

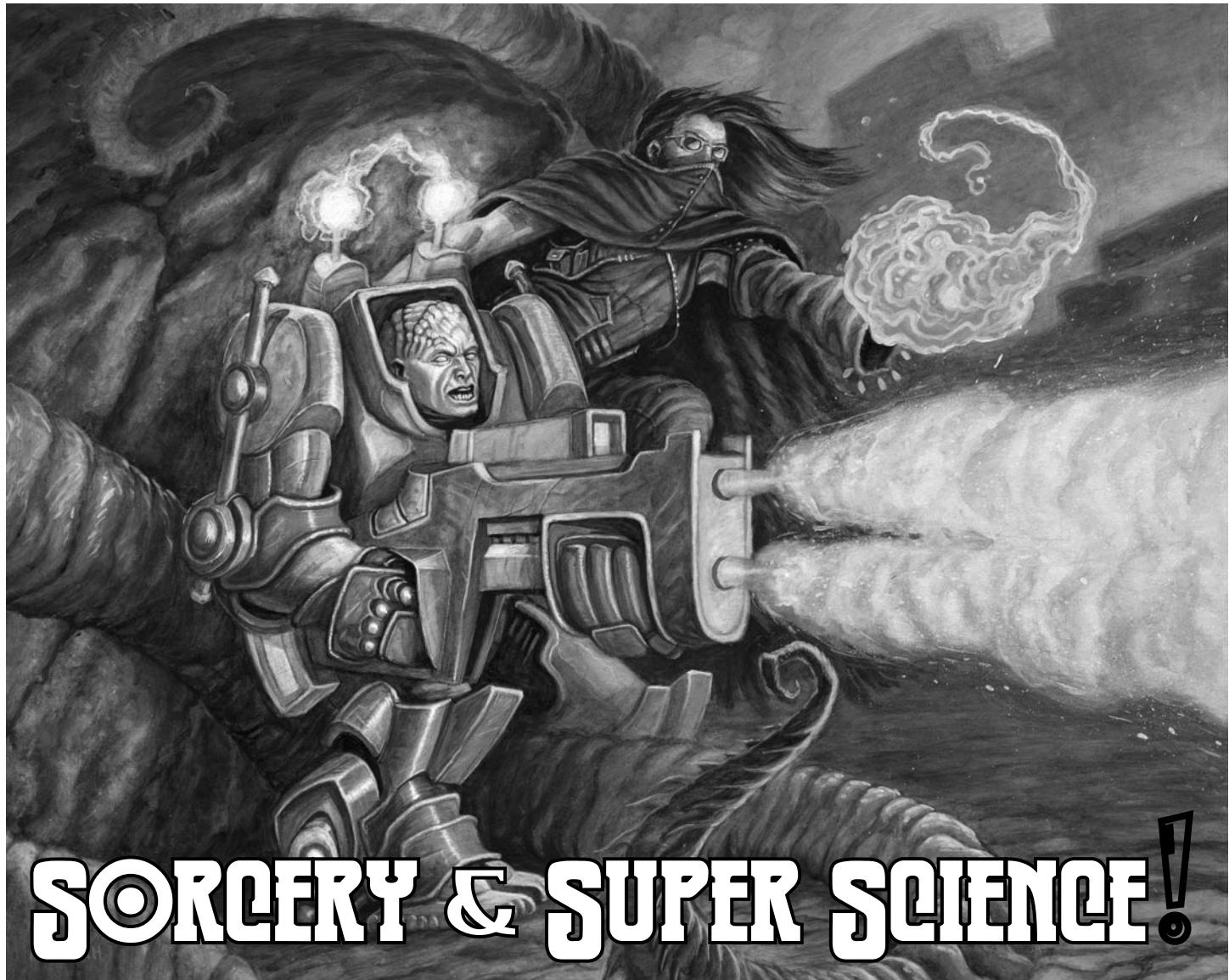
SORCERY! & SUPER SCIENCE!



Post-Apocalyptic Role-Playing!

EXPEDITIOUS RETREAT PRESS

After the cracking of the moon and before the rise of Atlantis the world was a place strange to the thoughts of honest men. The death throes of science amid the birth of magic sculpted new generations of conquerors who strode the lands forging civilizations of steel, sinew, and sorcery from the decrepit hulks of the ones that fell before. Tyrannical wizards, amoral super-scientists, charismatic catalysts, and multifarious mutants battled for wealth, power, and honor. It was ten thousand years of barbarity; ten thousand years spent in the shadowy shells of past glories, hiding from horrible creatures that scratched and skittered for blood; ten thousand years of tyranny and injustice, ten thousand years of



SORCERY & SUPER SCIENCE!

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For information and discussion of Sorcery & Super Science (along with other Expeditious Retreat Press products) stop by the blog of the same name and if you want more gaming material visit www.YourGamesNow.com for more Sorcery & Super Science in PDF form.

TABLE OF CONTENTS

The Floating Dice System	2
Creating Characters.....	3
Combat	19
Using Fortune.....	20
Equipment.....	21
Artifacts	33
Creating Items	35
Creating Artifacts	38
Creatures.....	39
Under the Shattered Moon.....	45

Welcome to Sorcery & Super Science! This role-playing game is set in our world, but hundreds of years after a terrible apocalypse collapsed technology's primacy, replacing it with mutation and sorcery.

In 2112, time unhinged due mad experiments into the nature of the universe, and the world as we know it changed. Objects and people from the past and the future appeared with little apparent reason beyond some strange coincidence. The changes sparked panics and chaos. Plague, war, and famine soon followed. The explosions that rocked the moon bases were the final straw, and the few Earth-bound survivors looked upwards to find that even the moon itself was shattered, cracked like the civilizations that had always gazed upon it.

Out of the ruins new peoples developed; mutants of human, animal and even plant stock now toiled next to a few remaining pure humans who developed the art of sorcery, or some say, redeveloped. Spirits that had invisibly coexisted with humanity could now be made flesh and defeated; forcing their essences into artifacts of mystical power. But such power corrupts, and sorcerers that once assisted their fellows in the struggle against the perilous new world turned evil and domineering, becoming foul wizards.

Eventually stability, of sorts, was achieved. Communities could look beyond mere subsistence to develop new networks of trade. Out of this development arose a new world, a world where the remains of the old served as building blocks for the new; where advanced technology exists next to primitive, where super scientists use their knowledge to repair and create valuable tools for trade, health, and combat, where mutants pit their powers against the terrors under the shattered moon, and a world where catalysts, people of uncanny luck and durability, use panache and a good left hook to prove their points superior.

It is a dangerous world, but you are dangerous people.

THE FLOATING DICE SYSTEM

Conflicts in Sorcery & Super Science are resolved using the floating dice system. In this system there are no defined difficulties - the success or failure of any action is based upon the relationship between the PC and the task. Sorcery & Super Science uses a multitude of dice when rolling these conflicts- 4, 6, 8, 10, 12, 16 and 20-sided. If you don't have a d16 handy, 2d8 will work in pinch.

