When using Counterstrike, the character gets a free attack against anyone who attempts to hit the character with a melee weapon and misses. The character may counterstrike up to a number of opponents in one Round equal to his score in the combat skill being used. Each successive Counterstrike after the first is also at a cumulative -2 AV penalty. (Any melee weapon skill or Hand To Hand).

Dogakure (5): The character may hurl up to five shuriken (or other small objects) in a single Action, using the Autofire rules. This okuden may be purchased twice, allowing the character to hurl up to 10 shuriken in one Action. (Throwing)

Furious Wind: The character may attempt to strike multiple opponents with a single action. The character rolls against each target separately. However, the character suffers a cumulative penalty of -2 for each target; this penalty is applied to the attack roll for each target. (Any melee weapon skill)

Hidden Blade: The character conceals his blade - under water, in a thick fog, in a billowy sleeve, etc. - thus concealing its true position from his opponent. Surprising his opponent, the character gains a +3 AV for his first action (either a Strike, Block or Pin) with the blade. Subsequent actions are unaffected. To receive the bonus, the

sword must be hidden again. (Any bladed melee weapon skill)

Karumijutsu: The ability to leap great distances. The character may leap an additional 5 m/y. (Athletics)

Lightning Stroke: The character may attack a target twice in one Round. Both attack rolls suffer a -1 AV penalty. (Any melee weapon skill)

Piercing Thrust: The character's strike is powerful enough to penetrate armor easily, becoming an Armor Piercing attack. (Swords, Spears)

Reverse Cut: The character may strike at opponents to the side or even behind him with no penalty. (Any melee weapon skill)

Seeking Arrow (10): The character is able to fire an arrow to strike an opponent's vulnerable points, effectively cutting the target's DEF by 1/2 with a successful roll (takes one Action), Target Number = 20. +2 Difficulty for each successive attempt. Every 1 OP spent on this beyond 10 lowers the target number by 2. (Archery)

Seeking Blade (10): The character is able to strike at an opponent's vulnerable points, effectively cutting the target's DEF by 1/2 with a successful roll (takes one Action), Target Number = 20. +2 Difficulty for each successive attempt. Every 1 OP spent on this beyond 10 lowers the target number by 2. (Any bladed melee weapon skill)

Smashing Blow: The character adds +1 Stun for each die rolled for damage. (Any nonbladed melee weapon skill)

Sniping: This is a specialist skill learned only by professional marksmen. It is of little use in a firefight but is the assassin's choice. Sniping covers sniper rifles only (sometimes specially modified laser or gauss weapons fall under the sniper category). Unlike the normal aiming modifiers, sniping allows you to take much more time setting up a shot, allowing greater accuracy at much longer ranges. (Archery or firearms)

Suiejutsu: The ability to swim deftly while wearing armor. The character suffers no penalty to his movement or Athletics roll while wearing armor in the water. (Athletics)

For the GM

The Empathic System

This plug-in deals with the many various ways in which Sanity is affected and insanity sets in; the addition of cyberware which causes cyberpsychosis or Boomer Syndrome, the witnessing (or commission) of truly horrible acts or results thereof, and the simple stress of everyday life. The rules for simulating this is the Stress Factor (SF), which affects a character's Sanity (SAN) rating. As the SFs pile up, SAN drops.

Stress Factors break down into three numbers. First is short-term stress factors, which build and dissipate with daily events. Second is the ongoing stress factors, which build from ongoing events, job problems, or lifestyle decisions. Ongoing stress factors do not dissipate with rest. These are applied against SAN for determining a character's stability. Lastly is the overall stress factor, which is a total of the previous applies to its own chart, below.

Also integral to the Stress Factor system is the Horror Check, which allows in certain situations the possibility of witnessing or doing something without building up the stress normally related to it.

Stress Table		
Stress Factors	Level	Effects
WILL/2	Fresh	+1 on all WILL checks
WILL	Normal	None
WILL x 2	Anxious	-1 on all WILL checks, Insomnia. Character will tend to overcautiousness and either be very tired or very hyper.
WILL x 3	Tense	-2 on all WILL checks, -1 on all other checks, Insomnia, Addiction checks at -2. Character will be jumpy, suffer absentmindedness and have barely enough attention span to conclude one task.
WILL x 4	Stressed	-3 on all WILL checks, -2 on all other checks, Insomnia, Addiction checks at -4. Character will behave bizarrely, focus on a task to the exclusion of all else, and torture victims will begin divulging information.
WILL x 5	Cracked	-5 on all WILL checks, -3 on all other checks, Insomnia, Addiction checks at -6, Roll for Mental Illness on the Over the Edge chart futher below.

