

OPEN CORE QUICK



**Generic And
Cinematic Fast Action
Adventure Gaming**

by Christopher Helton

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OPEN CORE QUICK

Fast Play Generic Adventure Gaming Rules

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OPEN CORE QUICK

Introduction

Open Core Quick is intended as an introduction to the system and to role-playing that allows for quick and easy play. The *Open Core Quick* allows you to make up heroic characters and pretend to be those characters in a story that the GM and the Players help to create. One player is the Game Master (or GM), who plays the part of all the other people the heroes meet. The *Open Core Quick* uses normal six-sided dice, such as you will find in most family board games or for inexpensive prices at discount or dollar stores. Along with paper and pencils, these are the only materials that you need to role-play. With *Open Core Quick* you and your GM (or Game Master) can play quick and easy role-playing games with a minimum of fuss and muss. A number of potential games are possible with *Open Core Quick*.

Character Creation

This section of the *Open Core Quick* rules outlines character creation. This is where you make your character for the campaigns (or stories) created by the GM of the game. Your character is like the main characters in a novel, comic book, television series, or movie. The player characters are the ones around whom the action of the stories told by the GM and you and the other players revolve. Like the main characters in a movie, the player characters should be the ones doing the important actions of the story and not the non-player characters (or NPCs) that are played by the GM. The player characters are always the important part of the story, and at the heart of the action.

Really, the only way to play *Open Core Quick* incorrectly would be to **not** have the player characters at the center of the action of the campaign. This is not a game just for the GM, it is for everyone at the gaming table – players and GM alike. This is the best way to get the maximum enjoyment out of an *Open Core Quick* game session.

Character Concept and Game Discussion

You and the other players should discuss the nature of the upcoming game with the GM. Before any characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. As a player, you should listen closely to the GM's descriptions since it will impact directly on the character you wish to create.

Ask for clarification of any rule modifications the GM plans to use as well as any background restrictions on your character. If you have any game preferences involving issues such as combat intensity, maturity level, or drama versus comedy ratio, let the GM know about them. Help the GM create the game that you all want to play.

A character outline is a broad concept that provides you with a frame on which to build your character. It is not fully detailed; there is no need for you to concern yourself with the character's specific skills, powers, or background details

at this stage. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation. Discuss your character ideas with the GM to ensure your character will work with those of the other players and with the overall themes and focus of the campaign.

Beyond The Numbers: Descriptors

Each *Open Core Quick* character has Descriptors that help to describe them. The Descriptors chosen for a character are an outgrowth of the concept part of character creation. The exact number of Descriptors should be left up to the agreement of the Player and the campaign's GM, although a quick guideline could be that a character only really needs a couple of them.

A Descriptor is a vivid trait of some sort that readily becomes apparent to anyone meeting the character. The list below are only some suggestions, and creating additional Descriptors for your character is encouraged (using these samples as guidelines).

Mentioning or role-playing the character's Descriptors will help to make characters more memorable and lifelike.

Sample Descriptors

Apologetic/Meek
 Dreamer/Romantic
 Cum/Tobacco Chewing
 Chain Smoking
 Shifty/Staring Gaze
 Repeated Gesture (hand through the air, scratch nose adjust clothing, etc.)
 Unusual Laughter
 Distinctive Style (punk, big hair, grunge, flashy, "retro," formal, etc.)
 Unusual Walk
 Depressed/Morose
 Angry/Frustrated
 Sexy/Flirtatious
 Ever-Present Pet/Sidekick/Brother/Sister/
 Companion
 Nervous/Fidgety
 Prejudiced
 Constant Drinking (coffee, soft drinks, alcohol, etc.)
 Affectation (cane, monocle, jacket, fake accent, etc.)
 Aloof/Mysterious
 Moody/Anxious

And so many others can be possible as well.

Beyond The Numbers: Nature

All intelligent creatures make moral choices, to live according to their better nature or to give in to immoral impulses. Many walk a difficult line between the two. Your character has a particular *nature* which is made up of a virtue and a vice.

During character creation, select a virtue and a vice to decide

your character's nature. A list of examples is given below, but you can make up your own virtues and vices with the GM's permission. The key is to give your character one good quality (virtue) and one bad quality (vice).

Virtues: Courageous, Free-Spirited, Bold, Generous, Gregarious, Hopeful, Daring, Thoughtful, Compassionate, Loyal, Industrious, Honest, Fair, Kind, Determined.

Vices: Cowardly, Hidebound, Fearful, Miserly, Cynical, Impulsive, Selfish, Lazy, Capricious, Petty, Arrogant, Stubborn, Manipulative, Insensitive.

While there are no system related benefits to your character's nature, it is another good method (in conjunction with Descriptors above) to get an idea of the personality of your character and to be able to more effectively be able to role-play it. The GM may also decide when an action is against your character's nature, and tell you that you may not be able to take that particular action or allow you and the GM to work together to come up with a course of action that is more in the nature of your character.

Point-Based

Open Core Quick, is a point-based RPG. What that means is that the Players have a given number of points with which to create their characters. These points are called Character Points (also known as CP). What one Character Point can "buy" for your character is listed on the following table:

Table: Character Point Costs

CP	Buys
1	1 point of an Attribute
1	5 Skill Points*

* One Skill Point equals one rank in a Skill. The higher the character's rank in a Skill, the better he is in that Skill. Those five Skill Points purchased by one character point do not have to all be used for one Skill, but represent a pool of points that can be spread among the character's skills.

Abilities are also purchased using CPs, but each Ability has a different cost for each Rank of that Ability. The number of Ranks in most Abilities that a character can have is limited only by the GM's rules for the campaign.

Power Level in Open Core Quick

In *Open Core Quick*, your character is built using Character Points (as mentioned immediately above). The number of Character Points that are available to characters is determined by the Power Level of the campaign. The Power Level also helps to "fight" potentially abusive character designs by putting limits, or caps, on the number of ranks that you can put in your character's

Combat skill specifically and in the other skills generally. It also limits the maximum score that your character can have in either of the Core Attributes (see below).

Each Power Level equals ten (10) Character Points. However, the character is still considered to be at the "lower" power level until the next ten is reached. This is not an overall indication of the "level" of your character (like in many class and level-based systems) but it is intended to give a framework to Players and GMs when creating characters. Power Level, and the limitations that it puts on your character is only required during character creation, after play has started it is only optional and the GM does not have to continue to use it if it would not work in their campaign.

Campaign Power Level

Power Level	Character Points	Max. Combat	Max. Skills	Max. Attribute*
1	10	+1	+4	4
2	20	+2	+5	5
3	30	+3	+6	6
4	40	+4	+7	7
5	50	+5	+8	8

* Attributes can not be purchased above the maximum for the power level using character points directly, but they can be raised over that limit by Abilities (such as Enhanced Attribute).

Attributes

Attribute scores are numbers that show how good your character is in that area. Attribute scores are rated from 1 to 10.

Open Core Quick has two Core Attributes and five Derived Attributes.

Core Attributes

The Core Attributes are what are used to determine the "foundation" of what your character is capable of doing within the framework of the game world, and these rules. Skills, Abilities, Disabilities and Scale (all discussed below in these rules) can further customize and build upon that foundation.

The two Core Attributes in *Open Core Quick* are:

Body: How strong, healthy and agile your character is.

Mind: How smart, determined and charismatic your character is.

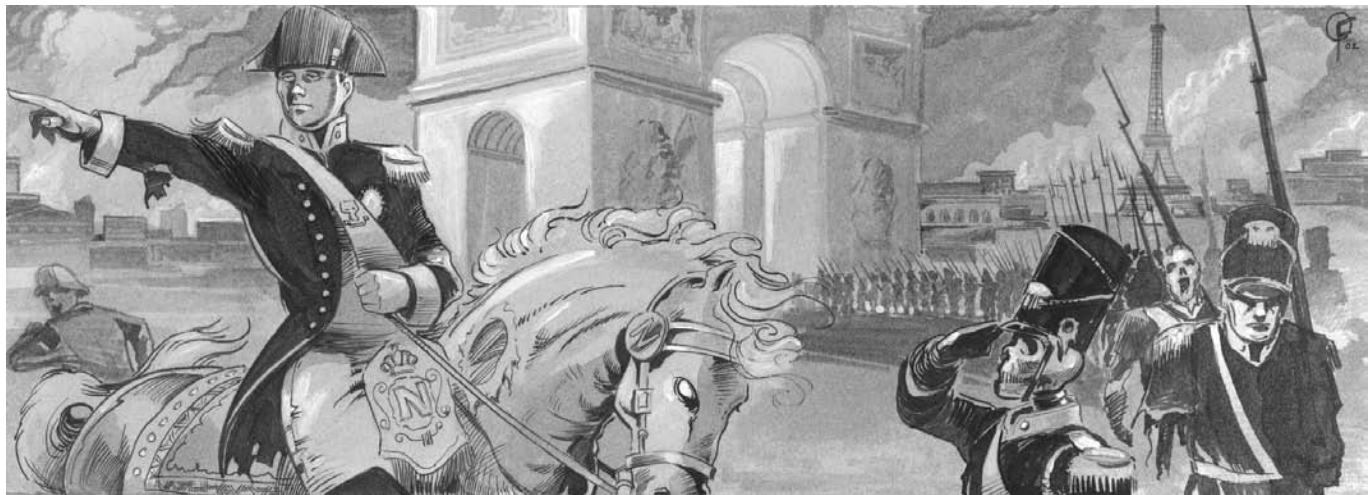
The Enhanced Attribute Ability can be used to further specialize the character, moving beyond the more broad nature of the Core Attributes. A character with a low Mind Attribute, but with Enhanced Intellect can be very smart but not quite as charismatic of an individual. Both of the Core Attributes are ranked on a scale of 1-10, with a score of 10 being the peak of potential. Using Enhanced Attributes, or the rules for Scale, can be used to create characters who are beyond the best potential ability.

The damage done by a character in any sort of hand to hand combat is determined by the character's Body score. The punching damage is equal to the Body score in six-sided dice (or d6)

and the kicking damage is one additional die to the character's punching damage.

Body And Strength

Your character's Body score, in part, helps to determine how strong they are. But how do these numbers translate into real world terminology that you can understand? The following table demonstrates the weight equivalents for the full range of Body scores.



Body score	Lift in Kilograms	Lift in Pounds
1	36 kg.	72 lbs.
2	50 kg.	110 lbs.
3	72 kg.	158 lbs.
4	144 kg.	220 lbs.
5	200 lg.	317 lbs.
6	288 kg.	440 lbs.
7	400 kg.	880 lbs.
8	575 lbs.	1.265 lbs.
9	1.15 tons	5.5 tons
10	2.5 tons	2.75 tons

An important thing to remember is that your character's lifting capacity refers to their ability to dead lift or drag the amount of weight. Pressing overhead, your character's capacity would be halved and carrying, pushing or throwing would be one-quarter of that capacity.

This capacity can be modified by the Extra Capacity Ability, which doubles your character's lifting capacity for each Rank of that Ability. Then, this lifting capacity is multiplied by your character's Scale (see Scale pg. 25 for more information).

Derived Attributes

The five Derived Attributes (and their abbreviations) are:

Life (LIF): How hard your character is to kill or knock out. Your character's Life score equals $(3 \times \text{Body}) + (2 \times \text{Mind})$.

Movement (MOV): How far your character moves in one turn in yards/meters. Your hero's Movement score equals $2 \times \text{Body}$. Your character

can make a standing jump of twice their Move score, and a running jump of two and a half (x2.5) times their Move.

Defense (DEF): How difficult it is for someone to hit your character. Your character's Defense equals $\text{Body} + 10$. In a fight, characters can also add their Combat Skill score to their Defense, if appropriate (GM's choice). Any combat rolls against your character must be greater than your hero's DEF score, or it misses them.

Initiative (INI): This is the general quickness and ability to react in combat of your character. Your character's Initiative

equals $(\text{Body} + \text{Mind})/2$. During combat, all characters (PC and NPC) roll 1d6 and add that to their Initiative score, with the character with the highest INI acting first in a Combat Turn, and the character with the lowest acting last.

Toughness (TGH): Your character's Toughness is equal to $(\text{Body} + \text{Mind})$ divided by 2, rounding up. Toughness is subtracted from damage caused by blunt and non-lethal attacks. (Toughness does not protect a hero from piercing and lethal attacks.)

Perception (PER): How well your character notices what happens around them through their senses and intuitions. Your character's Perception is equal to $\text{Mind} + 2$.

Skills

Skills are things your hero has learned how to do. Each Skill has a number that indicates how much your hero knows about that Skill. Each Skill is used with an Attribute (either the Body or Mind Attribute) to figure out if your hero succeeds at a task. The Attribute most commonly used is listed with the Skill. (The GM may decide to use the other Attribute in some cases.)

There are nineteen basic types of Skills in *Open Core Quick*. This is an intentionally simple list of very broad Skills. Despite the broadness of the skills in this system, and the shortness of the list of available skills, you and the GM of the campaign should find it fairly easy to create unique characters. Instead of looking at how high a skill's rank can be, it might be better to look at how many *different* things that you want your character to be capable of doing. A good, strong concept for your character is always a good starting point *before* spending any character points. Also,

if you are looking to create a character with some manner of specialized knowledge you may want to see the Skill Specialist Ability as well.

Arcana: Your character's knowledge of the unknown and the magical within the game world. (Mind)

Arts & Crafts: How good your character is at various arts and craft, such as painting, cooking, carpentry or even photography. (use the Mind Attribute for "thinking" tasks, Body for tasks involving dexterity or agility)

Athletics: Anything involving physical or athletic activities, including climbing, swimming, and acrobatics. (Body)

Communication: Your character's ability to communicate with others, but not to persuade (see Social, below). (Mind)

Combat: How good your character is at fighting with bare hands, melee weapons, such as clubs or swords, missile weapons, such as crossbows or pistols, or supernatural powers, such as laser eye beams or photon blasts. (Body)

Covert: How good your character is at not being noticed and getting into secure places. (Body)

Focus: Anything involving concentration, observation or perception, or the use of psionic powers, such as telepathy or mind control powers. Some observational uses of Focus can default off of your character's Perception score. (Mind)

Education: Your character's general education and knowledge of general education subjects, such as history, religion, basic science, or languages. (Mind)

Enterprise: Your character's knowledge of how businesses and finance work. (Mind)

Investigation: Your character's knowledge of how to look for clues, and how to properly investigate a crime in order to bring criminal charges against someone. (Mind)

Languages: This works different from the other skills. Each rank in Languages means that your character is proficient in a different language. The GM may require a Languages + Mind check for particularly difficult concepts, with a TN of 18. Your character's native language is free, and doesn't count towards the total.

Medicine: How good your hero is at mending the injuries of others. (Mind)

Military Sciences: Your character's knowledge of tactics and strategy, as well as military history. (Mind)

Nature/Outdoors: How good your character is at things like camping, fishing, hunting, survival, navigation and horseback riding. (Mind for "thinking" tasks, such as survival and navigation, Body for "physical" tasks, such as hunting and horseback riding.)

Performance: Your character's ability to perform in front of others, this can be acting, singing, dancing or playing a musical instrument. (Mind)

Science: Your character's advanced knowledge of sciences, such as biology, geology, math or physics. (Mind)

Social: Anything involving using your character's charm or persuasion (Mind).

Social Sciences: Your character's advanced knowledge of the non "hard" sciences, such as sociology, anthropology, or archeology. (Mind)

Technical: How good your character is at technical tasks such as mechanics, electronics, computer programming and

piloting a fighter jet or starship. (Mind for "thinking" tasks, Body for tasks involving dexterity or agility.)

Transportation: Your character's Skill with operating vehicles. (Body)

Using Attributes and Skills

When your character attempts an action that involves a Skill, you roll dice to see if the hero succeeds or not. When you roll the dice, you add the character's **Attribute + Skill + 3 dice**. This is called making a Skill check. The total is compared to a Target Number (or TN), that is determined by the GM. If the total equals or is higher than the Target Number, your hero has succeeded at the task.

Sometime there will be situations that your character's skills do not quite cover, when those occur the Game Master may ask you to make an Attribute check for the character. To make an Attribute check, you add the character's **Attribute + 3 Dice + any relevant Abilities**. Your GM will tell you what Abilities can modify this check.

Task Is	TN
Easy	12
Tricky	15
Challenging	18
Difficult	21
Demanding	24
Extreme	27
Legendary	30

Abilities

What are Abilities? Many role-playing systems have advantages or other character traits that help to make the characters different from each other (in a "positive" way, giving some form of benefit or super power to a character), to give each character different advantages during play. In the *Open Core Quick* system those traits are known as Abilities. This section outlines the most common Abilities that would be available for characters in a wide variety of different campaign types and genre simulations.

Associated Skills

If an Ability logically requires a skill to use it efficiently, the skill must be bought separately. For example, the superpower Flight allows a character to fly, and usually no skill roll is needed. But the ability to make intricate maneuvers in close combat without slamming into a wall requires a roll against the Athletics skill. (The GM may ignore this and simply say that no roll is needed for any flying maneuver with a Flight Power.)

This can be especially true with magic: the ability to cast spells at all may be a gift, but to do it right is a skill, or even many different skills. Focus is the Skill for *using* magic (or psionics, etc.) while Arcana is the Skill for knowledge *about* magic.