Most conflicts are ability conflicts: tasks that are successfully performed based upon a primary ability of a PC measured against the primary ability of an NPC or against the difficulty of an action. There are seven primary abilities ranging in value from -4 to 20. A rank of 0 is considered the lowest human rank and a rank of 8 is considered human maximum. The majority of people fall within the 1 to 3 range. Such is considered average, with 2 being the most typical rank.

In a primary ability conflict, the PC's ability rank is added to the NPC's ability rank. This addition determines what die is rolled to resolve the conflict and determines the target number for success. For example a PC with a rank 4 ability is in conflict with an NPC who also has a rank 4 ability. Adding the rank values (4+4) results in an 8. Thus, 8 is the die rolled (a d8) and the target number for success is also 8. The player would then roll a d8 and add the PC's rank 4 ability to the roll and any result of 8 or better is a success or even a greater success.

The terms greater success and success are used throughout Sorcery & Super Science. When rolling conflicts, a result that is equal to the number needed or 1 point greater is termed a success while a result that is 2 or more points higher than the highest number on the die is termed a greater success. A 10-11 is a success on a d10, while a 12 or above is a greater success. On a d8, a success is 8-9, and a greater success is a 10 or higher and so on.

Dice determination is always rounded down if the sum of both numbers is not equal to 4, 6, 8, 10, 12, 16, or 20. For example, a d12 is rolled for a conflict between a rank 8 and a rank 5, a d6 is rolled for a conflict between a rank 4 and a rank 3, a d16 is rolled for a conflict between a rank 9 and a rank 10 and so forth. The d4 is the lowest die that can be rolled and any totals resulting in less than 4 result in rolling a d4.



Some conflicts may result in die totals greater than 20. In these cases roll a d20 + the next appropriate die to determine the outcome. For example, two legendary warriors engage in battle. They both have a Combat 12, resulting in 24 as the sum of their abilities. This means they should roll a d20 and a d4 when engaging in their conflict. To continue with another example, a Combat 12 and a Combat 17 would result in rolling a d20 and a d8, as you always round down to the nearest die, even when rolling high-powered conflicts. In addition, as abilities can also be negative numbers, some conflicts force the use of Fortune for any success chance. Fortune and its uses will be discussed later.

The following list provides many examples of the different types of conflicts you'll find in Sorcery & Super Science. Some terms in the examples will be unfamiliar, but as you read through the rules further, these terms are explained. If there's something you don't understand right now, just be patient, they will be explained later. The list is rather long, but that's to drive the system mechanic home (it's quite a bit different than what we gamers are used to) and to show that there are many different ways to use the single mechanic.

Example of a Conflict (combat): A character is trying to hit an NPC in hand-to-hand combat. The character has a Combat 4, while the NPC has a Combat 2. The GM adds the two abilities involved in the conflict to determine how difficult it is to succeed. In this example the total of Combat 4 and Combat 2 is 6. That means that the character trying to hit the NPC will roll his attack roll on a six-sided die. If he rolls a 6 or higher after adding his Combat rank to the roll, he will have hit the NPC. The same is true for the NPC who also needs a 6 or higher to hit the character, but who only adds his Combat of 2 to the conflict. In this example, the player has a significant advantage in the fight.

Example of a Conflict (difficulty): A character is trying to climb a cliff. The GM offers the player the choice to use either Strength or Agility for the conflict, and the player chooses Agility as the character is more dexterous than strong. The character's Agility is 4 and the cliff has a difficulty rank of

8 for a Strength climber, but only a difficulty rank of 6 for an Agility climber. Luck is on the side of the player! An Agility 4 and a difficulty of 6 results in a 10, so a d10 is rolled. The player rolls a d10 and adds 4 to her roll. If the sum is 10 or higher the character successfully climbs the cliff.

Example of a Conflict (skill set): A character is trying to remember what ancient Detroit was famous for in order to guess a password protecting a sealed factory. The character has a History of the Ancients (Advanced) 3 skill set. The GM determines that the question requires an advanced threshold, which the character possesses, and is has a difficulty of 6. The player's 3 and the difficulty of 6 results in a d8 roll. The player rolls a d8 and adds 3 to the roll. A result of 8 or higher is a success. If the character only had History of the Ancients at the (Basic) or (Intermediate) threshold, he would automatically fail because the question was above his skill set threshold.

Example of a Conflict (covert): A character is trying to sneak her way past some guards. These guards have been told to allow no one passage and are on high alert, so the GM determines the difficulty at 12 and there's also a -3 to the roll. The player chooses to use her Reason 4 ability to logically determine the best way through the guarded area. A Reason 4 and a difficulty of 12 results in 16, so a d16 is used. If the result of the roll after applying the -3 modifier is 16 or greater, the guards are unaware of the character sneaking past their post.

Example of a Conflict (sense): A character is trying to find a hidden passageway. The GM offers the player the choice to use either Reason or Intuition for the conflict and the player decides to use his Reason 3. The passageway is a Reason 6 or Intuition 4 normal sense conflict (as opposed to an extraordinary sense conflict). A poor choice on the player's part, but what's done is done. A Reason 3 and a difficulty 6 result in a d8 roll and an 8 or higher results in locating the hidden way. Had the hidden passage only been detectable through a sense not available to the normal character (say it had an infrared heat signature), it would have been an extraordinary sense conflict, and the player would automatically fail if he does not possess the Heightened Senses power at the Advanced or Ultra thresholds.

Now that all the examples are done, let's shorten the floating dice system to the following 5 steps:

1. PC ability (or skill set) rank+ NPC ability (or task difficulty) = target number and what type of die rolled
2. If the target number isn't a die, round down until you hit a die to roll (13 becomes d12, 18 becomes d16)
3. If the target number is 24 or greater, use multiple die instead of a single die.
4. PC primary ability + rolled die result => target number (success) or < target number (failure)
5. If a success is 2 greater than the target number, it is termed a greater success.

That's the floating dice system! That's the core mechanic, and all conflicts in Sorcery & Super Science are resolved in this way. Notice how in the examples the GM can determine the difficulty of different conflicts based upon what ability is used by the PC. The GM can also throw in modifiers to the roll with -'s making success harder and +'s making success easier. Note that because the system uses a target number it is possible to make success impossible for a PC by making a large enough minus. Since 2 is average human rank, a modification of -3 or greater means that, on average, a normal human cannot succeed at the task. However, Fortune (this concept will explained later) can always be spent to allow even such difficult tasks a chance of success.

It is highly recommended that as you read the rules, you return to this section for additional guidance.

CREATING CHARACTERS

To create a character, first roll for your primary abilities, and then select your race. After that choose a destiny, and customize your skills. Then dice for mutations or spells and whispers. Finally, roll highlights from your character's past and voila - you're ready to test your mettle under the shattered moon. There is a character sheet at the end for your use.