Causes of Stress (The asterick [*] denotes an ongoing stress factor)			
Environment	SF	Events	SF
Living in Suburbs	1	Loved One Ill/Injured	1D6/2
Living on the Move	1D6*	Fighting in Relationship	1D6/2
Living in Downtown Core	1D6/3*	Relationship Breaks Up	1D6
Living in a Hostile Environment (space, combat zone)	2D6*	Loved One Killed/Dies	2D6
		Spouse or Child Dies	3D6
Occupational	SF	Situational	SF
Stressful Occupation	1D6/2*	Hunted by Gang	1D6/2*
Hazardous Occupation	2D6*	Hunted by Business/Bill Collectors	1D6*
Very Hazardous	3D6*	Hunted by Local Law Enforcement	2D6*
Hunted by Corp. or Govt.	3D6*		
Generic Stress Guide	SF	Generic Stress Guide	SF
Minor Nuisance	1	Unsettling	2D6
Nuisance	1D6/3	Very Distrubing	3D6
Major Nuisance	1D6/2	Life Shattering	4D6
Annoyance	1D6		

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Horror Check

When faced with a situation that can induce serious mental trauma or anguish, it is possible to overcome the terror of the event. Some people are capable of this, but not all. Its sort of like not knowing if you can truly be a soldier until you kill a man in the course of duty for the first time. When a character must face these situations, he must make a WILL check vs the difficulty rating of the event. If the check succeeds, no stress is gained. If the check fails, consult the chart below for the effects and accumulated stress. Determine the results by the amount by which the check failed.

Horror Table		
Failure	Level	Effect
1-2	Stunned	Character is surprised, -5 penalty on the next initiative roll. Accumulate 1D6-3 Short Term SFs.
3-5	Surprised	The character is surprised and cannot act for 1 turn. Character gets 1D6 Short SFs.
6-12	Shocked	Character is surprised. Roll 1D6. On 1-3, the character freezes for 2 turns (can do nothing during this time) or Flees, running as quickly as possible from the source of terror for 1D6+1 turns. Character gains 2D6 Short SFs and 1D3 Ongoing SFs
13-18	Overwhelmed	Character is surprised. Roll 1D6. One 1-3, the character freezes for 1D6+3 turns, during which no action can be taken and the character drops to his knees sobbing uncontrollably. Otherwise the character will flee with all due haste from the source of the horror of 1D6+3 turns. The character takes 2D6 Short SFs and 1D6 Ongoing SFs.
19+	Petrified	The character goes off the deep end with the stress. Roll for an insanity, which will take effect temporarily for 2D10 turns, after which the character will return to normal. Gain 2D6 Short SFs and 2D6 Ongoing SFs.

Horror Difficulties	
Event	Diff.
Under Single-Shot Fire	10
Under Automatic Fire	15
Light Torture	15
Outnumbered	15
Ambushed	15
Get Wounded	15
Under Suppressive Fire	20
Get Mortally Wounded	20
Kill Target Face to Face	20
Kill at a Distance	25
Heavy Torture	30
Extreme Torture	40
Discover a Corpse	5
Witness Torture or Mutilation	10
Discover Mutilated Corpse	10
Discover You Are Being Followed or Spied On	10
Seeing a Youkai	15
Witness Unnatural Event	15
Minor Disaster	15
Major Disaster	20
Participate in Unnatural Event	20
Witness a Youkai Killing Someone	20
Encounters a Youkai	25
Being Attacked by a Youkai	30

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The Stress has built up and now it is time to snap as insanity sets in. Roll on the table below to determine what insanity affects the character the first time insanity strikes. Each successive occurrence of insanity will also be of the same type of insanity. Characters can make WILL checks to avoid new instances of insanity. Typically, insanity is triggered by a sudden shock, usually a horror check failure. In these instances, the insanity only lasts very briefly, only a few minutes at a time. Less frequently, it is induced by overall stress, in which case, the insanity will last until the stress is abated. Rarely, it is ongoing stress that induces the insanity, in which case it will not abate until the character is treated. Along with this table, it is also suggested that as SAN is reduced, especially in the case of the ongoing stress of cyberware, that the character also be afflicted with a number of phobias as SAN drops. The GM can decide how often this occurs, but my rule of them is one phobia for every 25% drop from the total original SAN.