Effect-Based vs. Power-

Based

Open Core Quick is an effect-based system. This means that the effects of an Ability are provided, and then the player or GM have to define the specific application of those effects. For example, a character may achieve the capabilities of the Flight Ability by using: wings, magic, anti-gravity field, psionics, force of Mind, reality-warping techniques, thermal wave-riding, or many other methods. Similarly, a Rank 2 Special Attack does 2d6 points of damage that could take the form of a near- infinite number of sources.

A power-based system defines both the effects and the application of an ability or power. That fantasy RPG, for example, details magic and special attack spells such as Burning Hands, Fireball, Lightning Bolt, and Magic Missile. They all deliver damage, but the way in which the way in which they deliver damage is determined by the rules, not the players.

An effect-based system gives players more freedom to create, but a particular application might not make any sense if not used with forethought. Talk with your GM if you have any questions regarding the special effect applications of your character's Abilities

An important thing to remember when purchasing Effect-Based powers, is that in order to get an effect the Player **must** pay for that effect. Otherwise, assume that the character can not do it. GMs are allowed some flexibility in allowing characters to do things, but as a rule of thumb the Player and the GM should keep in mind that there is no such thing as a free lunch.

Effects in Open Core Quick

Special effects are a very important factor to character creation using the Abilities in *Open Core Quick*. The special effects of a power created with these Abilities help to define what it is and how it's created, and help distinguish one power from another power. For instance, three different characters could all have 4d6 Special Attacks, but each might have different effects: One is fire, another uses electricity, and the third fires a sonic attack. Each type of effect can have extra benefits or limits beyond the basic power description; exactly what is up to the GM.

Some campaigns may have GM-imposed limitations on what is considered to be "legal." Always check with the GM of the campaign before using any effect for your character's Abilities.

Handling Effects in Campaigns

Effects can and should be used to make adventures more dramatic, and sometimes to help characters overcome problems. It's a classic bit – the hero manages to defeat the villain's plot by tuning his energy blast to just the right frequency to deactivate the force field, or some such pseudo-scientific explanation.

Effects can let a character do a little bit more than the basic power description suggests, or sometimes they can restrict a power somewhat. For instance, sonic effects just won't work in a vacuum, but the GM may let you do some extra damage with a sonic effect under water. It's up

to the GM how much or how little the special effect can affect an Ability.

The GM can have the Player make a Power Use skill check to see if effects can have a game effect outside of the ordinary; the relevant Attribute for this is typically Mind, but can be based on other Attributes depending on the nature of the power being simulated, as well as the GM of the campaign.

The important thing to remember is that *Open Core Quick* is your game, to be used as you desire. How the given effect of a power built through the Abilities is ultimately up to the decision of the GM and the "reality" of her campaign.

Fatigue and Abilities

While this is not appropriate to all games or genres, GMs of *Open Core Quick* games may introduce the concept of Fatigue to their games. Fatigue comes in two types (mental and physical) one for each of the Core Attributes. When a character is in a long term situation (typically more than 5 Turns in Combat) that would be mentally or physically fatiguing to the character, the GM may require a Fatigue check. To make a Fatigue check roll three dice and add the appropriate Core Attribute, and compare it to a TN of 21. If the check succeeds, the character is not fatigued and may continue; making another Fatigue check the next Turn.

If the Fatigue check fails, the character is at -3 to all actions for a number of Turns equal to the amount by which the check failed. So, if the character's total on the Fatigue check was 18 then the effects of the fatigue would last for 3 Turns.

For a mental Fatigue check, all Skills and Abilities associated with the Mind Attribute receive the -3, and if it is a physical Fatigue check then all Skill and Abilities associated with the Body Attribute are affected.

Ability Checks

An Ability Check is a roll to see if an Ability can be used successfully. As with Attribute Checks and Skill Checks, it isn't necessary to roll for every little thing that a character wants to do, but rather the rolls are saved for when the character is trying something that requires extra effort, or is in direct competition with someone else. If a skill is needed as part of the check, it is recommended that the Focus skill of your character be used.

Relevant Attributes: Each Ability lists a *Relevant Attribute*; Ability Checks will usually be treated as an Attribute Check using the Relevant Attribute. For certain Abilities there are multiple possible Relevant Attributes; in these cases the choice of which one to use depends on the nature of the Ability itself, and how the character is using it in that particular instance.

Ability List

Below is a list of the Abilities available in *Open Core Quick*. GMs may also create new Abilities for their campaigns, and players may sometimes wish to create new Abilities for their characters, using these Abilities as a guideline. Just be sure to stick close to the existing Abilities so that any new ones will be balanced against the existing ones. New Abilities are deliver too much power or too much of an advantage for too little of a cost are grossly unbalancing to the existing Abilities.

Adaptation

Cost: 1 Point/Rank

Relevant Attribute: Body

Progression: The character is adapted to 1 environment/Rank

The character can adapt to survive in a number of environments hostile to ordinary humans equal to his or her Adaptation Rank. Examples of hostile environments include: acidic/basic liquids, extra dimensional, extreme pressure, intense cold, intense heat, noxious gases, radiation, underwater (the ability to “breathe” water), and vacuum (low pressure, not the absence of air). Adaptation does not apply to non-human characters whose natural environment is not the Earth’s atmosphere (such as a mermaid living in the ocean). In these cases, the character must assign Adaptation (Earth Atmosphere) to survive in normal human environments. Surviving in low- or no-oxygen environments is a Special Defense Ability, not Adaptation.

When faced with “attacks” of a type that would be covered by your character’s Adaptation (such as heat or fire based attacks for someone with Adaptation (Fire), your character’s Toughness is considered to be +2 for purposes of taking damage.

Alternate Form

Costs: 2, 3 or 9 Points/Rank

Relevant Attribute: Body

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

A character with Alternate Form can instantaneously transform into one other specific form that is determined during character creation and approved by the Game Master. Once selected, the form cannot be altered. Alternate Form allows the character to possess a radically different body shape than his or her normal human form, and exhibit exotic physical features as well. Remember, everything for the Alternate Form (including Attribute scores) need to be purchased using this pool of points.

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

Partial-Powered Form (3 Points/Rank)

The form is built from 10 Character Points for each Alternate

Form Rank, which can be used to acquire Attributes and Abilities. The character’s Attributes all drop to zero and thus must be raised with the Alternate Form’s new Character Points (using the Enhanced Attribute Ability below); Derived Attributes also must be recalculated. Additionally, the character’s regular Abilities, Skills, and Disabilities no longer function in the Alternate Form, though the GM may decide that some Abilities (such as Connections, Item of Power, and others) and some Disabilities still retain their effects. Disabilities can also be assigned to the new Form to provide additional Character Points. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Full-Powered Form (9 Points/Rank)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Abilities for the new form. The character retains all the Attributes, Ability Ranks, Skill Ranks, and Disability Bonus Points associated with his or her regular form. The newly acquired Abilities and Disabilities add to the character’s normal form. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Cosmetic Changes (2 Points)

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

Armor

Cost: 4 Points/Rank

Relevant Attribute: Body

Progression: Your character has 4 points of Protective Armor/Rank

The Armor Ability represents actual Armored plates, or simply skin or clothing that is highly resistant to damage. It is most often found on combat vehicles, cyborgs, androids, giant monsters, and, powerful magical beings.

Armor reduces the damage that is inflicted on the character or structure. Armor reduces the damage of each attack by 4 Points per Rank. If your character has the Armor Ability, any damage taken by them is first applied to the Armor, then to the character’s Toughness and then to Life Points.

The Mass Scale (see Scale pg. 25) can be applied to Armor as well. If that is the case, the cost for Armor is 9 Points/Rank, and that represents the Scale rank above Scale 0 as well as the number of points of damage that the Armor protects. Remember that the damage from any attacks against a higher Scale of Armor are reduced by the Strength Multiplier before they are applied to the Armor.

Attack Combat Mastery

Cost: 2 or 3 Points/Rank

Relevant Attribute: None

Progression: +1/Rank; see below

Attack Combat Mastery denotes either an innate “killer instinct” or the character’s intimate knowledge of a wide range of offensive combat techniques covering all aspects of armed and unarmed encounters (including ranged weapons). Individual Combat Skills let a character specialize with particular weapons or specific styles, but Attack Combat Mastery allows a character to pick up any weapon (or use none at all) and still be dangerously proficient. The bonus gained from Attack Combat Mastery is applied to your character’s Combat or Athletics skills, as well as being applied to the Initiative score.

This Ability can be used to simulate someone who is not very graceful or agile under normal circumstances, but has had a great deal of combat training, natural ability in this area, or someone who has a power or talent that simulates combat prowess, like the “photographic reflexes” ability popular in comic books.

Purchasing this Ability with the Restriction Disability can tailor the bonuses of Attack Combat Mastery to forms of combat besides just the straight forward. For example, if purchased with the “Psionic Combat Only” Restriction, Attack Combat Mastery can be applied to the Mind rolls for psionic combat. Clever GMs and Players could likely come up with more variations upon this Ability. If Attack Combat Mastery is purchased with either of these restrictions, the cost is only 2 Points/Rank.

Aura of Command

Cost: 1 Point/Rank

Relevant Attribute: Mind

Progression: Descriptive; see below

The character possesses a natural knack for leadership. This Ability only works on allies or subordinates or possibly with leaderless individuals looking for guidance (such as ordinary people caught in an emergency). Instead of distracting them, the character is able to inspire allies or neutrals into following him or her into dangerous situations that they might otherwise avoid.

Simply because a character is in a position of authority over other people does not automatically imply that he or she possesses the Aura of Command Ability. In a military structure, subordinates Mind usually follow most orders (even dangerous ones) without hesitation because it is part of their job. Aura of Command reflects a character’s almost unnatural ability to inspire others to engage in actions that few people would ever consider undertaking. Note that few leaders have an Aura of Command sufficient to inspire their entire force at once. Commanders usually concentrate on key individuals (such as immediate subordinates) and hope the actions of these people Mind encourage others to follow them.

Rank 1 The character can inspire one person.

Rank 2 The character can inspire up to two people.

Rank 3 The character can inspire a small team (1-10 people).

Rank 4 The character can inspire a medium sized group of people (up to 100 people).

Awareness

Cost: 5 Points/Rank

Relevant Attribute: Mind

Progression: +1 to Mind checks to detect upcoming cosmic or mystical events

This Ability allows the character to be “in tune” with the cosmos while possessing a certain faculty for anticipating events on the cosmic scale and recognizing when the universe is being threatened.

Whenever a cosmic event or catastrophe is imminent or occurring, the GM should allow a character with the Awareness Ability to make a Mind check (modified by the character’s Ranks in this Ability) against a TN determined by the GM. The more powerful the “individuals” and the larger of the “scale” of the events, the easier it is for the character with Awareness to detect what is coming. In most cases, the GM should make the Mind check when using Awareness, so that the player will not automatically assume that something is going to happen. The information given about the upcoming cosmic event should be as vague or as detailed as the GM thinks is necessary.

Characters with the Awareness Ability (at any Rank) are able to perceive and communicate with spirits, ghosts, and any sort of mystically insubstantial and/or invisible creatures or beings.

Combat Technique

Cost: 1 Point/Rank

Relevant Stat: None

Progression: 1 technique per Rank

The Combat Technique Ability allows a character to perform astounding feats with a wide variety of melee or ranged weapons, or Special Attacks. Each Rank gives the character one combat technique, the GM should determine if a special maneuver can be assigned multiple times.

- Accuracy

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

- Blind-Fight

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

- Blind-Shoot

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

- Deflection

If the character makes a successful Block Defense, he or she

can deflect a standard melee or ranged attack away harmlessly without damaging the blocking object. The GM may decide that some types of attacks cannot be deflected. When trying to deflect a Special Attack, the Block Defense roll is penalized: -2 for each Rank of the Special Attack (unless your character possesses enough Ranks of the Armor Ability to be able to “take” the damage of the attack).

- Dodge

During the character’s action, the character designates an opponent and receives a +2 bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

- Judge Opponent

Your character can judge his or her opponent’s approximate Attack abilities and weapon Skill Rank from the foe’s attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent’s remaining Life points. For both of these Abilities, the GM may decide to provide descriptive indications such as “your enemy is much better than you with a sword, but if you connect a few times with your ki blast, it might drop him,” rather than saying “the enemy’s Body is 8, with a Combat Skill of +4, and he has 60 Life points remaining.”

- Leap Attack

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

- Lightning Reflexes

Your character gets a +2 bonus on all INI rolls, as well as to the Athletics and Combat skills.

- Quick Draw

Your character can draw a sheathed or holstered weapon and attack in the same round without penalty. Otherwise it requires an attack action to ready his or her weapon.

Connections

Cost: 1-3 Points/Rank

Relevant Attribute: None

Progression: Descriptive; see below

The Connections Ability represents your character’s close relationship with an individual or a hierarchy of some sort that grants him or her access to respect and privileges. Examples of organizations include the feudal system, powerful corporations, organized crime rings, secret guilds and societies, governmental positions, military organizations, and some religions.

The value of the Connections Ability depends on its importance in the setting. An organization or individual that exerts moderate power within the setting is worth 1 Point/Rank, one that has significant power costs 2 Points/Rank, and one that has great power in the setting costs 3 Points/Rank. Players should not assign this Ability to represent organizations that have very

little power. The GM determines the extent of the organization’s influence. In a high school comedy campaign, the school’s



autocratic Student Council might wield “significant power,” while in most other settings it would be completely trivial and not worth any Points. Similarly, a criminal organization like the Mafia or Yakuza might count as “great power” (3 Points/Rank) in a traditional low-powered game set in modern times, but merely as “moderate power” (1 Point/Rank) in a high-powered magical girl or super-hero campaign.

This Ability has an alternate name of Fraternity. Fraternity is used to represent your character’s connection to a “scene” (such as a club or musical scene, or other types of loose sub-cultural “groups”) or any other loose confederation of individuals (such as groups of nomadic individuals or even homeless people). When your character has a fraternal connection, it tends to be with groups that are of a more informal nature.

- | | |
|--------|----------------------------------------------------------|
| Rank 1 | The organization or individual is local in its scope. |
| Rank 2 | The organization or individual is regional in its scope. |
| Rank 3 | The organization or individual is national in its scope. |

- Rank 4 The organization or individual is global in its scope.
 Rank 5 The organization or individual is galactic in its scope.

Contamination

Cost: 2 or 4 Points/Rank

Relevant Attribute: None

Progression: Descriptive; see below

This Ability represents the character's ability to transform other people (or animals, or objects) into entities like him or herself. Frequently, this victim can then contaminate even more people. The method should be specified when the character is created. It might be similar to myths behind the vampire legend — the character's blood carries a "plague" that, when ingested, mutates the person over a matter of hours or days. Alternatively, the character might lay an egg or seed (real or metaphorical) in the body of his or her prey, which could later hatch within the victim, killing him or her as a new monster is born. The character might even need to perform some special ritual that alters the victim. Whatever the case, the conditions under which the victim can become "contaminated" must be specified.

For 2 Points/Rank, contamination is "difficult" — the victim must be willing, unconscious, or restrained for deliberate contagion to occur, or the target must perform an unusual activity (such as eating a morsel of the character's flesh).

For 4 Points/Rank contamination is "easy" — the contagion might be similar to a traditional werewolf attack, where a scratch or bite results in a victim becoming a werewolf. The GM can add special conditions, limitations, or effects to ensure that becoming a monster is a curse and not a blessing.

The higher the Rank of Contamination, the faster the transformation occurs. There should always be some means of curing or delaying the eventual mutation, however. Possible cures include the death of the creature that inflicted the contaminant, radical surgery, blood transfusion, or a successful mystical healing.

The GM should decide whether a player character who is turned into a monster remains in the player's control or is reclassified as an NPC. Any retention (dreams, memories, etc.) of the victim's former existence depends on the nature of the contamination and whether the victim has been "transformed," "devoured," or "reborn" in the process. A person who has been successfully contaminated should usually gain a certain number of Abilities "paid for" with the Bonus Points acquired by assigning new character Disabilities (often including Cursed, Ism, Marked, Permanent, and Owned, the last one representing servitude to his or her new master). Usually the mutation should result in a monstrous form similar to that of the character responsible. Thus, a spider alien that laid an egg in its victim may produce another spider alien, the victim of a vampire should grow fangs, etc. The GM should be wary of potentially undesirable possibilities such as a werewolf character infecting the entire group of characters, thereby creating an entire group of werewolves.

The Contamination Ability usually allows the creator or mother some measure of control over the newly transformed character. In these instances, the Rank of Contamination is added

as a favorable modifier to any Mind Control attempts performed against the subject.

A variation to Contamination inflicts the target with some sort of curse or disease, rather than transforming him or her into a different type of creature. Examples of these afflictions include rapid ageing, debilitating diseases, sensitivity to specific elements, etc.

Rank 1 The transformation occurs over several months.

Rank 2 The transformation occurs over several weeks.

Rank 3 The transformation occurs over several days.

Rank 4 The transformation occurs over several hours.