ABILITIES

To create a character's abilities, first roll 1d6 for each of your 7 primary abilities in the order below, and then use those to determine your secondary abilities. If you'd like, you can move your ability scores around by subtracting 2 from an ability in order to add 1 to a different ability. A lenient GM may even allow you to arrange your scores as you wish as opposed to taking them in the order rolled. At character creation, the maximum you can have in a primary ability (before applying racial modifiers) is 6, and the minimum is 0. Human dead-average is 2, so you can see that your character will probably be above average survivors in a dangerous world.

Combat, Agility, Strength, and Fortitude are physical abilities while Reason, Intuition, and Willpower are mental abilities. Abilities can be reduced via temporary or permanent injuries. Temporary ability loss is regained at the rate of 1 point per month while permanent ability loss cannot be regained.

Combat (C): The measure of a character's expertise in combat. When kicking, punching, stabbing, evading or otherwise fighting in close quarters as well as shooting, or throwing a weapon at range, this ability determines the success or failure of the attack. When you fight, you use Combat.

Agility (A): The measure of a character's dexterity. When balancing, catching an object, or otherwise employing physical nimbleness outside of combat, this Ability determines the success or failure of the action.

Strength (S): The measure of a character's physical power. When lifting heavy objects, throwing a heavy object a specified distance, or otherwise engaged in activities relying on physical power, this Ability determines the success or failure of the action.

Fortitude (F): The measure of a character's physical stamina and robustness. When attempting to hold one's breath, resist sickness, overcome toxins, ignore fatigue, keep from dying, or otherwise engage in strenuous tasks, this Ability determines the success or failure of the action.

Reason (R): The measure of the character's intelligence. When attempting to invent, solve a problem, learn, or otherwise use smarts, this Ability determines the success or failure of the action. A Reason of -4 indicates non-sentience.

Intuition (I): The measure of the character's intuition. When attempting to sense danger, spot something, make a hunch, or otherwise work on instinct rather than analysis, this Ability determines the success or failure of the action.

Willpower (W): The measure of the character's mental strength. When dealing with magic powers, issues of willpower, or otherwise using powers of the mind, this Ability determines the success or failure of the action.

In addition to primary abilities, there are secondary abilities whose values are mainly determined by the primary abilities.

Ego: This secondary ability is a measure of the mental or spiritual punishment a character can suffer before dying. This secondary ability is a numerical score that is decreased as the character takes mental or spiritual damage. This secondary ability's starting value is calculated by adding up the values of Fortitude, Reason, Intuition, and Willpower and multiplying the total by 2. Ego is regained every day in an amount equal to the Willpower of the creature, with a minimum of 1 per day. Unconsciousness occurs at 0 Ego, and death is not far away. If 0 or a negative number results when determining Ego, the ego of the creature is 1.

Health: This secondary ability is a measure of the physical punishment a character can suffer before dying. This secondary ability uses a numerical score that is decreased as the character takes physical damage. This secondary ability's starting value is calculated by adding up the values of Combat, Agility, Strength, and Fortitude and multiplying the total by 2. Health is regained every day in an amount equal to the Fortitude of the creature, with a minimum of 1 per day. Unconsciousness occurs at 0 Health and death is not far away. If 0 or a negative number results when determining Health, the Health of the creature is 1.

Fortune: This secondary ability is a measure of the character's ability to use luck, training, and/or experience to influence the present. This secondary ability's starting value is calculated by adding together the values of all of the character's primary abilities and multiplying the total by 2.

Creatures that do not possess a destiny (most non-player characters and creatures) only possess half the Fortune of player characters. Fortune is regained everyday in an amount equal to the lowest primary ability rank of the creature, with a minimum of 1 point per day. If 0 or a negative number results when determining Fortune, the Fortune of the creature is 1. Fortune and its uses are further detailed in the Using Fortune section.

Movement: This secondary ability is a measure of how fast the character can move in both mph as well as in feet per 6 seconds (one turn). All player characters move at 5 mph and 44 feet per turn (5/44) for player characters. Characters can move at twice that speed (10/88), but moving at such speed is tiring and may result in conflicts as determined by the GM. Players move at 0.1 normal speed when swimming or climbing.

RACE

Breaking time has no subtle effects. The most obvious is that there are almost no pure humans left under the shattered moon. Almost every homo sapiens sapiens has turned into a mutant of some kind while many animals and even some plants have developed the sentience that once was the exclusive purview of humanity. Today they are collectively known as muties. The few true humans that remain have greatly changed as well, for they all hear voices in their heads: voices of the dead.

HUMAN

There are very few pure humans left under the shattered moon, and all of them possess the sorcerous arts. All sorcerers must be human, and all humans must be sorcerers, so if you want to wield magic under the shattered moon, this is the race for you. Humans possess the following:

- It Always Works: Humans have no chance of failing a racial tech conflict.
- I Hear Dead People: Humans are always sorcerers.
- Ability Modifiers: Humans gain +1 to Intuition and Willpower.

MUTATED HUMAN

The majority of muties (roughly 75% or so) are mutated humans. Mutated humans may be hardly indistinguishable from a pure human, but most are obviously mutated individuals. Mutated humans possess the following:

- Ancestral Gift: Mutated humans add +10 to their power threshold rolls when dicing for powers.
- Damn It: Mutated humans possess a low chance of racial tech failure: -2 to racial tech failure conflicts.
- Ability Modifiers: Mutated humans gain +1 to Fortitude and one other primary ability of choice.

MUTATED ANIMAL

Roughly 20% of the population under the shattered moon, mutated animals are rare enough to still be looked at askance in some more isolated communities. Mutated Animals possess the following:

- Ancestral Gift: Mutated animals add +20 to their power threshold rolls when dicing for powers.
- Maybe This Time: Mutated animals possess a medium chance of racial tech failure: -6 to racial tech failure conflicts.
- Ability Modifiers: Mutated animals gain +1 to Fortitude.

MUTATED PLANTS

The rarest of all muties, comprising only 5% or so of the population, mutated plants are the most varied in shape, size and locomotion. Mutated Plants possess the following:

- Ancestral Gift: Mutated plants add +30 to their power threshold rolls when dicing for powers.
- Just Give it Up: Mutated plants possess a high chance of racial tech failure: -10 to racial tech failure conflicts.
- Ability Modifiers: Mutated plants gain +1 to Fortitude.



DESTINIES

Every player character under the shattered moon possesses a destiny. The hands of fate have dealt them their cards, and they must play what they have been dealt. There are four different common destinies under the shattered moon, and each has their strengths and weaknesses.

CATALYST

Me? I'm just lucky. A regular mutie would have died long ago, but I'm blessed by fate, I guess. I've fallen down two waterfalls and more cliffs than I can count, but I crawled away from all of them. I've been chased across the desert by a gang of motorized thugs, and one by one, every single vehicle of theirs blew a tire. I've fallen down a snow covered mountain, arse over heels in an avalanche big enough to bury a village only to end up in a snow-free cave. A bit bruised, but none really worse for the wear. Digging out was a pain in the butt, but a life filled with the pain of surviving certain death is the kind of pain we'd all like, eh? See, the way I reckon, I should be six feet under in a pine box several times over. But some have caught the eye of fate while others die by falling off their horse.