OVER THE EDGE INSANITY TABLE		
1	Homicidal	The character becomes murderous and will seek to kill the perceived source of the stress, as well as directing violence at anything and anyone in the way. If the stressor is eliminated, roll again on this table and apply the results for the next reaction. WILL check vs 20 to stave off reoccurrences.
2	Catatonia	The character ceases interacting with the outside world. The character will collapse, and then not move, speak or react to any external stimuli. There is a 1 in 10 chance the character will awaken eventually. Check weekly. WILL check vs 30 to stave off reoccurrences.
3	Suicidal Tendencies	The character will seek to end his life in any possible way, as soon as the opportunity presents itself. Every activity will be centered around accomplishing that goal. He will be prone to taking extreme risks. WILL check vs 20 to stave off reoccurrences.
4-5	Schizophrenia	The character loses all touch with reality. For example, the character's torturers may become trees, Might think he is a bird, or hears voices from the walls. Maybe he'll even carry on as though he were the King of Spain. WILL check vs 25 to stave off reoccurrences.
6-7	Severe Agoraphobia	Home is the only safe place. Strangers are all murderers and outside there is only pain and sorrow. WILL check at -4 to even exit home, even then only going a few blocks at most. WILL check vs 30 to stave off reoccurrences.
8	Hallucinations	The character begins to see, hear and feel things that aren't there. In every other way, he seems normal. The particulars of a hallucination will depend on the stress involved, and will often appear as a metaphor for the stressing event. Continues until cured. WILL check vs 20 to stave off reoccurrences.
9	Overload Amnesia	The character completely blanks out about his entire previous life as a countermeasure to the stress. The character's total stress is reduced to 0, but 1 out of 5 skills is forgotten and the character will not remember anyone or anything from his previous life. If forced to remember outside therapy. WILL check vs 25 to stave off reoccurrences.
10	Multiple Personalities	The shock has shattered the character's mind, creating 1D6 new personalities in the character's head. The GM is welcome to create these characters for the player, and each time the character is exposed to a new serious stressor, the personalities will switch. WILL check vs 40 to stave off reoccurrences.

Additional Stressors

Environmental Stress: Living or working in a hostile environment can be very stressful, though some people are capable of acclimatizing to it. After living or working in such environments for six months, the ongoing stress factors from the living environment or workplace are reduced by WILL/4 SFs. After a full two years in the environment, the ongoing stress factors are reduced once again by the same amount. It is reduced by that amount one final time after existing for 10 years under that stress load.

Cyberware: Cyberware is any sort of prosthetic, robotic, or bionic replacement body part that fully restores the physical function of the lost body part it replaces. While full functionality is restored, there are a number of seemingly small things that will always remind one that the artificial parts are there. For instance, a cybernetic eye might allow you to see again, but it may be grainy like watching TV or a computer monitor. This leads to ongoing stress. For players of R Talsorian's Cyberpunk 2020 or Bubblegum Crisis, this means that the Humanity Loss for cyberware in those games applies instead as a source of ongoing stress factors. In CP2020, a cyberleg costs 3D6 humanity loss, under these rules would cause 3D6 ongoing stress factors.



Demonic Powers Plug-in

Creating Demonic Powers

The Entity Classification System

The Entity Classification System is a 'scientific approach' to the wide variety of evil beasts that might be used within the game, from demons, to undead, to alien creatures from other worlds and dimensions. The system breaks down to eleven types in four classes, providing a statistical range and common ability selection for them, allowing GMs to easily select and create entities that will challenge the characters properly.

Class One Entities: Non-Corporeals

These entities (type one through type three) do not possess a physical, material form. They are difficult to detect through the scientific processes and are immune to harm by physical or kinetic-based attacks. Mania and Cryokinesis are the most common form of Psychic ability possessed by these entities.

Type One Entities: These are low intelligence entities which usually exist as nothing more than a moving cold spot or an occasional vague humanoid shaped mist.

MENTAL: 2-4 COMBAT: 2-5 PHYSICAL: 2-3 MOVEMENT: 2-8 SPIRITUAL: 2-5

Type Two Entities: These are low intelligence entities somewhat more powerful than the T1's. These entities are known for 'event horizons'. They become trapped in an 'orbit' about a particular place, object, or being, slowly drawn ever closer. The T2's tend to be easily agitated by this problem.

MENTAL: 2-5 COMBAT: 2-5 PHYSICAL: 2-6 MOVEMENT: 2-4 SPIRITUAL: 2-7

Type Three Entities: These entities have a far more noticeable physical presence, normally appearing in as a partial image, either an upper torso humanoid manifestation or a nearly complete animal manifestation. Unlike the T2's, T3's are not subject to event horizons, but actually will freely plague a subject of their choice.

MENTAL: 2-5 COMBAT: 2-5 PHYSICAL: 2-3 MOVEMENT: 2-8 SPIRITUAL: 2-5

Class Two Entities: Demi-Corporeals

These entities (type four through type six) are possessed of a material form which is vulnerable to physical harm. The limits of physical damage apply both ways; both to blows they suffer and physical strikes they attempt. Unlike the Class One Entities, Class two's frequently leave noticeable telltale signs of their presense. Mania and Astral Body are the most common forms of psychic powers possessed by these entities.

Type Four Entities: These are the least powerful of this class of entity. They are very similar to the T3's, but with the exception of being able to solidify their forms to some extent by sheer effort of willpower. This enables them to physically manipulate lightweight objects under 10lb/4 kg.