Damage Absorption

Cost: 8 or 10 Points/Rank

Relevant Attribute: Body

Progression: Linear, with 5 points damage converted into Life points per rank

A character with this Ability can absorb up to 5 points of damage received from physical attacks (such as guns, swords, punches, or energy blasts) for each Rank, and change them into a corresponding number of Life points before damage is inflicted. The new Life points are added to the character's current total immediately, which may temporarily raise the total above its normal maximum. Damage that is blocked by the character's Armour or Force Field Abilities cannot be absorbed. For 8 Points/Rank, the character's Hit Point total can never rise above his or her normal maximum (extra points are lost). For 10 Points/Rank, the character's Life points total can be raised as high as twice their normal maximum value (for a duration of one hour). Damage Absorption does not affect damage from non-physical or "complex" attacks (as determined by the GM).

Defense Combat Mastery

Cost: 2 Points/Rank

Relevant Attribute: None

Progression: The character's DEF is increased by 1/Rank

Defense Combat Mastery denotes either an innate "danger instinct," or the character's intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters (including Special Attacks and ranged weapons). Individual Defense combat Skills let a character specialize with particular weapons or specific styles, but Defense Combat Mastery allows character to defend him or herself proficiently at all times.

Enhanced Attribute

Cost: 1 Point/Rank

Relevant Stat: None

Progression: Descriptive; see below

Your character is better at certain aspects of their Attributes than others, using the Enhanced Attribute Ability, it makes it easier to customize your concept of a character with greater detail than the two basic Attributes of the *Open Core Quick* system.

Enhanced strength and durability for a character is purchased using Scale (see Scale pg. 25 for more information).

- Enhanced Intellect: Your character receives a +1/Rank

for each Rank of this Ability. The bonus is applied to any use of the following skills: Education, Enterprise, Investigation, Medicine, Science, Social Sciences, and Technical. Ranks of Enhanced Intellect can also modify any relevant Mind Attribute check.

- **Enhanced Presence:** Your character is exceptionally charismatic, and receives +2/Rank bonus to the Social and Communication skills when attempting to fast-talk, charm, seduce or otherwise impress upon another character.
- **Enhanced Reflexes:** Your character's reflexes and dexterity are exceptional. This gives your character a +1/Rank bonus to the Athletics, Combat and Covert skills. Ranks of Enhanced Reflexes can also modify any relevant Body Attribute check.
- **Enhanced Willpower:** Your character's Willpower and resistance to outside influences are greater than other aspects of its mental makeup. The Ranks of Enhanced Willpower can be used as a bonus when resisting mind combat, or Abilities like Telepathy.

Elasticity

Cost: 2 Points/Rank

Relevant Attribute: Body

Progression: Descriptive; see below

The character can stretch or contort his or her limbs and/or body to a superhuman degree. Increased Ranks not only provide greater flexibility, but also the control over fine manipulation (such as using a stretched finger to move specific tumbling mechanisms on a key lock). At high Ranks, characters can squeeze under doors and through small holes and cracks, as well as mimic crude shapes (an excellent way to represent a character who has a liquid-like form as well). While stretched, the character receives +1 to Combat Skill checks for each Rank of Elasticity. Examples of characters with this Ability are monsters (especially those with serpentine or tentacle limbs) or giant robots with extendable arms.

- Rank 1 The character can stretch one body part up to 5x its regular dimensions and receives +1 to Combat Skill checks.
- Rank 2 The character can stretch two body parts up to 5x their regular dimensions and receives +2 to Combat Skill checks.
- Rank 3 The character can stretch three body parts up to 5x their regular dimensions and receives +3 to Combat Skill checks.
- Rank 4 The character can stretch his or her entire body up to 5x its regular dimensions and receives +4 to Combat Skill checks.
- Rank 5 The character can stretch his or her entire body up to 10x its regular dimensions and receives +5 to Combat Skill checks.
- Rank 6 The character can stretch his or her entire body up to 20x its regular dimensions and receives +6 to Combat Skill checks.

Environmental Control

Cost: 1-2 Points/Rank

Relevant Attribute: Mind

Progression: Descriptive; see below

Your character can affect environmental conditions such as light, heat, darkness, or weather. This is most appropriate for characters with magical control over a particular element or facet of nature such as sorcerers, demons, and spirits, but it could also represent various technological devices. If a character wishes to perform multiple effects (for example, control light and darkness) he or she should acquire the Ability multiple times.

Other environmental effects can be controlled by your character, and are limited only by your imagination and the approval of your GM. Any sort of directly damaging attack should be simulated using the Special Attack Ability.

• Light

Your character can illuminate an area with light as bright as a sunny day on Earth. Light control costs 1 Point/Rank.

• Darkness

Your character can summon smoke, fog, darkness, or the like to enshroud an area, blocking normal vision. Darkness control costs 2 Points/Rank if the character can create total darkness that completely obscures light sources, or 1 Point/Rank if the darkness is only partial.

• Silence

Your character can block out sounds within the area of effect. It costs 1 Point/Rank to create a barrier that prevents anyone outside from hearing sounds coming from within or vice versa, or 2 Points/Rank to create a zone of silence where no sounds exists.

• Temperature

Your character can alter temperatures in the area from arctic cold to desert heat. If the character wishes to produce heat or cold sufficient to start fires or instantly freeze someone solid, the player should assign the Special Attack Ability instead. Temperature control costs 1 Point/Rank if the character is limited to either increasing or decreasing temperature, or 2 Points/Rank if he or she can do both.

• Weather

Your character can alter the weather to create or still weather conditions of various sorts such as breezes, winds, rain, snow, fog, or storms. For weather that is reasonable for the local climate, the area affected depends on the rank that your character has in this Ability. For weather that is abnormal (rain in a desert, snow in a hot summer) or violent (lightning storm, blizzard, hurricane), the character's Rank is treated as one less for purposes of area affected or two less if both violent and abnormal. If this would reduce the Rank below 1, the effect cannot be produced. For focused attacks, such as lightning bolts or tornadoes, use the Special Attack Ability instead. To produce precise effects or keep abnormal or violent weather under control, the GM may require a Mind Check with a penalty equal to the Rank (for example, -4 if affecting a regional area) of the Ability. It should often take several turns (roll 1d6 to determine the number of turns) for weather to build up or disperse. Abnormal weather effects should return to normal soon after a character ceases to use this Ability, typically one turn for every Rank that your character has in this Ability. Weather control costs 2 Points/Rank if

general in its nature, or 1 Point/Rank if very specific (such as, “rain making” or “wind blowing”).

Maintaining Environmental Control requires a slight amount of concentration: the character can perform other actions while doing so, but can only affect one area at any given time. The size of the environment the character can control is determined by the character’s Rank.

- Rank 1 The character can affect a small area (such as a room).
- Rank 2 The character can affect a modest area (such as a house).
- Rank 3 The character can affect a local area (such as a neighborhood or village).
- Rank 4 The character can affect a small to medium-sized regional area (such as a city and its associated environs)
- Rank 5 The character can affect a larger regional area (such as a few counties or part of a state)

Extra Actions

Cost: 8 Points/Rank
Relevant Attribute: None
Progression: The character gains 1 extra Action each turn/Rank

This Ability reflects the character’s ability to use every combat situation to his or her benefit. For each Rank in this Ability, the character can take one additional Action per turn, without receiving any penalty. This Ability covers all types of actions: Offensive, Defensive, Movement and Special. So, at Rank 3, the character would be able to take four actions per turn. These actions can be split up in any manner the Player wants, so the Character can take two Offensive actions and two Defensive actions, depending on what the character may need to accomplish in a specific combat situation. This Ability can be used to simulate the speedster who’s swiftness allows him or her extra attacks, or the combat “monster” who’s intensive training makes him so much more deadly in combat.

Extra Capacity

Cost: 1 Point/Rank
Relevant Attribute: Body
Progression: Descriptive; see below
 Each Rank of this Ability doubles the lifting capacity of your character (see Body and Strength pg. 4). Ranks of Extra Capacity should be applied to your character lifting capacity *before* the modifier for Scale (if any) is applied.

Extra Limbs

Cost: 1 Point/Rank
Relevant Attribute: None
Progression: Descriptive; see below
 Unless indicated otherwise, all characters possess two arms (or similar appendages) and hands. By assigning this Ability, the character can acquire more. In certain genres there are robots, tentacled monsters and non-humans with prehensile tails often have Extra Limbs. Some long-haired alien beings or demons also make their hair “come alive” to work as an

Extra Limbs.

A “limb” is defined loosely as an appendage that can reach out and manipulate objects with some finesse. A trunk, tentacle, or prehensile tail is an arm; a limb that simply ends in a gun-barrel, melee weapon, or tool mount is not. Legs with paws or feet are not usually considered to be “arms” unless the character has good manipulation ability when using them (such as the way chimpanzees can use their feet to grasp objects). Extra arms are useful for holding onto several things at once, but do not give extra attacks (for that ability, see Extra Attacks Ability). A tractor beam is a specialized “arm” best simulated by the Telekinesis Ability.

Possessing only one arm or no arms is reflected by the Physical Impairment Disability.

- Rank 1 The character possesses 1 extra limbs.
- Rank 2 The character possesses 2-3 extra limbs.
- Rank 3 The character possesses 4-8 extra limbs.

Features

Cost: 2 Point/Rank
Relevant Attribute: None
Progression: The character has 1 feature/Rank
 The character possesses one or more secondary abilities that grant useful but mundane, non-combat related Abilities. Features are typically possessed by non-humans and reflect various, minor biological or technological Abilities. All Features must be approved by the campaign’s GM before they can be purchased for a character.

Examples of racial features include homing instinct, longevity, molting ability, a pouch, scent glands, secondary eyelids, etc. Examples of technological features suitable for building into cyborgs, robots, or androids include diagnostic equipment, gyrocompass, modem, radio, self-cleaning mechanism, etc. A wide range of other Abilities cover other more useful features such as gills, wings, fangs, and enhanced senses.

Flight

Cost: 3 or 4 Points/Rank
Relevant Attribute: Mind
Progression: Descriptive; see below
 A character with Flight can fly through an atmosphere or in space (in space, he or she would still need protection from the environment). This is a common ability for non-humans, and people with paranormal powers. The method used to achieve flight can vary greatly: wings, propellers, rotors, rockets, anti-gravity, hot air, psionic levitation, magic, or some other technique.

Depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character. A fast-moving character may have an attack penalty as well.

Flight costs 4 Points/Rank if the character can hover and fly at variable speeds, take off and land vertically, or stop in mid-air. This is the most common type of flight possessed by characters.

Flight costs 3 Points/Rank if the flyer cannot hover, but instead flies like a normal airplane. Thus, the character needs a smooth surface for landing and take off, and must maintain a minimum speed (at least 1/10 of its maximum speed) once

airborne to avoid crashing.

Your character's base flight speed is equal to their Sprint (3x Body in meters/yards). Each Rank of the Flight Ability doubles this speed. Using Flight requires a Movement action.

Force Field

Cost: 2, 3, or 4 Points/Rank

Relevant Attribute: Mind

Progression: The Force Field reduces damage by 10 Points/Rank

A Force Field is an energy field around the character that protects against incoming attacks. Force Fields can represent magical barriers, telekinetic shields, or technological "screens" that protect ships.

A typical Force Field is different from Armor, since it can be battered down by a sufficiently powerful attack. A Force Field can be "up" or "down." When down, it does not stop any damage. Force Field status must be determined at the start of the character's action for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Force Field, with any additional penetrating damage applied against Armor (if any). Thus, if a weapon hit successfully penetrates a Force Field, the Armor Ability can still protect against it. A Force Field can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by Armor), the Force Field temporarily loses one Rank of effectiveness. The character can only regain Ranks if the field is down and regenerating, unless the Regenerating Ability is assigned. A Force Field recovers one Rank every round it is turned off and not in operation ("down"). A Force Field that is knocked down to zero Ranks automatically shuts off to regenerate.

The cost is 4 Points/Rank if it is an area Force Field that is extendable to protect others nearby, 3 Points/Rank if it only protects the character, or 2 Points/Rank if it is a two-dimensional wall (up to 100 square feet) or shield that acts as a barrier. A wall can be projected out to a distance of up to 15 feet away from the character.

An extendable Force Field can be assumed to cover a diameter out to about 25% more than the character's longest dimension (for example, the Force Field of a six-foot human would be about eight feet across). A wall is assumed to be about 100 square feet (such as a 10'x10' wall), while an ordinary Force Field is form-fitting. All Fields should block anyone who is not Insubstantial at Rank 6 from moving through it. If a character with an extended Force Field also has Flight, the GM may allow the character to carry other people who are inside the Force Field with him or her while flying.

A character's Force Field can have Scale applied to it, with the permission of the GM. A Force Field with Scale costs an additional 5 Points/Rank.

Fringe Benefit

Cost: 2 Points/Rank

Relevant Attribute: None

Progression: The character has 1 fringe benefit/Rank

Your character has some significant perquisite or fringe benefit, the exact nature of the benefit is determined by you and the GM of the campaign. The GM is the final arbitrator of what does and does not constitute a fringe benefit in the campaign.



Sample Fringe Benefits:

Alternate Identity: your character has an alternate identity, complete with any appropriate governmental paperwork and identification (driver's license, birth certificate, social security card, and etc.).

Credibility: This fringe benefit represents how believable your character is, either by viewers, police, the general public, or rich and powerful people. Your character with the Credibility Fringe Benefit receives a +2 to their Social skill when dealing with their target "audience."

Diplomatic Immunity: Because of your character's diplomatic status, they cannot be prosecuted for crimes in nations other than their own. All that another nation can do is deport your character to their home country.

Legal Enforcement Powers: Your character has the ability to call upon the

authority of the law and government to be able to do things like question suspects, arrest individuals, confiscate potential evidence, and obtain warrants to search individuals or locations. This should be purchased separately to represent state or local law enforcements powers, and national or federal powers. Your character also receives a +1 to their Investigation skill; this is a one time bonus and received for each Rank of Fringe Benefit that the character possesses.

Military Rank: Your character has some level of rank in a military organization in the campaign world. This can either represent someone who is in active duty, or the honorary rank of someone who is inactive with the military. Your character receives a +1 to their Military Science skill and a +1 to their Social skill for military uses. These skill bonuses are a one time only bonus, and are not received for each Rank of Fringe Benefit. Each Rank of Fringe Benefit gives your character one military rank.

Security Clearance: Your character has access to classified government information, installations and possibly equipment and personnel. The GM may require that multiple ranks of the Fringe Benefit Ability for your character to have higher levels of security clearance.

Status: Due to “accident” of birth or because of personal achievement, your character has a special status in their society. Examples of Status include high-ranking international corporate personnel, nobility, celebrities, and etc.

Zeroed: Your character, through legal or illegal means, has absolutely no legal records of any sort. There are no records of birth, existence, or death and any attempt to find information based on methods such as fingerprinting, DNA sampling, or other methods of securing identity in the campaign world will not gain any results. However in some campaigns, there may be records or documentation of those who have no records.

Healthy

Cost: 2 Points/Rank

Relevant Attribute: Body

Progression: The character’s Life points are increased by 2d6/Rank

Possessing this Ability increases the Life points of the character, allowing him or her to withstand more damage in combat. Note that characters with high Body scores may be very healthy even without this Ability.

Healing

Cost: 4 Points/Rank

Relevant Attribute: Mind

Progression: The character can restore up to 5 Life points/Rank to a target

This Ability allows a character to heal a target’s injuries (including him or herself; for continuous healing, see the Regeneration Ability). Characters with healing power can include holy individuals, psychic healers, and sorcerers.

The maximum number of Life points that a Healer can restore to a particular person in any single day equals 5 per Rank. This cannot be exceeded, even if multiple healers work on

a subject; the combined Life points restored cannot exceed the maximum Life points that the character with the highest Rank could restore. The subject must have at least a full day’s rest before he or she can benefit from any additional healing. Life points are restored over a 10-minute period, rather than instantly.

A subject must normally be alive to benefit from Healing. A character with Healing Rank 3+ may, however, revive someone who is “clinically” dead (serious injury, heart stopped) but not actually brain dead. A character is considered “dead” if his or her Life points are reduced to a bigger negative number than the characters maximum Life points. A healer can revive a mortally wounded character, however, if he or she can bring the subject’s Life points back up from beneath the negative threshold to a positive value quickly. This grace period can be extended indefinitely if the subject’s remains have been somehow placed in suspended animation.

Heightened Awareness

Cost: 1 Point/Rank

Relevant Attribute: Mind

Progression: The character gains a +2 bonus/Rank to Perception and/or Skill checks

The character possesses a high degree of situational awareness. He or she is usually very alert and receives a bonus on Perception Checks, and on Skill Checks relevant to noticing otherwise hidden things, such as concealed objects, ambushes, or anything else related to sensory awareness. The bonuses of Heightened Awareness are cumulative with those of Heightened Senses.

Heightened Senses

Cost: 1 Point/Rank

Relevant Attribute: Mind

Progression: The character gains one heightened sense or technique/Rank

A character with Heightened Senses has one or more senses that have been sharpened to a superhuman level of acuity. It can represent either the preternatural sharpening of a specific sense honed by special training (such as a blind person’s trained sense of touch) or the enhanced senses of a paranormal or technologically augmented character. Additionally, several Ranks of Heightened Senses reflect the capabilities of sensors built into spaceships and other commercial or military vehicles. For each Rank of the Heightened Senses Ability, the character either gains one enhanced sense (Type I) or one sense technique (Type II). The character must make a successful Mind or relevant Skill check against an appropriate TN to detect and pinpoint a specific target within a large area (for example, to listen to a specific conversation though the background noise of the city).