Catalysts are the lucky adventurers, the hardened warriors, the brave explorers under the shattered moon. They often find themselves the only survivor of situations which claim the lives of others. They rely upon their Fortune to survive, and often survive long after their less fortunate companions have passed away. Catalysts possess the following benefits:

- **Touched by Destiny:** Catalysts add +10 to number of powers rolls and have 1 additional power at creation. They can have up to 10 different powers.
- **The Hand of Fate:** Catalysts possess twice the normal amount of Fortune.
- **Bounce Back:** Catalysts regain Fortune at twice the normal rate.
- **How You Doin':** As an instantaneous action, catalysts can spend 4 Fortune to learn what Fortune-activated powers a creature possesses and if they are currently active.
- **Not On My Watch:** As an instantaneous action, catalysts can spend 5 Fortune to deactivate another creature's currently active Fortune-activated powers. This can only be used once per turn.
- **It's Simple, Really:** Catalysts receive a +1 to all skill set conflicts.
- **I Followed A Hunch:** Catalysts can substitute Intuition in place of Reason for any conflict.
- **Between a Rock and Hard Place:** Upon GM approval and only when in a potential life and death situations, catalysts can spend 20 Fortune to make something beneficial and highly unlikely occur.

At creation, a Catalyst possesses the following skills at (Basic) 1: History of the Ancients and History under the Shattered Moon. A Catalyst also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, Artifact Identification, Item Identification, Operation of Artifacts, Operation of Computers, Operation of Tech, Operations of Vehicles, and Operation of Weapons and Armor.

A catalyst has 2 thresholds and 4 ranks with which to customize his skill list. For example, he could chose to spend a threshold and 2 ranks to possess Item Identification (Advanced) 3, spend a threshold to possess Operation of Weapons and Armor (Advanced) 1, and spend 2 ranks to possess Foraging (Intermediate) 3.

MASTER MUTANT

Some muties are just better than others - more mutations and stronger ones. It's just a fact. It's this that's the edge under the shattered moon. Some tinker with lost relics of the ancients, others prattle on about spirits, and some old geezers claim to have defied tremendous odds over and over again. That is, if you trust what they're saying isn't a bunch of stories made for a free cup. But powerful and plentiful mutations are the best way to stay alive. Things are rough out there; you'd best be rougher.

Master mutants are the beneficiaries of the cataclysm. They are gifted with a multitude of powerful mutations far beyond what is average. They are the

hard weapons in a hard world and are prone to leadership positions in any type of community. Master mutants possess the following benefits:

- **Anything You Can Do:** Master Mutants add +20 to number of powers rolls and have 2 additional powers at creation.
- **Beyond The Abnormal:** Master Mutants are unlimited in the number of powers they may possess.
- **Power Is Knowledge:** Master mutants may exchange two skill thresholds for a single power threshold.
- **Be Practical:** Master mutants receive a +1 to all survival and operation skill set conflicts. They also gain a +1 in Item Identification skill set conflicts.

At creation, a Master Mutant possesses the following skills at (Basic) 1: Artifact Identification, History of the Ancients, Operation of Artifacts, and Operation of Computers. A Master Mutant also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, Operation of Tech, and Operations of Vehicles. In addition, a Master Mutant possesses the following skills at (Advanced) 1: Item Identification and Operation of Weapons and Armor.

A Master Mutant has 2 thresholds and 4 ranks with which to customize his skill list. For example, he could chose to spend a threshold and 2 ranks to possess Item Identification (Ultra) 3, spend a threshold to possess Operation of Weapons and Armor (Ultra) 1, and spend 2 ranks to possess Animal Husbandry (Intermediate) 3.

SORCERER

You live in a world I cannot fathom. Your ears hear the birds, the crickets, the reassuring sounds of a lover's voice or the cooing of your weapon, and sometimes utter quiet. I hear dead people and the whispers of things far more destructive that lurk beyond the lesser boundary. They are constantly muttering just beyond understanding, filling the space between sound with their insistent and frightening aspirations. But feel no sympathy for me, for I also hear the soft caresses of the just creatures beyond the boundary, and the constant mutter of the spirits of the Earth itself. These voices I have heard since childhood. They accompanied me in my cradle, causing both piercing cries and peaceful sleeps. They accompany me now as well, but I understand what is being said, and when I say what they have told me to say, things happen.

You will eventually die and become a common spirit of the dead. You will fall into the abyss that lies beyond the great boundary. I will live forever in the realm of spirits, whispering into the ears of newborn babes until one hears what I say. They will learn my magics as I learned the magics of others. They will whisper my whispers, and they will create whispers of their own to pass along once they too are dead. And when a million of my whispers are spoken through the mouths of others, I shall return again!

Sorcerers are mystic channels between spirit and the flesh. They constantly hear the whispers of the spirits beyond the boundary and have learned to understand what a few of them are saying to wield powerful spells that they can transfer to others if they wish. They have also learned to whisper along with some spirits, causing unique and wonderful things to happen. Through experience, they may create new whispers of their own, new magic brought into the lands beneath the shattered moon. Sorcerers can create magical artifact by forcing spirits to assume a physical form and defeating them in combat. These artifacts can have many different powers. Sorcerers possess the following benefits:

- **Sorcery:** Sorcerers' powers are known as spells. Some spells can be cast upon others, allowing them to use it as if they possessed the power. Sorcerers add +5 to number of powers rolls.
- **I Hear Voices In My Head:** Sorcerers start with 2 Basic threshold whispers.
- **Spirit Made Flesh:** Sorcerers can force spirits to turn into fleshy beings against their will. This binding lasts for 1 hour and an individual spirit can be made flesh only once per year. A sorcerer can make any threshold spirit flesh, but is cautioned in exercising such powers.

- **Mystic Master:** Sorcerers can create artifacts using spirits defeated in combat after forcing them to stay bound to their flesh. Sorcerers can use the Fortune within artifacts as if it was their own Fortune. Sorcerers can drain Fortune from artifacts into their own Fortune pool and they can take their own Fortune and put it into artifacts to “recharge” them.
- **Spirit Vision:** Sorcerers can make (Ultra) 1 sense conflicts to detect spirits regardless their Lore rank.
- **Spirit Knowledge:** Sorcerers receive a +2 to all lore skill set conflicts when identifying spirits.
- **Aura Vision:** Sorcerers can see the fortune of other creatures in the form of an aura. A sorcerer can discern if the creature has more, less, or equal fortune than the sorcerer, but not the amount of such fortune. The result is based upon the maximum amount, not the current amount, a creature possesses.
- **Mystic Operation:** Sorcerers can use their Artifact Construction skill set in place of Artifact Operation or Artifact Identification in skill set conflicts.
- **The Past is Over:** Per day, sorcerers must spend 1 Fortune to use Advanced threshold items and 5 Fortune to use Ultra items.
- **Been Around the Block:** Sorcerers start with one fully-charged Artifact (Basic) as approved by the GM.