MENTAL: 2-6 COMBAT: 2-8 PHYSICAL: 3-8 MOVEMENT: 2-6 SPIRITUAL: 2-3

Combat: Physical attacks do 1/4 damage. STR 0-1

Type Five Entities: These ectoplasmic beings (as well as the higher entity types) have full body manifestation and seem to lack the glide or flight ability that the lesser types possess. They can solidify and desolidify with ease, as well as manipulate physical objects and generate slight breezes with little effort.

MENTAL: 3-7 COMBAT: 3-8 PHYSICAL: 3-8 MOVEMENT: 2-8 SPIRITUAL: 2-4

Combat: Physical attacks do 1/3 damage. STR 0-2

Type Six Entities: These ectoplasmic beings are solid enough to generate sounds (they have a voice) and to cause physical damage with their bodies. many are also capable of altering their appearance.

MENTAL: 4-8 COMBAT: 3-9 PHYSICAL: 3-9 MOVEMENT: 4-8 SPIRITUAL: 2-7

Combat: Physical attacks do 1/2 damage. STR 1-4

Class Three Entities: Corporeals

These entities (type seven through type ten) are possessed of a fully solid physical form. They are normally fully affected by physical attacks, but are also often incredibly powerful, both in physical capacity and the many and widely varied powers they exhibit.

Type Seven Entities: These are essentially fully solid ghosts, but still formed of a strange ectoplasmic matter which is not truly solid in this dimension of existence. This

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matter they exist of is capable of passing through the physical matter of this world if they please.

MENTAL: 4-8 COMBAT: 4-9 PHYSICAL: 4-9 MOVEMENT: 4-6 SPIRITUAL: 2-5

Combat: Physical attacks do 3/4 damage. STR 2-4

Type Eight Entities: This is an entity which is formed almost fully of the matter of this world. While they are usually extremely weak in comparison to lesser entities, they are rated so highly due to their rather parasytic nature, in which they infect, incubate, and consume a mortal host before going into a short-lived orgy of pure destruction in an attempt to propagate before dying. They are short-lived, existing for no more than a few hours once they hatch. These are vile creatures with no established form for this type.

MENTAL: 1-3 COMBAT: 2-4 PHYSICAL: 2-5 MOVEMENT: 1-4 SPIRITUAL: 1-3

Type Nine Entities: These powerful entities are a higher, more intelligent form of the Type eight's. They tend to propagate in much the same manner as well as simply crossing the barrier into this realm of existence. They are able to survive extended periods of time after hatching from a host (days to years) and are normally of a form based upon their host's form.

MENTAL: 2-8 COMBAT: 4-6 PHYSICAL: 4-6 MOVEMENT: 4-7 SPIRITUAL: 2-5

Type Ten Entities: These are powerful archtypal entities which seem to be in charge of the lesser types in a great scheme to lay seige and claim this world in this dimension of existence. They are beings often of seemingly endless power and guide the war against humanity effortlessly.

Class Four Entities: The Displaced or The Dispossessed

These entities are a class and type unto themselves (also identified as Type Eleven Entities). It has long been known that the entities are capable of existing without physical form. When the physical form of an entity is destroyed, the energy or spiritual being of the entity is freed from that destroyed shell to roam as it will. Being dispossessed is not a pleasant experience for entities, making the dispossessed very dangerous, as they are more than willing to do anything to regain physical form. The dispossessed will go so far as to possess a human, living or dead, in order to regain its material existence.

What it is that makes the dispossessed so dangerous is their vulnerability. They are weakened and should they be destroyed a second time, the effects are more serious; they will become 'disincorporated', with one of three results: 20% are outright destroyed, 30% are cast permanently back to their own plane of existence, and the balance (50%) are cast back temporarily, in order to form a new material shell. The dispossessed can possess and animate any body, living or dead, possibly exhibiting a latent psychic ability that is possessed innately by all entities.

The Abridged Guide to Entities

This is a listing of 'entities' I have created over the years, ranging from undead to demons to alien life forms from other worlds. They have been altered from their original Interlock (Mekton and Cyberpunk 2020) formats and reclassified into the Fuzion system and entity classification system.

Type One Entities:

Spectres (T1): These are the most typical of class one entities. Spectres fall into the upper limits of the T1 category, with fairly significant powers. Spectres are literally nothing more than a cold spot in the room, able to install a sense of unease in others.

INT	2	WILL	4	PRE	2	PSY	4	TECH	3	REF	5	DEX	2
CON	4	STR	2	BOD	3	MOV	5	DED	-	PIE	-	KI	-
END	40	HITS	15	SD	8	KD	1	ED	8	STUN	15	REC	6
RES	12	SAN	40	SORC	6	RUN	15	LEAP	25	SWIM	5	LUCK	7

PSIONICS: Mania, Focal (Fear) +6, Cryokinesis +3

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Type Two Entities:

Poltergeist (T2): A poltergeist is usually a malevolent spiritform drawn to a certain type of individual and trapped by an involuntary bond known as an 'event horizon'. These spirits become progressively more agitated as they attempt to break free, become disruptive, then violent, then deadly. Poltergeists are very powerful for an entity, able to feed upon the strength of those they are bonded with.