Type I

One of the character’s five senses — hearing, smell, vision, taste, or touch — is enhanced, and can operate over an area of several city blocks. The character may take the same sense twice, which doubles the effect and extends the area of detection. A character using a Heightened Sense has a +4 bonus (+8 if the sense was heightened twice) on Perception and relevant Skill

checks that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

Type II

The character has one Heightened Sense technique, which extends beyond human capabilities. Examples of techniques include: dark vision, electric current detection; infra-vision; magnetic field detection; microscopic vision; radar sense; radio reception; sonar detection; ultrasonic hearing; ultra-vision; vibration detection; X-ray vision. Most techniques only work at short range, often requiring line of sight.

The Heightened Awareness Ability allows a lower Rank of enhancement for all of a character's senses.

Hyperflight

Cost: 1 Point/Rank

Relevant Attribute: Body

Progression: Descriptive; see below

This Ability is intended for use in star-spanning campaigns, involving travel between solar systems or galaxies (or even planets at low Ranks). A character with Hyperflight can fly in the vacuum of space (but not in an atmosphere) between planets, starts, asteroids, solar systems, and galaxies, at speeds equal to or exceeding the speed of light. The player can determine whether this Ability represents warp technology, jump point formation, or the breaking of known physical laws. The Flight Ability is required to escape from the atmosphere and gravity of a planet similar to Earth. Without Flight, the character can only achieve Hyperflight speeds by taking off when already in space.

Just because your character can fly through space, does not mean that they can survive in space. Characters with the Hyperflight Ability should take two Ranks of Special Defense: Space, to give them the ability to be able to survive in the hazards of the vacuum of space.

Rank 1 The character can travel at the speed of light.

Rank 2 The character can travel at 10 times the speed of light.

Rank 3 The character can travel at 100 times the speed of light.

Immovable

Cost: 1 Point/rank

Relevant Attribute: Body

Progression: Linear, -5 m/y to knock back/Rank

Characters with this Ability absorb physical impacts better than the average person, reducing the distance by which they are knocked back from impact attacks and forceful blows. Each Rank of this Ability reduces the knock back suffered by the character by 5 m/y. If a Special Attack's or melee attack's knock back distance is reduced to zero or below, the target has successfully absorbed the impact of the entire attack (but the attack still inflicts damage). For more information on Knock back, see pg. 35.

Insubstantial

Cost: 3 Points/Rank

Relevant Attribute: None

Progression: Descriptive; see below

Each Rank of this Ability reduces a character's density so

much that he or she can pass through certain types of objects (including weapons) as though insubstantial. The density of the human body, for example, falls approximately at Rank 2; consequently, a punch from an enemy would harmlessly pass through a character with Rank 3 Insubstantial. Characters with Rank 6 Insubstantial are effectively incorporeal and can pass through virtually anything, including most forms of energy.

Invisibility

Cost: 3 Points/Rank

Relevant Attribute: None

Progression: The character is invisible to one sense or technique/Rank

This Ability should completely hide the character from one or more senses or detection methods. The character may possess a supernatural concealment ability or a technological cloaking device, or have a psychic or magical talent that causes observers to overlook him or her.

For each Invisibility Rank, the player selects one sense or technique to which the character is "invisible." Senses include the human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral; ethereal; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration. The GM may decide that the most common forms of Invisibility — often sight and hearing — cost 2 Ability slots rather than only 1.

While the character may not be detected using specific methods, indirect evidence can still reveal the character's presence. For example, a character who is invisible to sight will still leave footprints in muddy ground. Similarly, a vase that is knocked from a table by a character who is invisible to sound will still make noise as it smashes on the floor.

In normal combat situations involving human or nearly human opponents, a character who is invisible to sight has a great Ability. Once the invisible character gives away his or her general position (for example, by firing a gun, attacking with a sword, or shouting) he or she can be attacked, but there is a -4 penalty for anyone within melee range and -8 for anyone at a greater distance. Heightened Awareness and Heightened Senses can reduce this penalty, as can the Blind-Fight or Blind-Shoot Combat Techniques. This penalty is halved if using an Area or Spreading Special Attack on the invisible character. (See Heightened Senses for other Detection techniques.)

Item of Power

Cost: 4 Points/Rank

Relevant Attribute: None

Progression: The item is built using 5 Character Points/Rank

This Ability describes any exotic, portable item that directly enhances a character in some way (perhaps by conferring Abilities). An Item of Power represents advanced technology or a relic with paranormal powers. Special weapons that others can use are often designed with Item of Power, with Points allocated to the Special Attack Ability.

Each item is built using up to 5 Character Points per Rank of the Item of Power Ability, which can be used to assign other Abilities. For some character concepts, Items of Power above

Rank 6 are not unreasonable. Assigning Disabilities to the item earns Character Points, which are used to acquire additional Abilities for the item. Disabilities that cannot be assigned include: Ism, Marked, Nemesis, Owned, Significant Other, Skeleton in the Closet, and Wanted. Players selecting this Ability must have a discussion with the GM to determine what abilities the Item of Power possesses and how it works. The player, with GM approval, may also create specific abilities for Items of Power using the Unique Ability.

With the GM's permission, certain Items of Power (for example weapons or suits of powered armor) can have Scale applied to them. An Item of Power with Scale costs 9 Points/Rank.

Jumping

Cost: 1 Point/Rank

Relevant Attribute: Strength

Progression: +1 yard/meter of jumping distance/Rank

Your character can jump greater distances than their basic Move score would normally allow them. Each Rank of the Jumping Ability adds one yard/meter onto their base jumping distance (as figured by their Move score, see Move pg. 4 for more information). This Ability can represent the incredible leaping ability of many anime characters, or things like jump jets on suits of powered armor.

Magic

Cost: 4 Points/Rank

Relevant Attribute: Mind

Progression: The character receives 10 Magic Points/Rank to acquire magical powers

The Magic Ability can be defined as almost anything, depending on the campaign and the desires of the GM. This Ability can be used to simulate Psionics, power rings, or any sort of group of related powers that don't exactly fit with the other Abilities in this Variant.

A character with the Magic Ability has the ability to manipulate arcane energies to produce a specific set of effects that seemingly defy physical laws. The player should define the character's magical ability and establish a consistent theme for his or her powers. Themes that are common include:

- Elemental magic such as mastery over traditional elements like wind, water, or fire, or less traditional "elements" like darkness, the moon, or even love.
- Spells or powers that involve contacting or controlling natural spirits (shamanism) or the dead (necromancy).
- Black magic, involving destructive forces or evil or negative energies.
- Magical powers with an exotic or whimsical theme such as a set of abilities whose "special effects" all relate to tarot cards, flowers, cats, or pretty much anything else.
- Psionic abilities that produce psychic effects such as Telepathy, Telekinesis, or Precognition; psionic powers are normally assumed to be talents with which the character was born,

although they may have required special training to awaken.

- Ki-based powers, where the character focuses his or her inner spirit through martial arts training to produce various exotic attacks and abilities.
- Divine powers granted by a deity to a priest, priestess or other holy individual.
- Legendary powers innate to a magical entity such as a fox spirit's ability to change shape or possess people or the myriad powers of a vampire.

The GM may rule that only certain types of magic exist within his or her campaign setting and that all characters with the Magic Ability should conform to theme. It is perfectly reasonable for a character to take the Magic Ability multiple times to represent a character who has multiple styles of magic.

A character with the Magic Ability receives 10 Magic Points per Rank of this Ability. Magic Points may be used like Character Points to acquire individual Abilities. Abilities acquired using Magic Points are designated "Magical Powers" and represent the extent of the character's magic. A Magical Power is used just like an ordinary Ability, except each time the character uses it he or she must perform an invocation and expend Energy Points. This can represent casting a spell, concentrating on his or her inner ki, focusing a psychic power, etc.

Characters can acquire almost any Abilities as Magical Powers using their Magic Points except for the Magic Ability. In addition, each Magical Power should be given its own descriptive name or special effects. Thus, while a Magical Power may be acquired as "Special Attack Rank 2," on a character sheet it should be written down as "Lightning Bolt: Special Attack Rank 2," etc.

An invocation normally involves a short verbal incantation or magic phrase combined with gestures, which should take one action; the character must be able to speak and have his or her hands free to perform it. If the power is an offensive one (such as Mind Control or Special Attack), the character can make his or her attack as part of the invocation.

If the Magical Power is an Ability with instantaneous effects, such as Teleportation or Special Attack, the character must invoke the power anew each time he or she wishes to make use of it. The Game Master can adjust this time up or down as necessary for his or her campaign. Maintaining a Magical Power requires no special concentration, but if the Power is not maintained it will cease to function and need to be invoked all over again in order to reactivate it.

Massive Damage

Cost: 2 or 5 Points/Rank

Relevant Attribute: None

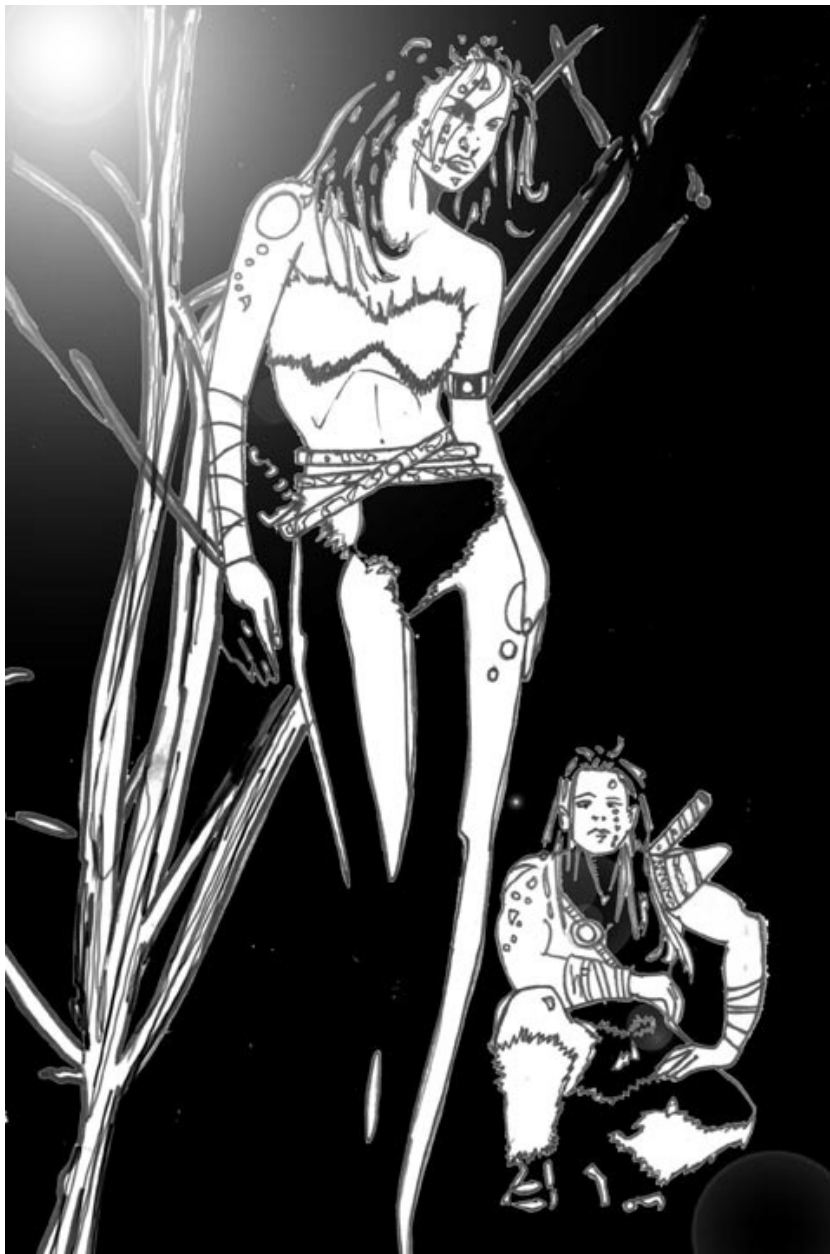
Progression: Damage the character delivers is increased by 5 Points/Rank.

A character with the Massive Damage Ability knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage.

For 2 Points/Rank, additional damage is only inflicted when the character uses one specific weapon type, Special Attack, or method of attack; this attack is defined during character creation. For example, it might represent a special talent with a weapon

(such as guns, blades, blunt weapons), knowledge of a particular martial arts technique, or ability with a specific Special Attack.

For 5 Points/Rank, this knowledge can be applied to all forms of physical combat including armed, unarmed, martial arts, and ranged weapons, as well as Special Attacks such as energy blasts, magical spells that inflict damage, or vehicle



weapons.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack makes it a very useful Ability for a combat-oriented character.

Mind Shield

Cost: 1 Point/Rank

Relevant Attribute: Mind

Progression: The character gains a +2/Rank for Mind Checks involving mind invasion

A character with Mind Shield is protected against psychic intrusion. This may be a reflection of his or her own psychic abilities, a protective spell, special training, or some innate ability. A character with Mind Shield can detect and block attempts to read his or her mind by a character with Telepathy of equal or lower Rank to the Mind Shield. The character may also add twice the Rank of Mind Shield to his or her Mind Check (as appropriate) when defending against a Mind Control attempt or telepathic Mind Combat.

Natural Weapons

Cost: 1 Point/Rank

Relevant Attribute: None

Progression: The character gains 1 Natural Weapon/Rank

The character has one or more relatively mundane natural weapons, such as sharp teeth, claws, tentacles, etc. Natural weapons are normally possessed by animals, monsters, and similar characters, but could also represent technological capabilities that mimic such abilities such as an android or cyborg with retractable claws. More powerful Natural Weapons can be designed using the Special Attack Ability.

The character possesses one such attack form per Rank. Possessing more than one such natural weapon gives the character a wider variety of attack forms. Hands, feet, a heavy tail, ordinary teeth, or hooves are not normally counted as Natural Weapons since they are (relatively) blunt; and thus inflict usual unarmed damage. Actually attempting to hit someone or something with a Natural Weapons uses the Combat skill of your character, and your character gains a +2 to their Combat Skill when attacking with their Natural Weapon.

Since the damage from any Natural Weapon is based upon the physical strength of your character, Scale can be applied to it as well.

- Claws or Spikes

The character possesses sharp talons or spikes on his or her fingers, paws, or feet. In addition to regular damage, the claws inflict an additional +4 damage when used in melee combat.

- Fangs, Beak, or Mandibles

The character has very sharp teeth, or alternatively, a beak or insect-like mandibles. This natural weapon inflicts +2 to damage in melee combat, but a successful strike that penetrates Armor gives the character the option to maintain a biting grip and continue to inflict

equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful Body check. While the attacker is maintaining a biting grip, his or her own ability to defend is impeded: the attacker cannot use weapons to defend, and suffers a -4 DEF penalty against any attack.

If the character has a combat-ready tail, it can be equipped with spikes, a stinger, or other similarly nasty weapon. The attack inflicts an additional 2 damage (in addition to normal damage). Upon a successful attack, the target must make a Body roll or suffer a -4 INI penalty the following combat round (the target is off balance).



- **Horns**

These are large horns for butting or stabbing. Horns add 2 extra damage to normal damage in melee combat but are exceptionally effective if the character charges into battle. If the character wins Initiative against an opponent and has room for a running start, he or she can lower his or her head and charge. A successful attack will deliver normal attack damage, plus 1d6. If a charge fails to connect, the charging character will be off balance and suffers a -2 penalty to his or her DEF for the remainder of the round and a -4 Initiative roll penalty on the following combat round.

- **Spines**

The character is covered in nasty spikes, quills, or sharp scales. Anyone who wrestles with the character automatically suffers 2 damage each round. This damage is in addition to any attack damage delivered. During these struggles, the opponent's clothes should also be ripped and shredded unless they are Armored.

- **Tail Striker**

- **Tentacles**

One or more of the character's limbs — or possibly his or her hair — are actually tentacles. A character with tentacles gains a +2 bonus to their Combat Skill and DEF when engaged in a wrestling attack or defending against one. Tentacles are also difficult to avoid in combat (opponent suffers a -1 DEF penalty).

Projection

Cost: 1 to 4 Points/Rank
Relevant Ability: Mind
Progression: Descriptive; see below

The character can project images that fools one or more senses. The Projection cannot be touched because it is not substantial. Closer inspection will usually reveal the Projection for what it is, which may cause it to disappear (GM's discretion). The GM may require a Will save to "see through" a Projection against a TN equal to: 10 plus the projector's Wisdom modifier plus the projector's Rank in Power Usage: Projection.

A Projection may be of a particular object or entity, or of a

complete scene (such as a furnished room or crowd). It may also be thrown over an existing person, scene, or object to make it appear different than it really is. A Projection that is untended is normally static, either remaining in one place or (if created over something) moving as the underlying object or entity moves. To give a Projection the semblance of independent activity (such as a projected image of a person who moves and speaks), the character must actively concentrate on manipulating the Projection, and perform no other actions.