At creation, a Sorcerer possesses the following skills at (Basic) 1: History of the Ancients. A Sorcerer also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, History under the Shattered Moon, Lore of Change, Lore of the Dead, Lore of Nature, Lore of Preservation, and Operation of Weapons and Armor. In addition, a Sorcerer possesses the following skills at (Advanced) 1: Artifact Construction.

A Sorcerer has 4 thresholds and 4 ranks with which to customize his skill list. For example, he could spend 1 threshold to possess Lore of Change (Advanced) and spend 1 rank for Artifact Construction (Advanced) 2. Finally, 3 thresholds and 3 ranks would bring him to Lore of the Dead (Advanced) 2, Lore of Nature (Advanced) 2, and Lore of Preservation (Advanced) 2.

SUPER SCIENTIST

The ancients knew how to make wondrous things. What we can make now just doesn't compare. The world's a raggedy shell, filled with ruins and raggedy men who'd kill you soon as look at you. The horrors of the deathlands are even worse. But that's not how it used to be. Things used to be beautiful and bright. But now, now we live in a world lit mostly by fire. But if you know how to fix things, or how to keep things working, you can bring back a bit of that wonder. If you bring enough of it back, you could tame those barbarians and scavenge those ruins. One day, we'll find a way to start making things just like they used to. Until then, I'll put my trust in my pistol and look towards the ruins.

Super scientists are constant tinkerers working to restore technology under the shattered moon. They have ways of making things work that no one else can figure out and which, by all logic, really shouldn't work anyway. What is a broken and worthless, they can often fix. They can also make items and modify existing items. Super scientists seem to never be without tools, and they keep what remains of humanity lit, electrified, and motorized. Super scientists possess the following benefits:

- **I'm Gifted:** Super Scientists can see Technology in items and components and can make items of (Advanced) 15 or less.
- **Let Me Do It:** Every 1 point of Fortune spent by a Super Scientist to modify an Item Construction conflict roll results in 3 points of dice modification instead of just 1.
- **Hand Me That, Will You:** Every point of Fortune spent by another creature to modify a Super Scientist's Item Construction conflict roll results in 2 points of dice modification instead of just 1.
- **Duct Tape It:** Super Scientists can use components as if they were 2 ranks higher.
- **Knowledge Is Power:** Super scientists may exchange a power threshold for two skill thresholds
- **I Know How It Works:** Super Scientists can use their Item Construction skill set in place of Item Identification as well as any operation skill set except for Operation of Artifacts.
- **I Get By With A Little Help From My Friends:** Infested by nanites, Super Scientists can engage in Item Construction conflicts as if they always possess all construction kits at (Intermediate) 20.
- **I Can Take It With Me:** Super Scientists can expel their nanites to absorb construction kits, allowing them to take construction kits with them and function as if they possessed the construction kits they have absorbed.
- **My Body Is My Storage:** Super Scientists can expel their nanites to absorb components whole. They can also use their nanites to re-create components absorbed in this manner on a 1-for-1 basis. Absorbing 1 component allows 1, and only 1, component to be later recreated.
- **We Have The Technology:** Super Scientists receive a +1 to all Item Construction conflicts.
- **Scrounged Work:** Super Scientists start with one Item (Intermediate) and two Items (Advanced) as approved by the GM, as well as two Construction Kits (Advanced) 1 of a type chosen by the player. These items contain Technology and are fully-loaded and/or fully charged if appropriate.



At creation, a Super Scientist possesses Basic 1 in the following skills: Animal Husbandry, Foraging, Artifact Identification, History under the Shattered Moon, Biology, Rare-tech, and Operation of Artifacts. A Super Scientist possesses Intermediate 1 in the following skills: History of the Ancients, Chemistry, Electricity, Materials, and Mechanics. A Super Scientist possesses Advanced 1 in the following skills: Item Construction.

A Super Scientist has 4 thresholds and 5 ranks with which to customize his skill list. For example, he could choose to increase Chemistry, Electricity, Materials, and Mechanics to Advanced 2 (spending 4 thresholds and 4 ranks) and increase Item Construction to Advanced 2 (spending 1 rank).

GENERATING POWERS

After choosing your destiny, roll % dice and consult the Number of Powers table. This tells you the number of powers your character possesses. Note that if you roll for few powers, you'll get a bonus when rolling for that power's rarity and threshold. After determining the number of powers, roll on the Power Rarity Chart to determine the rarity of each power, and then roll on the Power Threshold Chart to determine the threshold of each power.

Table 1: Recap of Racial and Destiny Power Roll Modifiers

Race or Destiny	Power Threshold Roll Modification	Number of Powers Modification	Bonus Powers
Human	+0	+0	0
Mutated Human	+10	+0	0
Mutated Animal	+20	+0	0
Mutated Plant	+30	+0	0
Catalyst	+0	+10	1
Master Mutant	+0	+20	2
Sorcerer	+0	+5	0
Super Scientist	+0	+0	0

Table 2: Number of Powers

Dice Roll	Number of Powers	Power Rarity and Threshold Roll Modifier
1-10	2	+50
11-40	3	+30
41-70	4	+10
71-90	5	0
91-98	6	0
98-100	7	0

Table 3: Power Rarity

Dice Roll	Power Rarity
0-40	Common
41-70	Uncommon
71-90	Rare
91-100	Very Rare

Table 4: Power Threshold

Dice Roll	Power Threshold
0-40	Basic
41-70	Intermediate
71-90	Advanced
91-100	Ultra

Now that you know the number of powers you have, along with their rarity and threshold, simply roll on the appropriate power chart below to randomly determine your final powers.



Table 5: Common Powers

Dice Roll	Common Powers
1-9	Climbing
10-19	Water Breathing
20-29	Covert Boost
30-39	Swimming
40-49	Heightened Senses
50-54	Extended Duration
54-59	Extended Range
60-70	Body Weaponry
71-80	Distance Attack
81-90	Ego Attack
91-100	Mental Attack

Table 6: Uncommon Powers

Dice Roll	Uncommon Powers
1-10	Toxic Attack
11-20	Vampiric Attack
21-30	High Intensity Toxic Resistance
31-40	Flying
41-50	Growth
51-60	Movement Boost
61-70	Regeneration
71-80	Shrink
81-90	Toxic Resistance
91-100	High Intensity Damage Resistance

Table 7: Rare Powers

Dice Roll	Rare Powers
1-11	High Intensity Energy Resistance
12-22	Ability Boost (A, S, R, I)
23-33	Healing
34-44	Survivor
45-55	Enthrall
56-66	Illusion
67-77	Extra Attack
78-88	Shapechange
89-100	Damage Resistance

Table 8: Very Rare Powers

Dice Roll	Very Rare Powers
1-20	Energy Resistance
21-40	Retributive Strike
41-60	Telekinesis
61-80	Unity of Being
81-100	Ability Boost (C, F, W)

POWERS, MUTATIONS AND SPELLS

Powers are the term used to describe both mutations and spells. Some powers are rarer than others and each power has a rarity (common, uncommon, rare or very rare) indicating how common or rare they are. Every player character, excepting sorcerers, has some form of mutation. Sorcerers possess spells instead of mutations.