INT	4	WILL	5	PRE	2	PSY	5	TECH	2	REF	5	DEX	4
CON	4	STR	2	BOD	5	MOV	8	DED	-	PIE	-	KI	-
END	40	HITS	25	SD	8	KD	2	ED	8	STUN	25	REC	6
RES	15	SAN	45	SORC	7	RUN	24	LEAP	3	SWIM	8	LUCK	9

PSIONICS: Mania +5, Cryokinesis +4, Pyrokinesis +2, Electrokinetics +2, Psychokinesis +7, Psionic Leech +4

Type Three Entities:

Haunt (T3): The Haunt is the typical for the Type Three Entity. Most are capable of some sort of physical manifestation. Haunts seem to normally be the spirits of the dead, bound to a particular location because they cannot move on to their next plane of existence for some personal reason.

INT	4	WILL	5	PRE	4	PSY	6	TECH	3	REF	5	DEX	6
CON	6	STR	3	BOD	5	MOV	7	DED	-	PIE	-	KI	-
END	60	HITS	25	SD	12	KD	1	ED	12	STUN	25	REC	9
RES	15	SAN	65	SORC	10	RUN	21	LEAP	2	SWIM	7	LUCK	9

PSIONICS: Mania, Focal (Fear, Anger or Sorrow; Choose One) +3, Cryokinesis +8, Pyrokinesis +3, Electrokinetics +2, Psychokinesis +3

Type Four Entities:

Apparition (T4): Apparitions are a more powerful and usually more malevolent form of Haunt. Apparitions typically consist of an upper torso partial manifestation, consisting of chest, arms, and head. Their forms are more than a simple image, but have some solidity to them. They are known for leaving behind some form of protoplasmic slime as a film on things they pass through and those encountering them relate the experience to walking through a damp fog.

INT	3	WILL	5	PRE	2	PSY	6	TECH	2	REF	4	DEX	3
CON	4	STR	2	BOD	6	MOV	5	DED	-	PIE	-	KI	-
END	40	HITS	30	SD	8	KD	2	ED	8	STUN	30	REC	6
RES	15	SAN	45	SORC	8	RUN	15	LEAP	2	SWIM	5	LUCK	7

PSIONICS: Mania, Focal (Fear) +6, Cryokinesis +5, Pyrokinesis +6, Astral Body +9

Type Five Entities:

Ghosts (T5): These are the spirits of the dead who have remained behind on this world by their own choice, rather than be prevented from crossing like the Haunts. Ghosts remain very much like they were in their original forms, simply trading their material form for their new ectoplasmic one. Stats are as per their original human form at the time of death, with a +2 bonus to PSY.

PSIONICS: Astral Body +7, Cryokinesis +3

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Type Eight Entities:

Demon Larvae (T8): These are a form of demonic worm that incubate inside the womb of a woman. When they hatch, they grow rapidly, expanding the woman's abdomen until her bowels burst free from the skin. The worms then will attack any living creature nearby, killing any men, feeding on animals, and attempting to impregnate any women to further propagate their species. The Larval cysts that grow into the Demon larvae are sexually transmitted by the demonic entities of this type and higher. Demon Larvae die within 1d6/3 hours whether or not they manage to reproduce. The incubation may take hours to weeks to complete, depending upon the woman they are afflicted upon.

INT	1	WILL	6	PRE	1	PSY	5	TECH	1	REF	5	DEX	25
CON	4	STR	1	BOD	5	MOV	6	DED	-	PIE	-	KI	-
END	40	HITS	25	SD	18	KD	8	ED	1	STUN	8	REC	5
RES	18	SAN	40	SORC	6	RUN	18	LEAP	3	SWIM	6	LUCK	6

PSIONICS: Mania, Focal (Fear) +8

Type Nine Entities:

Cthulites (T9): These are the demonic entities which inspired Lovecraft to write his stories after a single night of terror and madness. They are ever shifting forms, able to cause madness in any who try to follow their shifts and transitions. Looking at one of these horrors will cause 1d6/3 points of humanity damage per turn.

INT	4	WILL	5	PRE	1	PSY	8	TECH	3	REF	4	DEX	7
CON	5	STR	7	BOD	4	MOV	9	DED	6	PIE	-	KI	-
END	50	HITS	20	SD	10	KD	2	ED	10	STUN	20	REC	12
RES	15	SAN	35	SORC	9	RUN	27	LEAP	3	SWIM	9	LUCK	8

PSIONICS: Mania, Focal (Fear) +6, Pyrokinesis +4, Teleportation +5

Cyber Demons (T9): These entities are the result of experimentation. As the human race came to explore the use of cyberware, so it was of the entities (the solid form ones, at least). The result is pure killing machines to be unleashed upon the human world.