For 1 Point/Rank the character can create Projections that can be detected by one sense, usually sight (sense must be determined during character creation). For 2 Points/Rank the Projections can be detected by two senses, usually sight and hearing. For 3 Points/Rank the Projections can be detected by three senses. For 4 Points/Rank the Projections can be detected by all senses. No matter how realistic the Projections, however, they can never cause physical sensations intense enough to inflict pain or damage. An image of a roaring fire may feel hot, and a character may believe that he or she is burning, but the fire cannot actually deliver damage.

A character can normally maintain only a single Projection at a time. To be able to maintain multiple Projections at once costs the character an extra 1 Point for every distinct Projection the character can sustain simultaneously after the first. Thus, "Projection Rank 3 (one sense, four Projections)" would cost six Points: three Points for Rank 3 (one sense) and three more Points for being able to sustain four Projections at a time. The GM can assume that a group of objects or entities in close proximity, such as a furnished room, a swarm of insects, or a horde of charging warriors, counts as a single Projection rather than several. If a character is already sustaining his or her maximum number of Projections and wishes to create another one, an existing Projection must first be dispelled.

The GM can adjust the TN depending on how familiar or unfamiliar the character is with the scene that is being simulated.

- Rank 1 The character can create small illusions, about the size of a single person.
- Rank 2 The character can create medium illusions, large enough for an entire room, or a large object like a car or elephant.
- Rank 3 The character can create large illusions that can cover a house-sized area.

Regeneration

Cost: 4 Points/Rank

Relevant Attribute: None

Progression: The character can regenerate 5 Life point each Turn/Rank

Characters with this Ability automatically heal their own injuries, whether the characters are awake, asleep, or unconscious. The character's Life points cannot exceed their original total. At higher ranks, the character's body will revive itself if "clinically" dead but not actually brain-dead (Rank 3+), repair massive trauma such as lost limbs or organs (Rank 6+), or restore the character if cut into several pieces (Rank 6+). The body cannot repair itself if it is blown to bits or disintegrated, however.

Resistance

Cost: 5 Point/Rank

Relevant Attribute: None

Progression: The character gains 1 Special Defense/Rank

A character with this Ability is resistant or completely immune to a specific type of uncommon ailment or injury, normally one whose effects are otherwise insidious in nature. Resistance can be acquired multiple times to represent a character who is resistant or immune to different kinds of attacks/events.

If a category is assigned one Rank, the character is partially resistant; for two Ranks, the character has complete or enhanced resistance. For ability to survive under harsh physical conditions,

see the Adaptation Ability. Several examples of Resistances and their effects are shown. The GM and players are encouraged to develop their own as well.

Table: Sample Resistances

Effect	1 Rank	2 Ranks
Ageing	Ages slowly	Does not age
Air/Oxygen to Breathe	Survive in low-oxygen environment	Does not breathe
Hunger	Need to eat once every 2-4 days	Never need to eat
One Type of Damage	+3 DEF	+6 DEF
Pain	Unwanted sensation is reduced	No pain is felt
Sleep	Sleep once every 3-7 days	Never need to sleep
Specific Attack Ability	+3 DEF	+6 DEF

The GM may also give the character a +1 bonus for every Rank he or she has in excess of the minimum Rank needed to create the Projection. For example, if a character with Projection Rank 5 decides to create a merely human-sized Projection (which needs only Rank 1), a +4 bonus applies. If the roll fails, the character's Projection has some subtle flaw in it; the character creating it may not be aware of this until someone else points it out, however.

Sixth Sense

Cost: 1 Point/Rank

Relevant Attribute: Mind

Progression: The character gains 1 Sixth Sense/Rank

Some characters have the ability to detect things that are hidden to normal senses or

technological sensors, while others have affinities for specific objects or people. Sixth Sense typically represents psychic or magical ability, but can also reflect trained and acute senses or divine intervention.

The character may sense one particular category of phenomena per Rank. The player should define the category with the GM's approval (Sixth Sense is very much a GM-defined ability). As a guideline, the character is automatically alerted when something his or her Sixth Sense detects is in close proximity (roughly 20 foot radius area). The GM may require a Mind Check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. In some cases, the GM may allow detection at greater distances if the source is very strong. The GM should give a bonus (+2 modifier or more) if the character is touching the source.

A character who specifically concentrates on using his or her Sixth Sense may gain more precise information on a successful Mind Check. The exact content of this information is up to the GM. If the check succeeds, the GM may provide the character with a few extra clues about the source such as "the magic is coming from those buildings over there" or "you sense the evil presence feels otherworldly... and hungry." If the check fails, the character will not gain any additional information unless something happens, such as the phenomena becoming stronger, or coming much closer. The GM should always try to use Sixth Sense to plant clues that make a story more exciting, but not allow it to short-circuit the process of discovery in a mystery plot.

Examples of phenomena to which the character may be sensitive include astral/ethereal beings, danger, Pocket Dimensions, electricity, elements, emotions, evil, illusions, interpersonal dynamics, magic, magnetics, paranormal nexus points, particular objects, places of power, psionics, spirits, telepathy, truth, virtue, or the use of specific Abilities or Disabilities.

Precognition and Post-cognition

Alternatively, Sixth Sense can be assigned to represent precognition and post-cognition — the ability to access visions of past and future events. This option is a GM-defined Ability, however, which allows him or her limit its application and scope within the campaign. For precognition and postcognition, the Ability's Rank reflects the maximum time difference between the present situation and a perceived future or past event (the higher the Rank, the longer the time difference). Low-Ranking character may only perceive events within minutes or hours of the current time; high-Ranking characters can extend this time to hundreds or even thousands of years. For either of these types of powers, the GM may want to consider modeling them on the Awareness Ability (pg. 8) where, you make a Mind + Sixth Sense Ranks check vs. a TN to determine if your character is able to view either the past or the future.

Skill Specialist

Cost: 1 Point/Rank

Relevant Attribute: None

Progression: Your character receives a +1 to a specified skill when dealing with specialized knowledge/Rank

This Ability can be applied to any of the Skills except for the Combat skill. When taken, you must list the specialized knowledge or training possessed by your character that is represented by this Ability. A character must have at least one rank in a skill before they can have a Skill Specialist that modifies that skill.

Examples: A character who is a rocket scientist with the Science skill with a score of +5 may have Skill Specialist (Science - Rocketry) +2. This means that when the character is trying to figure out a problem with a rocket's propulsion system, their skill score would be +7 instead of the base +5.

A character who is a soldier and who has the Military Science skill with a score of +4 is a real military history buff. By taking Skill Specialist (Military Science – Military History) at +3, their effective skill when dealing with a matter of military history would be +7.

Special Attack

Cost: 4 Points/Rank

Relevant Attribute: None

Progression: Your character possesses an attack that delivers 1d6 damage/Rank

Characters sometimes wield powerful offensive energies, such as electric zaps, magical fireballs, ki-powered martial arts strikes, or energy swords. Some characters, such as cyborgs or robots may have guns, missiles, or beam weapons built into their bodies.

A Special Attack should always be given a descriptive name such as "90mm Auto-Cannon" or "Raging Thunder Dragon Fist." Actually hitting something with the Special Attack requires that the character have the Combat skill (or Athletics at -3). The character's Ranks in Special Attack can be applied to the Combat skill roll as a modifier when your character is trying to hit someone or something.

Special Attack Extras

The following are extras that can be applied to your character's Special Attack. These extras make your character's Special Attack less generic, but they also make them more expensive. Each extra applied to a Special Attack increases the cost of by +1 per Rank. For example, one extra would give the Special Attack a cost of 5 Points/Rank instead of 4 Points/Rank.

The extras are:

- **Homing:** This allows the Special Attack to follow a special target, which you specify when the attack is first made. Anyone who is specified as the target of Homing Special Attack receives a -5 to their Defense score for the attack.
- **Bending:** This extra allows the Special Attack to go around corners or obstacles (but will not follow a target, that requires Homing, above). Each bend that an attack can make (up to 90° per bend) requires this

extra to be applied multiple times.

- **Area Effect:** Each time this extra is applied to your character's Special Attack, the attack is able to effect the area of a circle with a five foot radius. Each Area Effect increases this circle's radius by an additional five feet.
- **Delay:** With this extra you are able to delay when a Special Attack takes effect. The delay is stated when the attack is made. The determination of whether or not a Special Attack hits is made when the time has past. Typically Delays are of a Turn or two.
- **Deadly:** Each time this extra is applied to the Special Attack, the target's Toughness or Armor is reduced by 5 points. This does not make the Special Attack do more damage, it just makes targets less resistant to it.

With the GM's approval, Scale can be applied to your character's Special Attacks (see Scale pg. 25). If that is the case, then Scaled Special Attacks cost 9 Points/Rank (for Scale 1 or higher). Any Scale 0 Special Attack still only costs the base 4 Points/Rank. Apply the Strength Modifier for the Scale purchased to any damage from the attack.

Special Movement

Cost: 3 Point/Rank

Relevant Attribute: Body

Progression: The character gains 1 type of movement/Rank

This Ability is appropriate for characters such as non-humans, super martial artists or super ninja who may possess exotic ki-based abilities that let them perform unusual stunts like running over water, etc. The character may select one special movement ability for every Rank of this Ability. GMs may also develop a selection of other special movement abilities.

- **Cat-Like**

The character will take half damage (round down) from most falls and always lands on his or her feet.

- **Dimension Hop**

Upon a successful Mind Check against TN 20, your character can instantly travel between his or her home dimension to one other dimension, such as Heaven, Hell, an alternate Earth, the astral plane (the body is left behind), etc. Each time this method is assigned, the character can travel to another single dimension. The GM should determine if Dimension Hop is appropriate for his or her campaign. The GM is the final arbitrator over what dimensions are legal in the campaign's "multiversal" setting. Dimension Hop can also be defined as the power to travel through time. When traveling through time, the amount by which the roll misses the TN is the amount of time by which your character "misses" the target time, and the amount missed can be days, months or even years!

- **Light-Footed**

The character can skim over sand, snow, or ice at full speed.

- **Slithering**

The character can slither along the ground at normal walking/running speeds. This allows a character to move quickly while

maintaining a very low profile.

- **Swinging/Brachiating**

The character can swing through forests and cities (areas with natural or artificial structures above swinging height) using vines/ropes/webbing or simply his or her arms.

- **Untrackable**

The character never leaves footprints, tracks, or a scent when he or she walks or runs.

- **Wall-Bouncing**

The character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces (walls). For example, he or she can proceed down hallways or climb an alleyway between two buildings (bouncing from wall to wall).

- **Wall-Crawling**

The character can cling to walls or ceilings as though they were on the ground or floor. This counts as two Special Movement abilities.

- **Water-Walking**

The character can run over water as if he or she were on land. Speedsters often have this special movement. This counts as two Special Movement abilities.

- **Zen Direction**

When the character opens his or her mind to the natural world, he or she should always move in the "right" direction. The "right" direction is not always the desired direction, however.

Speed

Cost: 4 Points/Rank

Relevant Attribute: Body

Progression: Descriptive; see below

A character with the Speed Ability can do many things much faster than a normal character. Add the character's Ranks in Speed to the character's INI and when figuring initiative for any combat situations. Also, add half of the Ranks of this Ability (round down) to the character's Defense. For every two ranks of Speed, your character receives one Extra Action (as per the Extra Action Ability pg. 12). Ranks in Speed are a bonus to the character's base Move, but only when using this Ability. This would not be a permanent change to the character's Move score.

Many characters with Speed are encouraged to also purchase one or more Ranks in the following Abilities: Heightened Awareness, Massive Damage, Regeneration, or Special Movement. These Abilities do not come automatically with the purchase of the Speed Ability, and are often possessed by "speedster" characters.

Telekinesis

Cost: 4 Points/Rank

Relevant Attribute: Mind

Progression: Descriptive; see below

The character can concentrate on an object and move it without physically touching it. Telekinesis may represent psionic ability, magic, or some form of tractor beam. Characters with the ability to magically control a particular element (Earth, Water, etc.) may also use Telekinesis to

represent their particular ability.

A character using Telekinesis can lift an object or group of adjacent objects and move it at walking speed or manipulate it with the reflexes of a human hand. Telekinesis works over a close distance (up to about 15 feet) at full strength; effective strength declines by one Rank if used within a short range (up to 50 feet), or by two Ranks if used at medium range (up to 500 feet). Ranges multiply by 1,000 in space. The weight that a character can lift depends on his or her Rank, as does the degree of fine motor control.

The character can also levitate an object (or group of objects) and have it strike another person as if it were a short-ranged thrown weapon. The weight Telekinesis can lift is reduced by a factor of 10 when throwing an object hard enough to inflict damage. For example, a character with Rank 5 could lift up to 10 tons but could only throw objects weighing up to 1 ton. This is treated as a normal attack and thus can be negated by a successful Defense roll. Damage depends on the weight of the object hurled: 1d6 damage for an object weighing up to 2 pounds, 1d6+3 damage for up to 20 pounds, 2d6 damage for one up to 200 pounds, 2d6+3 damage for one up to one ton, and so on. The same damage applies to the object being hurled. If Telekinesis is used to directly crush or constrict a target, damage delivered equals 2 Points/Rank.

A character who uses Telekinesis to grab another person and throw him or her uses the same procedure, but this requires a successful Combat Skill check against a TN equal to the target's Defense roll. Accurately tossing an opponent so that he or she hits another target requires a successful to hit roll. If attempting to disarm a character with Telekinesis, the subject should be allowed a Body check against TN 12 + 1 per Telekinesis Rank to retain the weapon. If a character wishes to fly at speed exceeding 30 feet/round, he or she needs Flight rather than Telekinesis.

The base weight that a character can lift with Rank 1 Telekinesis is 2 pounds. Each Rank past the first is a x10 multiplier to that base weight. The multipliers are cumulative.

Telepathy

Cost: 1-3 Points/Rank

Relevant Attribute: Mind

Progression: Descriptive; see below

Telepathy is the classic psionic ability, and characters with ESP powers often possess it. Versions of telepathy may also represent other magical capabilities; demons who can tempt their victims often possess Telepathy, for example.

Telepathy costs 1 Point/Rank if its utility is quite restricted (for example, "only works with canines" or "only with close friends"). It costs 2 Points/Rank if its utility is somewhat restricted (for example, "only with humans" or "only with beasts"). It costs 3 Points/Rank if it has universal utility.

This Ability allows the character to read and transmit thoughts, and at higher Ranks, to actually "invade" a person's mind and probe their memories or alter their thoughts. Telepathy normally works only if a subject is in sight, or can be otherwise perceived (touched, heard, etc.). If the subject is beyond normal perceptions, mental invasion is impossible, while transmitting thoughts, reading

surface thoughts or sharing the subject's sensory impressions only works if that particular subject is someone the character is close to, such as a parent, sibling, long-term co-worker, close friend, or lover.

A subject cannot detect a telepath reading thoughts or sensory impressions unless he or she has the Telepathy or Mind Shield Ability at an equal or higher Rank. If so, he or she can choose to block the telepath (or attempt to block it with the Mind Shield), in which case the only way to get through is via mental invasion. A subject should always be aware of a mental invasion (although a non-telepath may not understand exactly what is going on).

Rank 1 The character can, by concentrating, use mind reading to pick up the "loud" surface thoughts of a particular subject. A "loud" thought is something about which the subject is thinking hard or that has a very strong emotional content. The character can also transmit a single feeling, such as "fear" or "love" to another person.

Rank 2 The character can, by concentrating, use mind reading to pick up the ordinary surface thoughts of a particular subject. The character can only read what a person is actually thinking at the time. Two telepaths can communicate with one another at conversational speeds by reading each other's thoughts. The character can also transmit a word, simple image, or simple concept (like "flower" or a person's face) to a non-telepath on which he or she concentrates. It requires an entire round of concentration to convey one concept, which makes telepath to non-telepath communication slow.

Rank 3 The character can, by concentrating, pick up a single subject's surface thoughts and sensory impressions (i.e., see through a subject's eyes, feel what he or she feels, etc.). The character can choose to edit out some senses if desired. Alternatively, the character can concentrate and read "loud" surface thoughts from 2-6 people. The character can transmit sub-vocalized speech to a single non-telepath at normal conversational speeds or send a single powerful image or word to 2-6 people.

Rank 4 The character has the same capabilities as at Rank 3 Telepathy. In addition, he or she can invade another person's mind. This counts as an attack, and if the subject is unwilling or unaware, the character should enter Mind Combat with him or her. If the subject is willing or loses the mental combat, the telepath can probe his or her memory for information he or she needs. The character should also instinctively read "loud" surface thoughts of anyone he or she touches (unless deliberately blocking the ability) without any need for concentration. The character can transmit thoughts at conversational speeds to 2-6 people at a time, simultaneously.

Mind Combat

Mind combat is a special type of conflict that uses the Telepathy Ability to forcibly invade another's mind. This mental conflict, however, is a clashing of two psyches, each struggling to subdue the other — it is akin to two people getting into a mental fist fight. Mental combat can become lethal if either person begins tearing down neural pathways, erasing memories, or destroying brain cells. Physical strength does not play a role in this battle, only the power of the mind. Each turn of mind combat covers the same amount of time as one turn of physical combat.