Powers are either active or passive. Passive powers are always on while active powers must be activated for them to work. Activating a power is an instantaneous action and any single power can only be activated once per turn. In addition, Fortune must be spent to activate some powers.

Spells work exactly like powers, with the addition that those indicated as transferable can be cast upon other creatures, providing the target creature the ability to use the power as if they possessed that power. Transferring a spell is an attack action and can be done at a range of 20 feet. Sorcerers transfer spells at the same threshold they possess the spell. It costs 5 Fortune for a sorcerer to transfer a spell, and if there are any Fortune costs to activate the transferred power, the recipient of the spell pays them to activate the power. A spell lasts for 4 hours, providing the recipient access to the power for that duration.

In the tables used to describe powers, ranges are in feet and durations are in minutes, unless described otherwise. In addition, the following abbreviations may be used: T (threshold), B (Basic), I (Intermediate), A (Advanced), (Ultra). Range is abbreviated R, Combat Condition is abbreviated CC, and Fortune Cost is abbreviated FC.

ABILITY BOOST: (Active, Transferable, Rare or Very Rare) You can boost a specified primary ability for a limited time by spending Fortune according to the power threshold. When you activate Ability Boost, you add the bonus to your ability rank, but this boost does not affect secondary abilities. For example, if you have Combat 3 and Combat Ability Boost (Basic), when you activate Combat Ability Boost (Basic), you spend 1 Fortune and for 1 minute your Combat rank is at 5, but you do not gain more Health or more Fortune as they are secondary abilities. You can have multiple Ability Boosts for different primary abilities, each progressing independently. You can have multiple Ability Boosts activated at the same time. When rolling this power at creation, pick one of the abilities listed in parenthesis you wish to boost.

Agility, Strength, Reason or Intuition (Rare)

Threshold	Bonus	Duration	Fortune Cost
Basic	2	2	1
Intermediate	3	3	2
Advanced	4	4	3
Ultra	6	6	3

Combat, Fortitude or Willpower (Very Rare)

Threshold	Bonus	Duration	Fortune Cost
Basic	1	1	1
Intermediate	2	2	2
Advanced	3	3	3
Ultra	4	5	3

BODY WEAPONRY: (Active, Transferable, Common) You have a weapon that is attached to your body that you can use in melee to deal additional damage. For example, if you have Body Weaponry (Slashing) at Intermediate Threshold, you do an additional 4 points of damage when you hit with that weapon. Roll on the below table to determine the type of damage you do.

You should state what part of your body does the damage and how it does it. For example, you could have claws, or a clubbed tail, or generate electricity like an electric eel. You can have multiple Body Weapons, each progressing at its own threshold. To attack at range, see Distance Attack.

The condition dealt upon a hit of indicated quality is dependent upon the attack type. The threshold determines the difficulty rank associated with the combat condition.

Dice Roll	Damage Type
1-25	Bludgeoning
26-50	Piercing
51-75	Slashing
76-80	Cold
81-85	Electricity
86-90	Heat
91-95	Light
96-100	Sonic

Threshold	Bonus	Combat Condition
Basic	+3	+4/rank 4
Intermediate	+4	+4/rank 6
Advanced	+5	+4/rank 8
Ultra	+6	+4/rank 10

CLIMBING: (Active, Transferable, Common) You are good at climbing through either ability or body modifications. You receive bonuses on any climb-related conflicts and you climb faster than others. For example, character with Climbing (Intermediate) climbs at 0.5 Movement instead of the normal 0.1 Movement and adds a +3 to any rolls involving climbing. You can further increase your climbing speed if you also possess and activate the Movement Boost power.

Threshold	Bonus	Speed Multiplier
Basic	+2	.25
Intermediate	+3	.5
Advanced	+4	1
Ultra	+6	1.5

COVERT BOOST: (Active, Transferable, Common) By spending Fortune, you provide bonuses to your rolls in any covert conflict. When you activate Covert Boost, you add the bonus to all covert conflicts made during the duration. For example, if you have Covert Boost (Advanced) and spend the 2 Fortune needed to activate it, you add +4 to all covert conflicts for the next 20 minutes.

Characters with Covert Boost (Ultra) possess mental mastery. You always succeed when you are trying to be covert against a biological mind unless the target chooses to spend 5 Fortune. If the target does so, the covert check is made at only +2, as the target has a gut feeling something's up and is particularly aware. Such a check cannot be altered by spending Fortune. Non-biological devices and minds always require Covert checks.

Threshold	Bonus	Duration	Fortune Cost
Basic	+2	5	1
Intermediate	+3	10	2
Advanced	+4	20	4
Ultra	+2	20	4

DAMAGE RESISTANCE: (Passive, Transferable, Rare) You are slightly resistant to all non-energy, non-mental attacks (bludgeoning, explosive, piercing, slashing) attacks that damage Health. You ignore a portion of damage according to the threshold of this power. For example, if you have Damage Resistance (Advanced), you ignore 3 points of damage when hit with a non-energy, non-mental attack that damages Health.

Threshold	Resistance
Basic	1
Intermediate	2
Advanced	3
Ultra	4

DISTANCE ATTACK: (Active, Transferable, Common) You have a weapon that comes from your body that can be used at a distance. For example, if you have Electricity Distance Attack (Intermediate) you do 2 additional points of electricity damage when you hit a target using this power. Roll on the below table to determine the type of damage you deal.

You should state what part of your body does the damage and how it does it. For example, you could have launching spines, a fiery breath, or an ultrasonic yell. You can have multiple Distance Attacks, with each one progressing at its own threshold.

The condition dealt upon a hit of indicated quality is dependent upon the attack type. The threshold determines the difficulty rank associated with the combat condition.

Dice Roll	Damage Type
1-25	Bludgeoning
26-50	Piercing
51-75	Slashing
76-80	Cold
81-85	Electricity
86-90	Heat
91-95	Light
96-100	Sonic

Threshold	Bonus	Range	Combat Condition
Basic	+1	20	+4/rank 4
Intermediate	+2	40	+4/rank 6
Advanced	+3	60	+4/rank 8
Ultra	+4	80	+4/rank 10

EGO ATTACK: (Active, Non-Transferable, Common) You have a weapon that comes from your Willpower that damages a target's Ego. If you chose to spend Fortune you can attack at a distance with this weapon. If you choose to not spend Fortune, this power only works in melee. You use Willpower instead of Combat when using this power. Unlike normal attacks at a distance, you suffer no negatives when using this attack in melee. For example, if you have Ego Attack (Advanced) you can spend 3 Fortune to make an attack at range and if the attack hits, do an additional 4 points of Ego damage.

Threshold	Bonus	Range	Combat Condition	Fortune Cost
Basic	+2	20	+4/rank 4	1
Intermediate	+3	40	+4/rank 6	2
Advanced	+4	60	+4/rank 8	3
Ultra	+6	80	+4/rank 10	3

ENERGY RESISTANCE: (Passive, Transferable, Very Rare) You are slightly resistant to all energy attacks (cold, electricity, heat, light, sonic) that damage Health. You ignore a portion of damage according to the threshold of this power. For example, if you have Energy Resistance (Basic), you ignore 1 point of damage when hit with an energy attack that damages Health.