INT	4	WILL	8	PRE	0	PSY	5	TECH	3	REF	5	DEX	2
CON	6	STR	9	BOD	9	MOV	5	DED	2	PIE	-	KI	-
END	60	HITS	45	SD	12	KD	3	ED	12	STUN	45	REC	15
RES	24	SAN	40	SORC	5	RUN	15	LEAP	2	SWIM	5	LUCK	9

PSIONICS: Mania, Focal (Fear) +9

CYBERWARE: varies from demon to demon.

Dream Reaver (T9): These are a powerful form of demonic entity developed as an assassin and spy. The Dream reavers do most of their work through the victim's dreams. They will invade the victim's mind as they sleep, creating nightmares, disturbing sleep, picking about for secrets, and even killing the victim as they dream. Only if they fail to destroy their target through dreams will they manifest in the physical world to destroy the target by hand.

INT	4	WILL	7	PRE	1	PSY	7	TECH	2	REF	5	DEX	3
CON	5	STR	5	BOD	7	MOV	3	DED	8	PIE	-	KI	-
END	50	HITS	35	SD	10	KD	3	ED	10	STUN	35	REC	10
RES	21	SAN	45	SORC	8	RUN	9	LEAP	1	SWIM	3	LUCK	9

PSIONICS: Mania, Focal (Fear) +6, Astral Body +10, Hypnotic +7, Mnemonic +4

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Grey Men (T9): The grey men have long been a speculation to explain a great many modern mysteries; strange lights in the sky, mysteriously lost time, even unexplainable abductions. The grey men are always described the same by their victims; ling limbs, large heads, pallid gray skin, and huge, bulbous, shiny black eyes. Very little is known about them beyond the fact that they come here from the depths of space. A great deal of speculation has gone on about their technology and the possible psychic powers indicated only by their huge heads and evinced by the accounts of their abduction victims.

INT	9	WILL	6	PRE	3	PSY	9	TECH	8	REF	2	DEX	2
CON	3	STR	2	BOD	2	MOV	3	DED	6	PIE	-	KI	-
END	30	HITS	10	SD	6	KD	1	ED	6	STUN	10	REC	5
RES	18	SAN	60	SORC	6	RUN	9	LEAP	1.5	SWIM	3	LUCK	11

PSIONICS: Telepathy +6

Roots of Lust (T9): This is a form of Demon larvae that is capable of existing for an extended length of time. These tend to hibernate underground awaiting the approach of fresh prey, hence their name. When prey is sensed, they will burst forth from the ground, like writhing roots of a tree, entangling the prey they seek.

INT	2	WILL	8	PRE	1	PSY	5	TECH	1	REF	5	DEX	5
CON	5	STR	2	BOD	5	MOV	7	DED	-	PIE	-	KI	-
END	50	HITS	25	SD	10	KD	2	ED	10	STUN	25	REC	7
RES	24	SAN	50	SORC	6	RUN	21	LEAP	2	SWIM	7	LUCK	7

PSIONICS: Mania, Focal (Fear) +8

Malevolent Spirit (T9): These are incredibly powerful entities, the highest of the 'soldiers' within the ranks. Any more powerful than that are the ones in charge over the eternal struggle of darkness against the light.

INT	5	WILL	7	PRE	2	PSY	6	TECH	4	REF	5	DEX	6
CON	6	STR	6	BOD	8	MOV	7	DED	10	PIE	-	KI	-
END	60	HITS	40	SD	12	KD	3	ED	12	STUN	40	REC	12
RES	21	SAN	55	SORC	8	RUN	21	LEAP	2	SWIM	7	LUCK	10

PSIONICS: Mania, Focal (Fear) +6, Astral Body +7, mental +3, Psychic Assault +3, Mind Control +6, Telepathy +3, Psychokinesis +3, Transform +5, Body Control +3, Psionic Leech +3

Type Ten Entities:

Demon Spirit (T10): These are the powerful entities behind the conspiracy to destroy mankind. They are usually incredibly powerful entities which should be able to cause great and irreparable damage on their own. Why they do not is unknown. They seem to enter this world as a form of Displaced, then bond with a human, slowly coming to dominate the mind, then body. When this is achieved, they will then taint the body, slowly making it more demonic in nature (though usually not appearance), until it can reshape the body into its own image. These demons can easily overcome anyone they please physically.