Mind combat can only be carried out once mental contact has been established, usually using the Telepathy Ability. Once two minds have touched, the initiator of the contact may withdraw at any time. Alternatively, physical damage to the initiator or perhaps use of an appropriate Item of Power can break the contact. For the target to break unwanted mind contact, the player cannot initiate any other actions for one round and must make a successful Mind check against a TN of 15 plus the attacker's Telepathy Ability Rank. If the check is successful, the aggressor is forced from the character's mind and the mind combat ends immediately.

If any character in mental contact forfeits all physical actions for the round, he or she can attack through mind combat. A successful attack requires the player to make a successful Mind check against a TN of 12 plus any bonuses from Mind Shield or other appropriate abilities. The GM has the option of modifying the TN should the attack be particularly easy or difficult.

The psychic damage of a successful attack is equal to the attacker's Ranks in the Telepathy Ability. The damage is removed from the target's Life points. However there is no actual damage that occurs to the target, this "damage" is purely for the purposes of determining the mental "status" of the target. If a character is ever reduced to or below zero Life points while in mind combat, his or her mind has been broken and is now at the mercy of the opponent. The victor can end the character's life, search through memories, plant powerful

suggestions, erase thoughts, or simply render the character unconscious. Any changes to a character's mind (other than death) will remain until reversed by another character skilled in the Telepathy Ability. The GM should decide exactly how this must be accomplished. Role-playing a character whose mind has been altered is challenging but can also be very rewarding when played with consistency.

A telepath who wishes to alter a target's mind after winning a mind combat battle must spend a great deal of time to alter it. Minor changes such as removing unimportant memories or implanting unessential false memories can take a couple of hours. Massive changes, such as instilling (or removing) a prejudice or phobia, rebuilding a large portion of the target's memories, or similar large scale remodelling should take days to complete. Characters may rush the procedure, if pressed, but there is a risk of the alteration failing over time. The target may notice a gap in his or her memory and question what happened, or a personality adjustment (new phobia, for example) may weaken over time. If the character wishes to perform a change quickly, the character may perform minor changes in a matter of rounds while the character can accomplish massive changes in about an hour.

When a character attempts to alter a target's mind, he or she must make a Focus Skill check against a TN appropriate for the extent of the change; 12 for minor changes, 18 for major changes, 24+ for massive changes. The GM may increase the TN further if the alteration is particularly severe or drastic. The character's margin of success determines how long the modification lasts, measured in years if the character took his or her time with the procedure or measured in days if the character rushed things. GMs should make this Skill check secretly and not inform the player of the result unless it is a failure — he or she will not know how long the change will hold, only that it has occurred or not.

The Mind Shield Ability provides a bonus to the character's attempt to resist mind combat and mental alterations, as well as Armor against mind combat damage.

Teleport

Cost: 5 Points/Rank

Relevant Attribute: Mind

Progression: Descriptive; see below

Teleport enables the character to transport him or herself instantly from place to place without crossing the intervening space. It is a common ability for psionic anime characters and not unusual for sorcerers and various super humans.

Teleporting is only possible if the character has visited the intended destination or can clearly see or otherwise sense the destination (possibly through the Heightened Senses or Sixth Sense Abilities). The GM may allow characters to teleport to unknown destinations (such as "100 yards up" or "to the other side of the door"), perhaps for an additional 1 or 2 Character Points total. Accidentally teleporting into a solid object may be fatal or simply cause a failed teleport at the GM's option.

A character can carry anything while teleporting that he or she could normally carry.

Teleporting is much quicker than any other means of travel (Flight, Space Flight, etc.), however, it is often risky. In order to teleport beyond the "safe distance" of your character, make a Mind Attribute check against TN 15 (Ranks of Enhanced Intellect can modify this check). Failure means the character ends up in the wrong place (GM option) and his or her power "burns out" or "malfunctions" for hours or days.

When Teleport is first assigned, the GM may ask the player to decide if velocity (speed and direction) is conserved during travel. Alternatively, the character might adapt velocity to each Teleport individually. In many campaigns, the effects of velocity should simply be ignored.

The distance that your character can teleport

is determined by the number of Ranks in this Ability. The base distance (given by Rank 1) is 5 miles, with a safe distance of 30 feet. Each additional Rank is a cumulative x10 modifier to these distances.

Tough

Cost: 2 Points/Rank
 Relevant Attribute: Body
 Progression: +1 to TGH/Rank

Possessing this Ability increases the Toughness of the character, allowing him or her to withstand more damage in combat. The character permanently gains one additional die (1d6) of points to their Life Points, when this Ability is taken. This is a one time only bonus.

GMs should probably not allow *just* the Toughness bonus from this Ability to have Scale applied to it. The character will rapidly become complicated as everyone tries to remember which of the character's Toughness is which Scale and is affected how. Only apply Scale to the character's *total* Toughness, after any bonuses from this Ability have been applied to it.

Unique Ability

Cost: 1-5 Points/Rank
 Relevant Attribute: Varies
 Progression: Descriptive; see below

This Ability covers any abilities not detailed in the rules. Often a single Point is sufficient to give the character "flavor," but more Points can be allocated to enhance the effects on game play and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Attribute possesses.

The GM should assign a Point cost per Rank based on how the Attribute compares to other Attributes and how useful it is. In general, an Attribute that is somewhat useful in the game should cost 1 Point/Rank, one that is very useful should cost 2-3 Points/Rank, and one that is extremely useful should cost 4-5 Points/Rank (or more).

- Rank 1 The Attribute has little character or game effect.
- Rank 2 The Attribute has a moderate character or game effect.
- Rank 3 The Attribute has a large character or game effect.
- Rank 4 The Attribute has a major character or game effect.
- Rank 5 The Attribute has an extreme effect on the character or game.
- Rank 6 The Attribute has a primal effect on the character or game.

Water Speed

Cost: 2 Points/Rank
 Relevant Attribute: None
 Progression: Descriptive; see below

A character with Water Speed can float and travel on or under water. The character can swim on the surface at high speeds and dive underwater for brief periods by holding his or her breath, or indefinitely if he or she has the Adaptation (Underwater) Ability. To survive the pressure associated with deep diving, the Adaptation (Pressure) Ability must also be

assigned. Also, depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character. A character without Water Speed can still swim but much more slowly (about 2 mph).

You character has a base water speed equal to their Move. This is what Rank 1 of Water Speed gives to your character and each Rank past the first doubles your character's water speed. It is important to note that without this Ability, your character's swimming speed would be one half of their Move.

Scale

Scale works in a manner that is similar to Abilities, but in a way that is different enough for it to warrant its own section within the rules. Scale can potentially be the most complicated part of these rules. However, like the rest of the *Open Core Quick* system rules, it is easy to master and opens up a wealth of possibilities for your characters and campaigns.

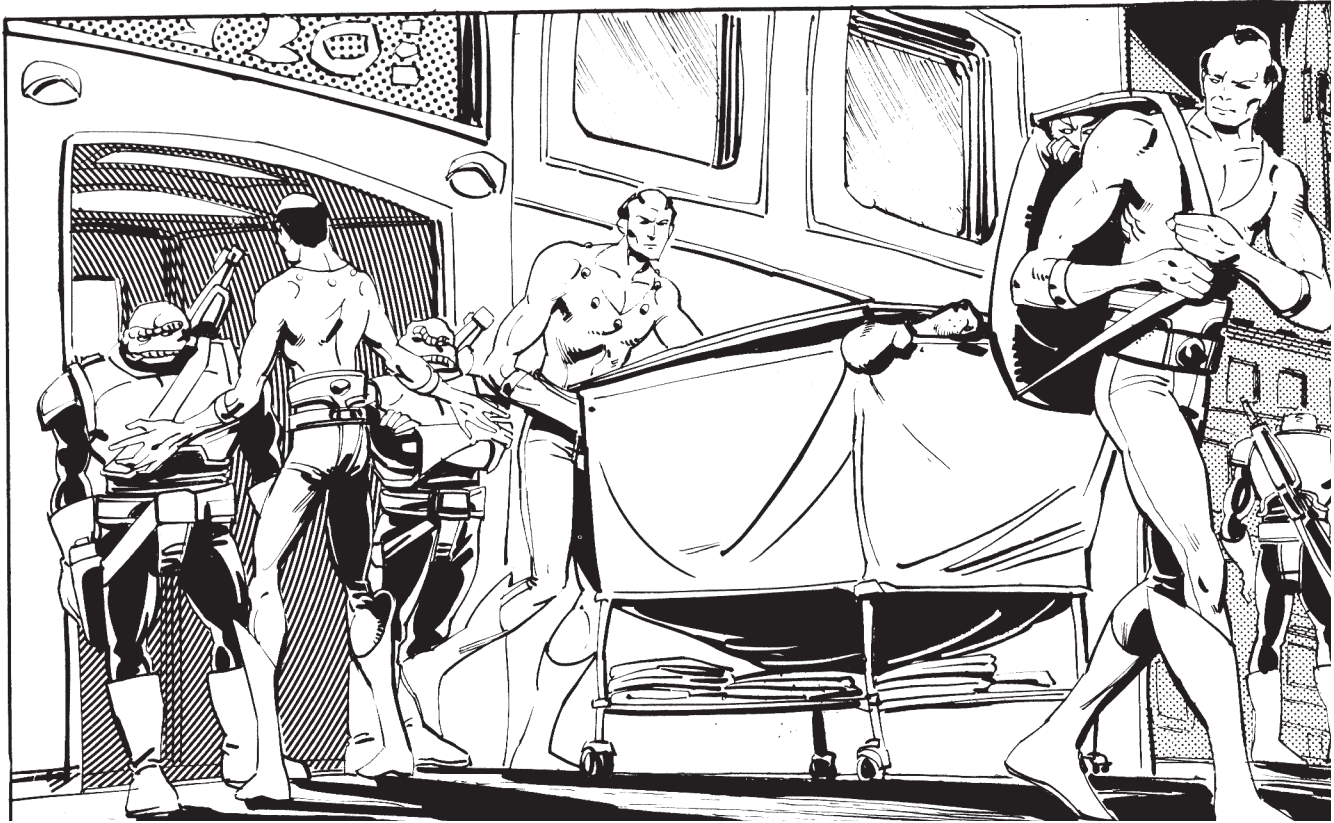
Scale is a simple way to simulate those characters, weapons and vehicles that are, simply put, not on the same "scale" with each other. Whenever a super human fights against a normal human, or when a super human attempts to fight against an enormous extra-dimensional being, Scale allows these two characters to work on the same rating system but at the same time be on different power levels (different of course from the Power Level rules for characters on pg. 3...those are not effective by Scale).

Some campaigns will have characters (or animals, monsters, etc.) with traits beyond the human norm. In particular, characters with Strength and Speed well above or below the human range are common in role-playing games. Examples include giants, superheroes, pixies, aliens, ogres, intelligent rabbits, robots, etc. Humans are of Scale 0, unless some other race is the game-world norm. (i.e., if all the PCs are playing pixies or giants. In these cases, the PCs' race is Scale 0, and humans would be a different Scale.) Non-human races can have a positive or negative number for Scale, depending on whether they are stronger (or bigger or faster) or weaker (or smaller or slower) than humans.

Designer's Notes: Scale

Scale is where the *Open Core Quick* system gets complicated. However, this complication goes away with a little bit of practice. Stop and make sure that you read this section of the rules a bit more carefully than you would any other part of this game, just to make sure that you understand the basics of how Scale works in the *Open Core Quick* rules.

In a "real world" context, a good example of how Scale works would be a person (Scale 0) killing a mosquito (say Scale -10). This allows us to keep the basic "scale" of the Attributes in the *Open Core Quick* system (which is 1-10) **and** at the same time allow that basic "scale" (I know that keeping Scale with a capital "s" and scale with a lower case "s" is probably one of the things making this explanation complicated) to cover all of the potential shapes, sizes and creatures that can be produced under these rules. Without these Scale rules, the Attribute scale could very easily stretch from -100 all the way up to 100 (or 1,000 or more) just to cover all of the potential possibilities of character and creature types. And then how exactly do we know what is the



“average” score? Is it 3, 5, or even 10? And is that the average score for humans, horses, tanks, or bloody-thirsty Orcs?

No, that isn’t very simple at all.

With the Scale rules, we are able to say that an Attribute score of 3 is our “average” or “normal” score, while 10 represents the maximum optimum potential. Then, Scale is applied to that. First, the GM needs to determine what the “average” race or species would be in a campaign setting. For most campaigns, and the default assumption of this ruleset, humans are the average and are therefore the Scale 0 default species. The great thing about the flexibility of *Open Core Quick* and Scale is that this can easily be changed for a campaign that is about ants, bunnies, or even the legendary giants of fairy tales.

Scale ties a lot of different concepts together, but as long as you and the GM have a clear understanding of how it applies to a character, creature, or object it can become very simple. At its fundamental, Scale represents the strength and durability of your character. A Scale 3 character is stronger and tougher than a Scale 0 character, and a Scale 9 character is stronger and tougher than both of those other characters put together. Not only does the Scale 9 character do a lot more damage to the Scale 0 character (see below for a more detailed example of how Scale works in combat) but because of that greater strength, the toughness of the Scale 0 character is not quite as tough when facing that Scale 9 character.

In addition to representing greater strength and durability, the Scale of a character also represents the overall size of your character as well. If the “average” in a campaign is a 6’ tall male, then a Scale 3 male would be 21’ in height and a Scale -2 male would be 3’ in height. To determine this, simply multiply the average height by the Mass Multiplier for the particular Scale.

Strength and Mass

Strength Scale can potentially represent a number of things. In a campaign with super beings, it can represent the between a normal human and a super-powered alien visitor given superior strength and durability by their tougher genetic structure. Each “Rank” of Scale represents a multiplier of $\times 1.5$. So, a normal human is the above example is Scale 0 and has a Body of 5 (roughly average) so his damage with a punch would be 5d6. A “low-powered” super-human with a Scale 1 and a Body of 5 would still do 5d6 points of damage with a punch, but the final total of damage would then have the $\times 1.5$ Scale multiplier applied to it. So, in this example, if the super-human did 15 points of damage with his punch, the final result would be 22.5 (rounded up) for 23 points of damage. Not a large amount of difference at this level, but when the Scale differences between two characters or objects is greater it will be much more noticeable. Whenever applying the Strength Multiplier to damage, always round up to the next whole number.

The Mass Multiplier is applied to the Toughness of a character, to represent a more massive and stronger character. So, a character who is Scale 2 who has a Toughness of 6 has an adjusted Toughness of 8. This can rapidly add up. A character can also have differing Scales for Strength or for Mass, if the GM allows. Whenever applying the Mass Multiplier to damage, always round off any fractional results.

An important thing to remember when dealing with a combat between two (or more!) people or vehicles of differing Scales, when someone or something with a higher Scale is attacking someone or something of a lower scale,

the Strength multiplier becomes a divisor to the Toughness of the defender. Continuing with the above example, the Scale 1 super-human punches the Scale 0 normal human, who has a Toughness of 5. The super-human's Strength Multiplier of x1.5 becomes a divisor to the human Toughness of 5, making it a Toughness of 3 (rounded off). Suddenly, those 23 points of damage done by the punch of the super-human look a lot more potent!

Another important thing to remember during combat between that the damage from any attacks against a higher Mass Scale are reduced by the Strength Multiplier of that Scale before they are applied to the character or vehicle. Scale works both ways, always making characters and vehicles of a higher Scale tougher opponents against those of a lower Scale.

Whenever characters, vehicles, or whatever the combatants may be are on the same Scale (regardless of what that Scale may be) they should all be treated as if they are Scale 0. No multipliers should be applied to damage or to Toughness.

Scale Table

Scale	Multipliers	
	Strength	Mass
-11	0.01	0.13
-10	0.02	0.16
-9	0.03	0.2
-8	0.04	0.23
-7	0.06	0.28
-6	0.1	0.3
-5	0.15	0.4
-4	0.2	0.5
-3	0.3	0.6
-2	0.5	0.7
-1	0.7	0.8
0	1	1
1	1.5	1.2
2	2.3	1.4
3	3.5	1.7
4	5	2
5	7.5	2.5
6	10	3
7	15	3.5
8	25	4
9	40	5
10	60	6
11	90	7.5
12	130	9
13	200	11
14	300	13
15	450	15
16	650	18
17	1000	22
18	1500	27
19	2500	32
20	4000	38
21	6000	44
22	9000	51

Cost of Scale

Scale is basically purchased in the equivalent of "ranks," like Abilities are purchased. Each Scale costs 5 Character Points to purchase. This is only for Scale that applies to a character's Strength. You can also use Scale for characters that are larger or smaller than human size (assuming 6' as the average male height and 5'6" for an average female) by applying the Strength Multiplier for that Scale to the height of the character. There are Disabilities that can effect the height of the character, and these are applied *before* any Scale multipliers. Using Scale for height costs 3 Character Points per "rank" of Scale.

Disabilities

Disabilities are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Disabilities serve as an excellent and often comical role-playing opportunity. They only impede your character to a limited extent and are not intended to totally negate his or her many abilities.