Threshold	Resistance
Basic	1
Intermediate	2
Advanced	3
Ultra	4

ENTHRALL: (Active, Non-Transferable, Rare) You can influence other sentient beings with your mind. Using the power creates a Willpower conflict between you and the target. The results of the initial conflict affect the ability of the target to resist your suggestions using a following Willpower conflict.

Greater Success: Target is affected at -1 to all conflicts for the duration.

Success: Target is affected.

Failure: Target is not affected.

For example, if you have Enthrall (Advanced) you spend 6 Fortune to enthrall an enemy. You have a Willpower 5 and the target has a Willpower 3. Since the target's willpower is equal to or less than the max listed for Enthrall (Advanced), you roll the Willpower conflict on a d8. You roll a 7 on the d8 in this example (gotcha!) and have a greater success. This means that not only is the target affected, he's at -2 to his attempts to break the thrall (-1 from the greater success and -1 because you have Enthrall (Advanced)). Issuing a single command to an Enthralled target costs 1 Fortune.

An Enthralled target obeys your command unless it breaks the thrall by winning a Willpower conflict with you. Such a chance occurs every minute the thrall is under your command. If a thrall fails to win a conflict 5 times in a row, it is permanently under your command unless a total of 100 Fortune points are spent at one time by an individual or group to break the thrall.

Enthrall can be used subtly, resulting in the target not noticing it has been enthralled ("These are not the 'droid's you are looking for.") or it can be used as a bludgeon, demanding actions that are noticeably not the free-will choices of the target. The distinction of these cases is left up to the GM. However, any order that would obviously result in the target's death (such as suicide) creates a Willpower conflict in which the target receives a +6 on the roll. Permanently enthralled targets are allowed this conflict at a +4.

When used in combat, Enthrall is an attack action. You can have multiple thralls under your influence.

Threshold	Suggestion Modifier	Max Willpower Affected	Duration	FC
Basic	+1	1	5	1
Intermediate	+0	2	10	2
Advanced	-1	3	15	3
Ultra	-2	5	20	3

EXTENDED DURATION: (Active, Transferable, Common) You can extend the duration of any power that has an associated duration. For example, if you have Extended Duration (Intermediate) and you spend 3 Fortune to use it, you can then spend 4 Fortune to activate Enthrall (Intermediate) so the power has a 15 minute duration instead of the normal 10 minutes.

Threshold	Duration Multiplier	Fortune Cost
Basic	1.25	2
Intermediate	1.5	2
Advanced	2	4
Ultra	3	4

EXTENDED RANGE: (Active, Transferable, Common) You can extend the range of any power that has an associated range. For example, if you have Extended Range (Intermediate) and you spend 3 Fortune to it, you can then spend 2 Fortune to activate Ego Attack (Intermediate) and the power has a range of 60 feet instead of the normal 40 feet.

Threshold	Range Multiplier	Fortune Cost
Basic	1.25	2
Intermediate	1.5	2
Advanced	2	4
Ultra	3	4



EXTRA ATTACK: (Active, Transferable, Rare) You can make an additional attack in a turn when you spend Fortune to activate this power. The extra attack has modifiers to the combat conflict roll based upon the threshold of the power and also has modifiers to damage. If an extra attack hits, its damage is reduced by the amount indicated, but 1 point of damage is always dealt, regardless the reduction noted. For example, if you have Extra Attack (Intermediate) and spend 3 Fortune to activate the power, you make an extra attack at -2 to your Combat, and if you hit you deal -1 point of damage.

Threshold	Combat Modifier	Damage Modifer	FC
Basic	-3	-2	2
Intermediate	-2	-1	3
Advanced	+0	+0	4
Ultra	+1	+1	5

FLYING: (Active, Transferable, Uncommon) You are winged and have the ability to fly for a limited amount of time and for a specified maximum speed. If you spend more than half your maximum duration flying, you must rest between flying equal to the amount of time you spent flying. You have a modifier to all conflicts while Flying. You possess unlimited gliding time at a 45 degree angle. The maximum altitude attainable while flying is 3 miles.

Threshold	Speed	Duration	Modifiers
Basic	2 mph	5	-4 to all checks
Intermediate	4 mph	10	-3 to all checks
Advanced	8 mph	15	-1 to all checks
Ultra	12 mph	20	+0 to all checks

GROWTH: (Active, Transferable, Uncommon) You can increase your physical size, increasing your Strength and Fortitude, but decreasing your Agility. You also deal additional damage in melee combat. All of your equipment grows with you and functions normally. You can grow up to the size listed. Your movement remains the same. Your Health rating does not change.

Threshold	Size Increase	Duration	Modifiers	FC
Basic	1.25	5	+1S/+0F/-1A/+1 damage	2
Intermediate	1.5	7	+1S/+1F/-2A/+1 damage	3
Advanced	1.75	10	+2S/+1F/-2A/+2 damage	4
Ultra	2	15	+2S/+2F/-2A/+2 damage	4

HEALING: (Active, Transferable, Rare) You can instantaneously heal yourself or another by spending fortune to the maximum cap according to power level. To heal another you must touch the target. You can activate Healing multiple times per day by spending the amount of Fortune indicated. For example, a character with Healing (Advanced) can spend up to 6 Fortune to heal 18 Health (1 to 3 ratio) 6 times a day.

Threshold	Max Healing Effects	Fortune to Health Cost	Uses Per Day
Basic	10 Health	1/2	2
Intermediate	14 Health	1/2	4
Advanced	18 Health	1/3	6
Ultra	24 Health	1/3	6

HEIGHTENED SENSES: (Active, Transferable, Common) Your senses are keener and you possess bonuses in sense conflicts. At Advanced and Ultra thresholds, your senses are so keen that you can attempt Extraordinary Sense checks at the listed bonus.

Threshold	Resistance
Basic	+2 normal
Intermediate	+4 normal
Advanced	+4 normal, +0 extraordinary
Ultra	+4 normal, +1 extraordinary

HIGH INTENSITY DAMAGE RESISTANCE: (Passive, Transferable, Uncommon) You are highly resistant to one particular type of damage. You ignore a portion of damage from that attack according to threshold. For example, if you have Bludgeoning High Intensity Damage Resistance (Advanced), you ignore 10 points of bludgeoning damage per hit. You can only possess one High Intensity Damage Resistance. Roll on the below table to determine the type of damage you resist.

Dice Roll	Damage Type
1-25	Bludgeoning
26-50	Piercing
51-75	Slashing
76-85	Explosive
86-95	Mental
96-100	Ego

Threshold	Resistance
Basic	4
Intermediate	6
Advanced	10
Ultra	Immune

HIGH INTENSITY ENERGY RESISTANCE: (Passive, Transferable, Rare) You are highly resistant to one type of energy. You ignore a portion of damage from that attack according to threshold. For example, if you have Cold High Intensity Damage Resistance (Intermediate), you ignore 6 points of cold damage per hit. You can only have one High Intensity Energy Resistance. Roll on the below table to determine the type of damage you resist.