INT	6	WILL	8	PRE	4	PSY	8	TECH	4	REF	6	DEX	6
CON	8	STR	7	BOD	7	MOV	6	DED	10	PIE	-	KI	-
END	80	HITS	35	SD	16	KD	3	ED	16	STUN	35	REC	15
RES	24	SAN	80	SORC	14	RUN	18	LEAP	2	SWIM	6	LUCK	12

PSIONICS: Mania, Focal (Fear) +6, Astral Body +8, Mental +5, Psychic Assault +5, Mind Control +6, Telepathy +5, Psychokinesis +5, Transform +8, Body Control +3, Psionic Leech +4

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Type Eleven Entities:

Displaced (T11): This is the mental or spiritual energy and form of an entity that has had its normal 'physical' form destroyed by some means. Displaced are extremely dangerous and powerful due to their vulnerability to discorporation in this state. As with all T11's, the primary stat listings below are modifiers to the entity's original stats. For all T11's, the derivative stats must be calculated individually, on a case-by-case basis. All other Psychic abilities remain the same unless otherwise noted.

INT	0	WILL	+4	PRE	-2	PSY	+3	TECH	0	REF	+1	DEX	+1
CON	0	STR	-2	BOD	0	MOV	+2	DED	-	PIE	-	KI	-
END	-	HITS	-	SD	-	KD	-	ED	-	STUN	-	REC	-
RES	-	SAN	-	SORC	-	RUN	-	LEAP	-	SWIM	-	LUCK	-

PSIONICS: They gain access to Mind Control at +7.

Skeleton (T11): These are the mouldering bones of a body possessed by one of the displaced. Skeletons take up very little of the space they appear to occupy and thus are +10 difficulty to hit. Blunt weapons will normally not suffer this penalty. The stats listed below are modifiers to the stats of the displaced. Derivatives will need to be calculated on a case-by-case basis.

INT	0	WILL	-1	PRE	0	PSY	-2	TECH	-1	REF	-2	DEX	-2
CON	+1	STR	+1	BOD	-3	MOV	-3	DED	-	PIE	-	KI	-
END	-	HITS	-	SD	-	KD	-	ED	-	STUN	-	REC	-
RES	-	SAN	-	SORC	-	RUN	-	LEAP	-	SWIM	-	LUCK	-

PSIONICS: -

Zombies (T11): Occasionally, one of the Displaced will have the opportunity to occupy a corpse with some flesh on the bones (this occurs more frequently in the big cities where the murder rate is high). Blunt and projectile weapons do 1/2 damage to these forms and blades cause full damage, as do energy attacks. Slowly, Zombies degenerate into Skeletons, losing -1 BOD and STR per month, until the -3 penalty for being a skeleton is reached. Zombies also radiate a powerful, sickening odor of decay, the equivalent of a weak nausea gas, causing a 1d6 resistance attack every turn. This attack reduces Resistance by the indicated amount. Once resistance in this regard reaches 0, the victim suffers a -4 penalty to all combat stat based skills. resistance is unaffected in regards to stunning attacks by this effect. The odor affects everything within a 5 foot radius.

INT	0	WILL	-1	PRE	0	PSY	-1	TECH	0	REF	-2	DEX	-2
CON	+1	STR	+4	BOD	0	MOV	-3	DED	-	PIE	-	KI	-
END	-	HITS	-	SD	-	KD	-	ED	-	STUN	-	REC	-
RES	-	SAN	-	SORC	-	RUN	-	LEAP	-	SWIM	-	LUCK	-

PSIONICS: -

Ghoul (T11): More powerful entities, once displaced, are able to better maintain the zombie forms they later possess. This is done by consuming fresh corpses (frequently the entity kills them itself to ensure freshness). These T11 entities are identical to the Zombies, but suffer no degradation and emit no noxious odor.

INT	0	WILL	-1	PRE	0	PSY	-1	TECH	0	REF	-2	DEX	-2
CON	+1	STR	+4	BOD	0	MOV	-3	DED	-	PIE	-	KI	-
END	-	HITS	-	SD	-	KD	-	ED	-	STUN	-	REC	-
RES	-	SAN	-	SORC	-	RUN	-	LEAP	-	SWIM	-	LUCK	-

PSIONICS: -

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Revenants (T11): These entities are the dead returned to their mortal shells in a semblance of pseudolife in which they attempt to right some serious wrong done to them. Revenants are virtually unstoppable once they set about their task. Revenants are able to shrug off an amazing amount of damage and are extremely capable physically in comparison to what they were when alive. The recovery rate for Revenants affects STUN, END and HITS at a per turn rate of recovery, aming them virtually indestructible.

INT	0	WILL	+2	PRE	-2	PSY	+2	TECH	0	REF	+3	DEX	+3
CON	+3	STR	+3	BOD	+3	MOV	+2	DED	-	PIE	-	KI	-
END	-	HITS	-	SD	-	KD	-	ED	-	STUN	-	REC	-
RES	-	SAN	-	SORC	-	RUN	-	LEAP	-	SWIM	-	LUCK	-

PSIONICS: They gain Mania, Focal (Fear) +6, Psionic Leech +4



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A Treatise on Demons

Demon. A word used to strike fear into the hearts of god-fearing men for centuries, regardless the religion they chose. In anime, demons bear little real resemblance to those religious symbols, but seem more like the average malevolent movie monsters. Demons come in all shapes and sizes, from tiny, multilegged insectoid creatures, to those that can pass as men, to titanic amorphous masses of flesh that could easily fill several olympic-size swimming pools. For every video, every manga set within the Naughty Tentacles genre, a pair of 'demonic stereotypes' have emerged.