By taking a character Disability you can gain up to two (or occasionally more) Character Points (CP) to increase Attribute Scores or Abilities Ranks, or select additional Abilities. The number of Points you receive is directly proportional to how much the Disability hinders your character; Disabilities that do not inflict a significant disadvantage (such as a weakness to bullets made from the earth of planet Neptune) are not worth any CP.

It is recommended that you assign two to five Disabilities to a Character.

Tapping Disabilities

Tapping Disabilities is an optional rule, and not for all play groups. This rule helps to spread the narrative control of a campaign between the GM and the players. Not all players are comfortable with this active of a level of play, and that is why this rule is optional.

Tapping a Disability is a method to allow you and the other players input in the GM's scenario. Disabilities are primarily considered by some to be a way in which to gain additional Character Points, but by using this optional rule Disabilities can become a method for you and the other players to take an active part in telling the story of the campaign.

Obviously this requires a GM with the flexibility to be able to quickly work with potential scene editing by the players. When Tapping a Disability, you are suggesting scenes to the GM for a session. These scenes spotlight your character in some manner, through the framework of your character's Disabilities. Tapping Disabilities also requires that the players *want* to take an active part in shaping the campaign and their character. This rule will not work as effectively in games where the players are more passive, or are not as comfortable with asserting themselves within the campaign. This has to be an all or nothing proposition for the group, if not all of the players are comfortable with taking this active role in things, it is not fair to those who would not be if more active players are allowed to use this rule.

Each of your character's Disabilities may be Tapped once, potentially, per session, and only once per session. Besides the benefit of actively participating in the campaign's story you also



receive a number of temporary Action Points for your character. When a Disability is Tapped you receive for your character a number of temporary Action Points equal to the amount of Character points that your character gained when the Disability was taken during character creation.

These Action Points gained through Tapping are only temporary and expire at the end of a game session if not used during the session. Action Points gained in this way can never be carried over to the next session.

Example:

Sean's character, Mega-Man, has the Nemesis (2 CP) and Significant Other (1 CP) Disabilities. Thinking that he wants a confrontation with his character's arch enemy, since it has been a while since the villainous Nega-Man has been brought up in the campaign, Sean decides to ask the GM if he can Tap his Disabilities this session. At the beginning of the session, the GM ask if anyone want to Tap the character's Disabilities. Sean says that he wants to Tap Mega-man's Nemesis and Significant Other Disabilities. He adds that his idea is that Nega-man could kidnap Mega-Man's girlfriend, Kristen Scott.

Looking over his notes for the game session the GM determines that be moving things around slightly he can accommodate Sean's subplot during the session. He notes that Sean has Tapped those Disabilities and give Sean three temporary Action Points for the session.

It is suggested that the GM have a period at the beginning of each game session to ask the players if any of them wish to Tap

their character's Disabilities. This allows the GM to be able to accommodate the suggested subplots of the players.

The GM may ask to commute a player's subplot to the next session, if for some reason it will not fit in with the current session. If this is the case, the Action Points that would be received are also commuted to the next session. However, the player does receive two temporary Action Points for the current session in return.

It is important to note that when your character's Disabilities come up normally in play, such as an Impulsive character recklessly jumping into combat or another dangerous situation, is not the same as Tapping that Disability to enhance the narrative of th campaign. These uses of Disabilities do not garner the temporary Action Points.

Tapping Disabilities is away for you, the other players, and the GM to be able to make the campaign much more collaborative in its focus and allowing you and the other players to have more input into how the stories of the campaign are told. This can be a bit daunting at first, particularly with some inexperienced players, but with time and practice everyone in the group can find that this adds extra dimension and fullness to ongoing games.

It is not required that you (or any of the other players) Tap your character's Disabilities every game session, as it may, at times, disrupt the flow of the campaign or even be inappropriate at times. For example, if the campaign has the

characters stranded on a desert island, Tapping your character's Duty Disability to have him foil a bank robbery would be inappropriate to the session. In cases of inappropriateness, the GM has the ability to outright veto a subplot, or to ask you to come up with something more appropriate to the situation.

Disabilities List

Achilles Heel

The character loses twice as many Life Points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver for werewolves. It could also reflect the character's nature such as a robot taking extra damage from water (as it causes short circuits), or an alien's weakness to weapons from his or her home planet. The GM must approve any Achilles Heel Disabilities. A character may have an Achilles Heel to either a common, uncommon, or rare attack form (in the context of the campaign).

- 1 CP The attack form is rare.
- 2 CP The attack form is uncommon.

Bane

A character with the Bane Disability is vulnerable to an otherwise non-damaging substance such as water, sunlight, or a specific element, material, or object. The Bane should relate to the character's background or powers in some way. For example, a fire demon's bane might be water, while myths indicate that a vampire suffers damage when touched by a crucifix.

The character suffers damage if his or her skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one's reflection, hearing the noise of a church or temple bell, or having the Bane in close proximity), the damage is halved. Alternatively, if the Bane only affects the character when ingested, the damage is doubled. Finally, the damage rating assumes that the Bane is common, such as water, sunlight, steel, or wood. If it is less common such as a holy symbol, Buddhist scripture, or rare element, the damage is also doubled. If it is even more rare, such as one particular artifact, the damage may be tripled or quadrupled.

- 1 CP The Bane causes minor damage (1d6/round of exposure).
- 2 CP The Bane causes moderate damage (2d6/round of exposure).

Blind Fury

Under specific conditions selected by the player (and approved by the GM), the character will enter a state of unbridled anger. While enraged, the character will furiously attack the closest person, whether that individual is a friend or foe. Once that person is defeated or flees, the berserk character will attack the next closest "threat." Examples of conditions that might initiate Blind Fury include: receiving a certain amount of damage, sight of blood, a specific sound or smell, being outnumbered in combat, seeing a friend in mortal danger, confrontation with a specific opponent, etc.

The character can only return to a normal

emotional state under another specific condition. This return could involve a Willpower save, or could be an automatic reversion. Examples of return conditions include: no opponents in the vicinity, a specific calming technique performed by an ally, solitude, injection of a particular drug, being knocked unconscious, etc.

- 1 CP Initiating the Blind Fury is difficult; reverting to normal emotional state is easy.
- 2 CP Initiating the Blind Fury and reverting to a normal emotional state are both moderately difficult.

Concentration

The character must concentrate while using a specific Ability that functions over a period of time; it does not apply to Abilities with an instantaneous effect. If the character's concentration is interrupted voluntarily or by an outside event, the Ability ceases to function.

- 1 CP The Ability requires slight concentration. The character can still perform other non-combat actions, but cannot engage in combat or use other Abilities that also require Concentration.
- 2 CP The Ability requires intense concentration. The character can move at a slow speed and talk with others while using the Ability, but cannot perform any complex actions or use any other Ability.

Cursed

A Cursed character has likely offended a great being of power in his or her past, or is the direct descendent of someone who did (Curses often pass through bloodlines). The Curse can take a near limitless number of forms, but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM.

- 1 CP Your character suffers from a slight disadvantage.
- 2 CP Your character suffers from a moderate disadvantage.

Famous

The character is recognizable by many people, and thus it is difficult for him or her to keep secrets or maintain a private life. Journalists and photographers may hound the character regularly, and report his or her actions on television, in newspapers, and on websites. While being Famous may have some privileges (preferred seating at restaurants, daily special treatment, etc.), it is a significant disadvantage for a character that maintains a secret identity (such as a super hero).

- 1 CP Your character has regional fame.
- 2 CP Your character has national fame.

Inept Attribute

In some aspect of one of the two Core Attributes, your character is less capable than the Attribute's score would show. Your character may be less graceful or dexterous, less personable

or less intelligent than others. In these situations, your character receives a penalty to all Attribute and Skill checks.

- 1 CP Your character receives a -1 to related Attribute and Skill checks.
- 2 CP Your character receives a -2 to related Attribute and Skill checks.

Ism

Ism is discrimination based solely on one particular aspect of a character. Examples of Ism include: ageism, elitism, racism, sexism, or discrimination based on education, species, genetics, sexual preference, occupation, religion, physical features, etc. The players and GM are strongly encouraged to discuss these contentious discrimination issues, and their role in the game, before play begins.

- 1 CP Your character experiences a small degree of discrimination.
- 2 CP Your character experiences a large degree of discrimination.

Marked

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Disability does not apply. Characters who are obviously non-human (robotic, demonic, alien, etc.) in a setting where most people are human (or vice versa) would also have the Marked Disability. In a standard high-fantasy setting, none of the typical races (dwarves, elves, halflings, etc.) have this Disability.

- 1 CP The mark is easily concealable because it is small or in an inconspicuous location.
- 2 CP The mark can be concealed, but this is difficult because it is large or in an obvious location.

Nemesis

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival such as someone competing for the favor of the character's boss. The Nemesis could also be personal; for example, a thief may be pursued by a cop who devotes his or her existence to putting the character behind bars. The Nemesis may even be a romantic rival such as someone chasing the same person the character is pursuing.

The Nemesis should be someone who makes the character's life difficult frequently (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much, but one whom they cannot avoid. An overbearing parent who lives at home is an example of this. If for any reason the Nemesis is defeated or goes away, the GM should create another Nemesis, unless the player also wishes to use Power Points gained through advancement to eliminate the Disability permanently.

- 1 CP The Nemesis is merely annoying and/or interferes infrequently.

2 CP

The Nemesis may actively try to harm the character and/or interferes frequently.

Not So Tough

The character is less durable than his Attributes would otherwise suggest. This Disability is appropriate for characters with a "glass jaw," or those who succumb to physical trauma easily. Your character may not have this Disability if it would reduce his or her Life Points below 1.

- 1 CP Your character's Life Points are decreased by 5 Points.
- 2 CP Your character's Life Points are decreased by 10 Points.

Owned

Free will has little meaning for a character who is Owned by a corporation, government, crime ring, or other organization or individual. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, technology, or just highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the owning body.

- 1 CP The organization has partial ownership of the character; the character is subject to slight punishment for opposing the owners.
- 2 CP The organization has significant ownership of the character; the character is subject to moderate punishment for opposing the owners.

Phobia

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

- 1 CP The character has a slight phobia or one that is encountered infrequently.
- 2 CP The character has a moderate phobia or one that is encountered frequently.

Physical Impairment

The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) limbs, loss of speech, constant sickness, nagging injury, problem with one of the senses, severe headaches, an android that requires frequent repairs, etc. The player and GM should discuss the problems and limitations associated with the impairment.

- 1 CP The impairment is a slight inconvenience to the character.
- 2 CP The impairment is a moderate inconvenience to the character.

Psychological Impairment

The character has a psychological impairment that makes aspects of daily life more challenging. Possible impairments include: memory loss, depression, mania, attention deficit disorder, shyness, compulsive disorders, etc. The player and GM should discuss the problems and limitations associated with the impairment.

- 1 CP The impairment is a slight inconvenience to the character.

2 CP

lifestyle.

The nightmares occur frequently and have a moderate effect on the character's lifestyle.

Red Tape

The character must negotiate his or her way through a complicated bureaucracy in order to accomplish tasks. This Disability is often associated with characters who are members of law-enforcement organizations or similar government agencies that require paperwork. A large criminal organization, however,



- 2 CP The impairment is a moderate inconvenience to the character.

Recurring Nightmares

When the Recurring Nightmare Disability haunts a character, he or she has trouble sleeping at nights and functions at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else such as a prophetic vision or warning. The nightmare may not occur every night but it will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player to create.

- 1 CP The nightmares occur infrequently and have a slight effect on the character's

may also require a character to receive permission from several levels of bosses before undertaking certain high-profile jobs. It is not unusual to have some sort of Red Tape Disability applied to the Connections Ability.

Red Tape also includes whatever measures the character must take "after the fact" to appease the organization to which he or she belongs. For example, a cop may need to fill out a report every time his or her weapon is fired or may have to follow a complicated series of steps to obtain a search warrant. A criminal may be required to pay a percentage of his or her take to the local crime boss or face some very strict penalties.

- 1 CP The Red Tape only impedes the character before or after a major action (but not both) and/or the Red Tape is easy to manage most of the time.
- 2 CP The Red Tape impedes a character both before and after a major action, and/or is difficult to manage most of the time.

Sensory Impairment

One or more of your character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive, and may apply a -4 penalty on checks to notice things with that sense. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the character's status after benefiting from any technological aids such as eyeglasses or hearing aids in the setting. For example, if a character has a hearing aid but is still hard of hearing, he or she has Sensory Impairment (Diminished Hearing, 1 CP). In a setting where a hearing aid was unavailable or could not correct his or her particular impairment, he or she would have Sensory Impairment (Deaf, 2 CP) instead.

- 1 CP Your character has a diminished primary sense (such as short-sightedness or being hard of hearing), or has lost a secondary sense (such as taste or smell).
- 2 CP Your character has completely lost a primary sense (sight or hearing), or has two diminished primary senses, or has completely lost multiple secondary senses.

Significant Other (S.O.)

A character with this Disability has someone for whom he or she must go to any lengths to keep safe from harm, even at the risk of his or her own life. The S.O. should be a regular fixture in the campaign. A one-night stand, or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure his or her safety and well-being. Examples include spouses and steady boy or girl friends, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close co-workers (such as a cop's partner). It is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 CP but is treated as a 3 CP Disability by the GM in terms of the frequency with which it affects the game.

- 1 CP The S.O. is rarely placed in grave danger and appears infrequently.
- 2 CP The S.O. is often placed in grave danger and appears frequently.

Skeleton in the Closet

The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death. The number of CP gained from this Disability is based on the severity the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with an appropriate Disability or Disabilities worth at least as many CP as Skeleton in the Closet. Skeleton in the Closet is inappropriate for most Flunkies and Servant characters.

- 1 CP The Skeleton is difficult to discover, and/or

the consequences of discovery are slight, and/or the character's reputation will be impacted slightly.

2 CP

The Skeleton is relatively easy to discover, and/or the consequences of discovery are moderate, and/or the character's reputation will be seriously impacted.

Unique Disability

This Disability covers any and all possible Disabilities that a character might possess but are not detailed in the rules. The boundaries and limitations of the Disability should be discussed with the GM.

1 CP

The Defect occurs infrequently and/or has a slight effect (-1 to Skill or Attribute).

2 CP

The Defect occurs frequently and/or has a moderate effect (-2 to Skill or Attribute).

Vulnerability

The character has a critical weakness to a specific object, environment, thought, activity, or condition. When in close proximity to the Vulnerability, it can temporarily strip the character of some of his or her Abilities (GM determines which Abilities are affected). The Vulnerability should only affect the character rarely, however, since it impacts him or her so severely.

1 CP

The character's accessible Ability Ranks all drop by up to 2 Ranks when affected by the Vulnerability.

2 CP

The character's accessible Ability Ranks all drop by up to 4 Ranks when affected by the Vulnerability.

Wanted

The character is wanted by the law, a powerful criminal, or private organization that has placed a price on his or her head. Being Wanted is different from having a Nemesis; there is no single person devoting his or her life to annoying or hunting down the character. The character will need to conceal his or her identity or move around regularly to avoid having complete strangers calling the police or pursuing the character (depending on the circumstances).

1 CP

The incentive to hunt the character is minor. For example, he or she may be wanted on outstanding warrants, but there may be no actual reward posted, or the reward is fairly small.

2 CP

The reward, contract, or other incentive offered to hunt the character is significant.



Action Points

Action Points (abbreviated as AP) allow player characters (and important NPCs) to receive bonuses when performing dramatic or heroic actions (see *Using Skills*). By using Action Points, players can have their characters pull off amazing stunts and heroic feats, such as jumping off of a cliff, avoiding an explosion, or even dodging a gunshot or arrow! Rather than relying on a random chance as dictated by the dice, players can create their character's successes when they need them most!

All starting characters begin play with four Action Points. A character can gain more Action Points by attempting dramatic and heroic actions. Players can be awarded additional Action Points by the GM at any time during a game. Generally, Action Points are awarded for attempting dramatic and heroic actions. GMs can also award additional Action Points for role-playing and anything else they deem appropriate. Action Points are not the only award that players will receive. There are improvements to be purchased and Disabilities to be eliminated using Experience Points as well (see *Experience Points*).

A character can save Action Points from one game session to the next, but never more than 3. If a character has more than 3 Action Points but does not use them by the end of the game session, they are lost. GMs should not be stingy with Action Points, and players should use them as often as possible, especially in cinematic style games.

What Action Points Can Do

Left For Dead

When your character is reduced to the negative total of their Life points, by any means, you may spend one Action Point to avoid your character being killed outright. A character who is left for dead appears dead to a casual observer, though he or she still has a chance of recovering. If your character does not receive some sort of aid within a number of turns equal to their Body score, they will die.

With Panache

Spending an Action Point may accomplish any Skill or Attribute check automatically and with panache — good for impressing members of the appropriate sex, and possibly avoiding injury in the case of dangerous actions. The GM may veto this use of Action Points for actions with a Target Number higher than 24. The GM may disallow this option for combat.

With Great Luck

A player may spend one Action Point to alter a die roll to be an automatic success or failure, as desired. The die roll can be either one the player makes, or one the GM makes that directly concerns the player's character.

Mighty Blow

Rather than rolling the damage dice on any successful hit or damaging attack, you can elect to declare a Mighty Blow, at the cost of one Action Point. A Mighty Blow always deals the maximum possible damage. This includes any bonus damage, such as give by the Massive Damage Ability, and any multipliers for the Scale of attacks.

Just A Flesh Wound

A player may spend two Action Point to declare that wounds aren't as bad as they first looked. This allows the character to recover 2d6 worth of Life Points, but only if damage was taken in combat within the current session. This does not apply to damage taken previously by the character.

With Great Skill

A player may spend two Action Points to get a result of Attribute + Skill + Modifiers +4 on any one dice roll, whether in a combat or a non-combat situation.

Pushing It

At a cost of one Action Point, you may double your character's ranks in any one Ability, for a duration of one turn only. The Ability chosen must be one that could be reasonably increased through sheer effort of will and determination. Almost all Abilities are fine for this, but those that rely on external objects, like Item of Power or most types of Armor can be vetoed by the GM.

Dramatically Important

A GM-set number of Action Points can be spent to ensure a favorable coincidence during play. Any use of Action Points in this manner is always subject to GM veto, of course. For example, if the PCs are in a maximum security prison, perhaps one of the guards turns out to be the cousin of one of the PCs — and lets them escape! Or the captain of the fishing boat rescuing the PCs turns out to be someone who owes a favor to one of them, and is willing to take them out of his way to help them out... And so on. This can also be used to add a favorable prop or item to an area, to give the character a hint with a clue, or whatever sort of favorable action that the GM and the player work out.

This option should cost a lot of Action Points, except in certain genres where bizarre coincidences are the norm. It is recommended that this option cost no less than 5 Action Points.

Taking Action

When the heroes get into a fight, the game "slows down" and is played in Turns. Each Turn represents 3 seconds in "game time." As a default, each character in an *Open Core Quick* game can attempt one Action in each Turn. After all of the characters (including both heroes and bad guys) has acted, the Turn ends and a new Turn begins.

At the beginning of each Turn, all players roll 1 die and add the number rolled to the Initiative score (the GM rolls for any non-player characters, such as bad guys or "extras" in the scene who are involved in the fight). This is called "rolling for initiative" in *Open Core Quick*. The character with the highest

"initiative" total goes first. If two characters have the same initiative total that Turn, then the character with the highest Body Attribute goes first. If they are still tied, the characters act at the same time.

Actions

Unless your character has one Rank or more in the Extra Actions Ability, each character can perform one action in a Turn. Typically it is only during combat when the accounting of Turns and Actions should be worried about. Any time outside of combat, the GM should just let the dictates of the story tell the time.

The Actions that a character may perform are listed below.

Offensive Actions

Attack: Use any type of attack (punch, firing a gun, swing a sword, and so on). Roll 3 dice + Body + Combat Skill. If the total is equal to or higher than the target's Defense, the attack hits the target. Roll for damage, any damage that is greater than the Toughness of the character is subtracted from the defending character's Life Points. At zero Life Points, the character is greatly in danger of dying.

Grab: Grab a person or object; your Combat Skill roll is at -2, and your character's DEF is at -2 this Turn.

Throw: Throw a person or object (-4 to the Skill roll if the object isn't made for throwing).

Defensive Actions

Block: Stop a hand-to-hand attack. The Target Number is equal to the total of the attacker's Skill roll (Body Attribute + Combat Skill + 3 dice). If a character performs a Block, the player may roll to block any unarmed or melee until the hero's next Action.

Dodge: Add +3 to your character's Defense for this Turn; your character may not attack this Turn.

Movement Actions

Change Stance: Your character can change from laying down to kneeling or standing up, and vice versa. Your character may take one other non-movement action.

Move: Move up to your character's Body score in meter/yards, plus take one other non-movement action.

Run: Move up to 2 x your character's Body score.

Sprint: Move up to 3 x your character's Body score; your hero's Defense is 10 (i.e., you cannot add the hero's Body score to Defense).

Social Actions

Bluff: A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments.

Gather Information: By succeeding at a Social check (TN 12) and spending 1d6+1 hours

passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood.

Type of Information	TN
General	12
Specific	15
Restricted	18
Protected	21

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

Negotiate: Your character can attempt to reach compromises and relay information without offending the recipient.

Persuasion: Using one's voice, logic, expression, body language, or some combination, to influence others. Persuasion can be in the form of an intimidating glare, a boastful challenge, batting one's eyes (seduction), stroking a cheek (consolation), grasping the handle of one's sword in a threatening manner, or invoking the name of one's superior (or even God).

Sense Motive: This action allows your character to avoid being bluffed (see Bluff above). Sense Motive does not, however, allow a character to determine whether a given statement is a lie.

Other Actions

Other Action: Any other single action that the GM lets your character perform. In a super-hero game, this could be your character giving a monologue or other inspiring speech.

Hold Action: Your character is waiting to act and may take an action on any initiative number below the initiative number rolled. If a hero is holding an action and then wants to act before another character on the same initiative number, the player must roll the hero's Body + 3 dice. If the total is higher than the other character's Body + 10, the hero may act first. Otherwise the hero acts after the other character has acted.

Doing Damage

If your character is using their strength (Body Attribute) to attack, then roll a number of dice equal to the Body Attribute score for punching damage. For kicking damage add one die to that total.

The total rolled on the dice is the amount of damage caused by the attack.

Taking Damage

When a character is hit by an attack, they can subtract their Toughness from the points of damage taken in the attack. Any left over damage points are subtracted from the hero's Life points. Any Ranks of the Armor Ability (pg. 7) can also

reduce the amount of damage done to your character.

When a hero has no Life points left, the hero is knocked out or dead (the GM decides, depending on the type of attacks that caused the damage or other circumstances).

Knock Back

When your hero gets hit, he or she may get knocked back. If the total damage rolled for a successful attack (before subtracting any points for Toughness or Armor) is greater than the hero's Body + Toughness, the hero is knocked back 1 meter/yard or knocked down in the same spot (GM's choice based on the circumstance). For every 5 points of damage beyond the character's Body + TGH, the character is knocked back 1 extra meter/yard.

Recovering Lost Life Points

Characters can recover lost Life points at the end of a fight. Any Life points lost because of "stunning" (i.e., blunt and non-lethal attacks, such as from punches) are fully recovered after the end of the fight. Life points lost from lethal attacks (such as gunshots, stab wounds or laser blasts) are recovered at a rate equal to the character's Body Attribute score per day.

For a more cinematic feel to a game, the GM may allow characters to recover lost Life points from non-lethal injuries during a fight. Characters recover a number up Life points equal to 2 x their Body Attribute score at the end of every fourth Turn.

The Environment

Sometimes your character will encounter hazards of an environmental nature. This section outlines rules for those types of situations. Some consider these to be the most important rules in a role-playing game, to the point where a game is not considered complete without them. Not everyone agrees with this but this is why this section have been included in these rules.

Falling

The amount of damage suffered from a fall depends on the falling object's velocity when it hits the ground. Damage suffered from a fall is 1d6 for every 2 meters of velocity.

Falling objects gain 10 meters of velocity per second. This is broken down on the chart as an increase of 2 meters/second for every 2 meters fallen. The maximum velocity of a falling object in the Earth's gravity is 60 meters per second. This is referred to as "terminal velocity."

Falling damage is Blunt/Lethal damage. Characters may subtract their TGH from any damage sustained before subtracting it from their LIF.

To determine the amount of damage suffered from a fall, simply find the total distance fallen on the first column of the *Falling and Velocity Table*, then read across that row to the "Random Damage" column. Alternatively, GM's may use "flat rate" damage for falls to speed things up a bit.

Mary's character has fallen off the roof of a 6-story building. The GM determines that 6 stories is roughly equal to 24 yards. The GM consults the Falling and Velocity Table and looks at the

“Distance Fallen” column until he finds “23-26.” Then he reads across that row to the “Random Damage” column and sees that a 24-yard fall will inflict 9d6 of damage on Mary’s character, who will hit the ground after falling for two seconds (less than a full turn). The GM picks up nine dice and suggests to Mary that she review the rules for using Action Points to avoid damage.

A quick way to estimate damage from a fall is to determine how many seconds long the character is falling and multiply that number by 5, with a maximum of 30. This is the number of dice of damage that the character will suffer when he hits the ground.

Falling and Velocity Table

Distance fallen(m/y)	Velocity (m/y/sec)	Random Damage	Flat Rate Damage	Time (Seconds)	Notes/Examples
1-2	2	1d6	3	1	6-foot ladder
3-4	4	2d6	6	“	1-story building
5-6	6	3d6	9	“	2-story building
7-8	8	4d6	12	“	
9-10	10	5d6	15	“	5-story building
11-14	12	6d6	18	2	
15-18	14	7d6	21	“	Mature Oak tree
19-22	16	8d6	24	“	
23-26	18	9d6	27	“	
27-30	20	10d6	30	“	10-story building
31-36	22	11d6	33	3	
37-42	24	12d6	36	“	
43-48	26	13d6	39	“	
49-54	28	14d6	42	“	
55-60	30	15d6	45	“	20-story building
61-68	32	16d6	48	4	
69-76	34	17d6	51	“	
77-84	36	18d6	54	“	
85-92	38	19d6	57	“	
93-100	40	20d6	60	“	Statue of Liberty
101-110	42	21d6	63	5	
111-120	44	22d6	66	“	Giant Redwood tree
121-130	46	23d6	69	“	
131-140	48	24d6	72	“	
141-150	50	25d6	75	“	
151-162	52	26d6	78	6	
163-174	54	27d6	81	“	
175-186	56	28d6	84	“	
187-198	58	29d6	87	“	
199-210	60	30d6	90	“	Terminal velocity.*

* Terminal velocity (maximum velocity when falling). Increase time by 1 second for each additional 60 meters/yards (or fraction) fallen, but do not increase damage. For objects other than falling objects (e.g., thrown objects, vehicles, etc.), add +1d6 for each additional 2m/s of velocity.

Asphyxiation and Drowning

Conscious characters can hold their breath for (10 x BODY) turns before suffering any negative effects. This number is halved for characters performing even moderately strenuous activity, such as swimming, fighting or otherwise exerting strength. After this time has elapsed, however, the character suffers stunning damage each turn.

The amount of stunning damage sustained depends on the character’s level of activity. A passive or calm character suffers 1 point of stunning damage per turn. A character exerting

himself suffers 2 points of stunning damage per turn. TGH is not subtracted from this damage.

If a character’s LIF is reduced to 0 due to stunning damage, he is unconscious. If an unconscious character continues being deprived of breathable air, he suffers 1d6 damage per turn. Characters who lose all their LIF to lethal damage due to the lack of breathable air have suffocated or drowned. Treat death from drowning as one single Serious wound, with successful stabilization (i.e., a successful First Aid or Physician skill roll) restoring the character’s LIF to one-half its previous level (prior to the “death”).

The Elements

Exposure to the elements can inflict damage on an unprotected character, and prolonged exposure can kill a character.

To determine how much damage an element inflicts, determine its severity, then consult the table below.

All damaging elements can use the same table, as it is abstract in nature. The effects of harsh elements is the same, in game terms; only the special effect differs. Elements that can be damaging in *Open Core Quick* are not limited to Wind, Fire, Electricity, and Radiation. There are, of course, many other possibilities depending on the type of campaign being run.

Element Damage Table

Severity	Damage	Examples
Mild	1d6 per game day	Stranded in desert
Moderate	1d6 per game hour	Sandstorm, blizzard
Strong	1d6 per game minute	Extreme cold, mild electric shock
Severe	1d6 per turn	Fire, strong electric shock, mild radiation
Extreme	1d6 per game second	Strong radiation

Experience

As characters finish each session and (presumably) accomplish the goal set forth for them, whether it be to rescue a falsely imprisoned person, capturing or eliminating an enemy unit, saving someone’s life or safeguarding a secret message to the King, the characters should earn Experience Points (EP). Unlike many role-playing game systems, the *Open Core Quick* system does not award experience solely for achieving tactical or combat successes. Being entertaining to the rest of the gaming group or strong role-playing in a session can also gain a player’s character experience to spend on improvements or changes.

Awarding Experience Points

Character improvement is the primary method for the GM to express his opinion on how the players are doing. There are many ways to quantify success; goals achieved, excellent role and character playing, even contributions to the background of the world. The number of experience points to award to characters will vary from adventure to adventure. Some GMs will also award experience for mapping or other record-keeping duties, character sketches,

or other contributions to the game as a whole. Here are some guidelines for GMs to help determine how much experience points to award at the conclusion of an adventure.

Experience Point Awards

Description	EP
Base experience point award for an adventure	1
<i>The adventure was...</i>	
...Short (one game session)	+0
...Long (two game sessions)	+1
...Very long (three or more sessions)	+2
<i>The adventure ended...</i>	
...successfully	+1
...unsuccessfully, but with a chance for the PCs to fix things next session	+0
...unsuccessfully with no chance to fix things	-1
<i>The character performed a dramatic or heroic action or speech that...</i>	
...Added enjoyment to the game*	+1
...Accomplished a team goal*	+1
...Presented serious risk to the character*	+1
<i>The player...</i>	
...Contributed a major plot element	+2
...Contributed a minor plot element	+1
...Developed a character background	+1
...Contributed a particularly entertaining moment	+1

In addition, it is suggested that GMs allow all of the players in a session to vote for a role-playing award that goes to the one player that the rest of the group decides did a particularly good job of role-playing or advancing the campaign during a session. The role-playing award can be an additional 1-3 experience points for that session. The GM should take care to make sure that this does not just become a popularity award amongst the players. Each player should vote in secret (at the end of the session but before everyone has a chance to gather everything and leave) and the GM may also decide that if a player wins this award in one session that they would not be eligible for it in the next session.

This award is good because it empowers the players to award at least part of the experience that is given out for a session, and it takes some of the arbitrariness out of things so that experience awards can be perceived as unbiased by the group of players.

Spending Experience Points

Some players will want to scrimp and save for a big character improvement. Others will spend a point here and there just to spend them and improve some small bit. Either of these extremes is probably the wrong approach. In the best games, players should mix long-term and short-term goals, putting points into less expensive abilities while saving others for larger steps.

Characters can increase existing skills, increase existing abilities, and under certain conditions develop completely new skills and abilities. Which of these a player decides to



pursue also determines how you proceed. The costs for using experience points to improve the character are the same as the starting costs, 1 EP = 1 Attribute Score point, 1 EP = 5 Skill Points, and the per rank costs to increase Abilities do not change.

With the permission of the GM, players can use experience points to “buy off” Disabilities that the character may have. The cost to buy off a Disability is the same as the number of character points that were received for that Disability during character creation. Characters who receive Disabilities during play do not receive any additional Character or Experience Points for those Disabilities.

Most games will have a starting skill maximum. For this example we will use +5. No character can buy a skill higher than +5 at the start of play. This will also be the training skill maximum. That is, no character will be able to take advantage of instructor led training past +5. After that all progression and improvement will only be through experience within the course of the game.

GMs may also wish to limit the way experience is spent to abilities that are *used* or specifically studied in the game. A rule of thumb would be that if the character did not use a skill or ability that session, then that skill or ability cannot be improved. Some GMs will find this too restrictive.

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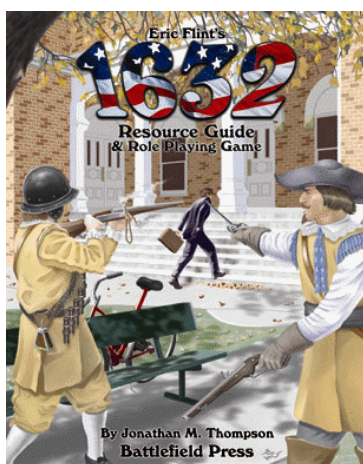
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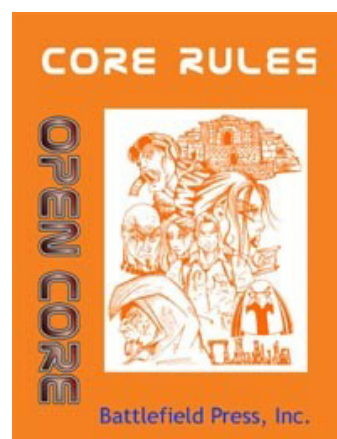
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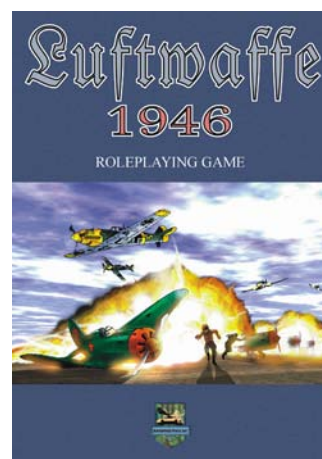
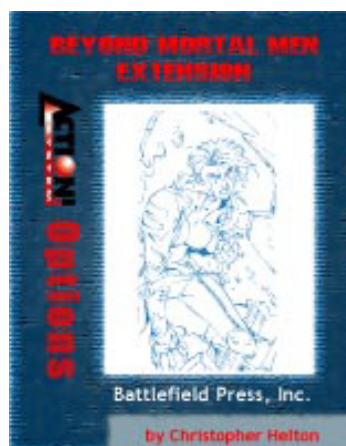


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