The first stereotype is the 'true physical representation'. The demons size and appearance is directly proportional to its physical, magical, and psychic prowess, as well as its level of willful malevolence. The stronger the demon is, the larger it will be and the more evil it is, the less human it will appear.

The second stereotype is more sinister, the 'inverse physical representation'. With greater evil and power, the demons more resemble humans. This works almost perfectly, with only a few imperfections and flaws to betray the creature's true nature as it tries to mingle with mankind. Such flaws might be overly long limbs, mismatched eyes, extra or webbed fingers, or an asymmetrical nature to the body, where one part of the left side of the body does not properly match with the right (one arm longer than the other, for example).

Beyond this, demons have many similar traits, regardless the stereotype they follow. They almost invariably become more malevolent with more power. Power corrupts, after all. In the entity classification system, all demons are almost invariably Type Eight or higher. The lower forms of Type Eight or Nine are unintelligent creatures, driven primarily by anger, bloodlust, fear and hunger rather than malevolence. These entities can easily be destroyed by anyone, even those unknowledgeable to the ways of entities. As they move up the scale, they become more powerful and move along the development path of one of the Stereotypes. With the increasing power, mankind becomes more prey than foe, as such creatures will require military force to be defeated, or properly trained professionals to deal with them.

Along with this sort of power scale, demons also almost invariably rape women, especially with tentacles. This evolved out of a phenomenon of Japanese Culture, where slime (or body fluids) are considered extremely unclean, as are tentacles. But of course, the Japanese do their porn differently, so there is a bit of story or logic behind this perversity. There are several possible explanations behind this demonic need for rape and pillage. First is reproduction. This is an easy means of 'conscripting' forces. Make more troops by quite literally 'making them' by breeding with the natives. This reasoning follows with the nature of the demons as otherworldly, with a great deal of difficulty managing to reach this world, either on their own or with local or outside intervention. Additionally, halfbreeds would be more likely to survive the environment of this world than the demon would, as well as possibly be able to pass as a native.

The second theory is power. Sexual energy is a power source for the demons. They grow stronger by engaging in sexual acts with unwilling parties and feed off the energies released thereof. This particular theory has a basis in Tantra, an Asian religion or philosophical system which bases its precepts around gaining inner peace, power and control through sexual activity. Alternatively, sexual contact might be a means of draining away the victim's life force.

The third theory is corruption. Rape of any sort is a horrible experience for a woman, as anyone forced to endure the experience will tell you. It can be degrading, physically harmful, even lethal in some instances. The copulation with a demonic being, the experience would most likely be even more so, creating permanent emotional scars and possibly even driving most women insane with ease. Demons might even exude pheromones which cause women to 'enjoy' the experience which would lead to even more degradation. Presumably, a person so tortured might be easily controlled by the demonic influences, perhaps even to the point of becoming a total slave to the demons.

The last theory is that demons do the deed for the pure fun of it. They are evil. Physically or sexually assaulting someone might simply be an act they are overly amused by. Demons are twisted and perverse, so who can really say what they do for fun? It certainly isn't a simple trip to the bar to hang out with the guys now, is it? The true motives could be any combination of the above theories.

But what about the victims? Why do they get chosen? Demons are alien to us, thinking in ways we do not. Foremost, they do not apparently have standards of physical beauty that compare with humans. Their attraction to a particular human might be spurred by a woman's current state of fertility or by an abnormally high level of purity or corruption. You'll also notice that men never seem to be raped by demons. First and foremost cause is the male incapability to bear young. Second is the fact that men are corrupted in ways different from women. Men can be corrupted simply by empty promises of ever greater power. But men are not above being the victims of demons. They are few and far between, but there are female demons. These female demons prey upon men almost purely for reproductive or feeding purposes. They appeal to a man's sense of lust, seduce him, mate with him, and then likely kill him, much like a black widow or preying mantis. The death of the man would fulfill the feeding and fun theories.

A last note about 'demonic humanity'. This functions much the same as humanity for humans, but reflects the strengthening or weakening of the demon's nature, rather than its ability to relate with humans. While the addition of cyberware will lower the Demon's SAN, all other modifiers will work inversely; killing and performing heinous acts will raise the demon's SAN, while such things as compassion and helping those in need would lower it. To put things in a little more perspective for you, we were just too lazy to create another name for it, but that does make paperwork just a tad bit easier for you, doesn't it? ^_^