Dice Roll	Damage Type
1-25	Heat
26-50	Cold
51-75	Electricity
76-88	Sonic
89-100	Light

Threshold	Resistance
Basic	4
Intermediate	6
Advanced	10
Ultra	Immune

HIGH INTENSITY TOXIC RESISTANCE: (Passive, Transferable, Uncommon) You are highly resistant to one particular type of toxin and that toxin tends to affect you for shorter durations if such is appropriate. You add a resistance bonus to Fortitude checks when resisting the affects of that toxin according to threshold. You can have multiple High Intensity Toxic Resistances, each progressing at its own threshold. In addition, when applying Fortune against the toxin to which you are highly resistant, you do so in a 1-for-2 manner: 1 point of Fortune spent is counted as 2 in effect. For example, if you have Radiation High Intensity Toxic Resistance (Intermediate), you add +4 to your Fortitude check when resisting radiation, and if you spend fortune in the conflict, every 1 point of Fortune spent yields 2 in effect. Roll on the below table to determine the type of toxin you resist.

Dice Roll	Damage Type
1-40	Radiation
41-65	Disease
66-85	Poison
86-100	Acid

Threshold	Resistance	Resistance Bonus	Duration Multiplier
Basic	4	+3	.5
Intermediate	6	+4	.25
Advanced	10	+5	.1
Ultra	Immune	Immune	0

ILLUSION: (Active, Non-Transferable, Rare) You alter perception networks to make things that do not exist seem to exist. There are three different types of illusion power in S&SS: visual, other senses, and non-biological. Visual and other senses illusions work only on biological perceivers. Non-biological illusions only work on non-biological perception networks, like cameras or robots. Roll on the below table to determine your type of illusion.

When perception networks perceive your illusion, they engage in an Intuition or Reason (according to GM wishes) sense conflict against the difficulty rank with the listed modifier to their roll. Fortune cannot be spent in this conflict. If they fail, they believe the illusion is real. If something happens that forces them to question the reality of the illusion, they may choose to make additional sense conflicts at +4. Fortune can be spent upon these addition conflicts.

Damage dealt through illusion is Ego damage. However, death cannot occur due illusion, and creatures reduced to 0 Ego are considered unconscious or non-functional until healing at least 1 point of Ego.

Dice Roll	Damage Type
1-70	Visual
71-85	Other Senses
86-100	Non-biological

Threshold	Range	Area of Effect/ Duration	Rank/Modifier	FC
Basic	20	10x10/5	Rank 6/+1	1
Intermediate	40	20x20/10	Rank 10/+0	2
Advanced	60	40x40/15	Rank 10/-1	3
Ultra	80	80x80/20	Rank 10/-2	4

MENTAL ATTACK: (Active, Non-Transferable, Common) You unleash your raw Willpower to damage a target's Health. If you choose to spend Fortune, you can even damage at a distance. You use Willpower instead of Combat when using this power. Unlike normal attacks at a distance, you suffer no negatives when using this attack in melee. For example, if you have Mental Attack (Basic) you can spend 1 Fortune to make an attack at range and if the attack hits, do an additional 2 points of Health damage. If you choose to not spend Fortune, this power only works in melee.

Threshold	Bonus	Range	Combat Condition	Fortune Cost
Basic	+2	20	+4/rank 4	1
Intermediate	+3	40	+4/rank 6	2
Advanced	+4	60	+4/rank 8	3
Ultra	+6	80	+4/rank 10	3

MOVEMENT BOOST: (Active, Transferable, Uncommon) Your movement is boosted for a limited time by spending Fortune according to threshold. When you activate Movement Boost, you add the bonus to your Speed or 0.5 that amount if swimming or climbing. For example, if you have Movement Boost (Basic) and you spend 1 Fortune, for 5 minutes your Speed is +4 mph for normal or flying movement and +2 mph for swimming and climbing.

Threshold	Boost	Duration	FC
Basic	+4 mph	5	1
Intermediate	+8 mph	6	1
Advanced	+16 mph	7	2
Ultra	+20 mph	10	2

REGENERATION: (Passive, Transferable, Uncommon) Your body is very effective at repairing injury. You regain additional Health per day and at higher thresholds, you can regenerate ability points lost via permanent injuries in a week's time. For example, you suffer a major permanent injury from an attack, but have Regeneration (Advanced). After a week, you regain 2 of the 3 points lost to the injury. Had you Regeneration (Ultra) you would be completely healed.

Transferring regeneration via a spell allows for a single day's worth of regeneration for the receiver. This means that regeneration permanent injuries will require daily applications for the appropriate healing period as described above.

Threshold	Daily Healing Bonus	Regeneration
Basic	+2	None
Intermediate	+4	Minor Permanent Injuries
Advanced	+6	Permanent Injuries
Ultra	+8	Major Permanent Injuries

RETRIBUTIVE STRIKE: (Passive, Transferable, Very Rare) Whenever an opponent delivers damage of a specific energy type to you, you reduce the amount of damage taken and then make an instantaneous energy attack against the same opponent with damage equal to the amount of the reduction. Roll on the below table to determine what energy type activates your Retributive Strike power, and roll a second time on the table to determine what type of energy type is returned. If you roll the same energy type, roll again until a different energy type results. You can have multiple Retributive Strikes, each progressing at its own threshold.

For example, if you have Heat/Sonic Retributive Strike (Advanced) you reduce any heat damage you take by 5 points and transform that energy into 5 points of sonic damage that is returned to the NPC that damaged you with heat. Retributive Strikes always hit, but are subject to resistances. If a circuit is created by two creatures possessing opposing Retributive Strikes (one has heat/sonic, the other sonic/heat), massive feedback deals 20 points of explosive damage to all creatures within 50 feet and those that fall below 0 Health are subjected to the dying combat condition at difficulty rank 8.

Dice Roll	Damage Type
1-25	Heat
26-50	Cold
51-75	Electricity
76-88	Sonic
89-100	Light

Threshold	Resistance/Return
Basic	2
Intermediate	3
Advanced	5
Ultra	7

SHAPECHANGE: (Active, Non-Transferable, Rare) You can turn into other forms of comparable make when you spend Fortune. You pick 1 form per threshold according to the described limitations of each threshold (new form has no physical ability greater than ability cap and does not weigh more than weight cap). You cannot mimic individual targets when choosing your form, and as you cannot have this power more than once, you have a maximum of 4 shapechanged forms.

When shapechanged, characters keep their mental abilities (Reason, Intuition, and Willpower), but gain the physical abilities (Combat, Agility, Strength, and Fortitude) and attributes of their new form. Those changes affect a character's Health, Ego, and Fortune. Any Health, Ego or Fortune loss while in shapechanged form translates on a 1-to-1 basis when the character returns to their natural form.

Any item that the new shape cannot wear or use is subsumed into your form. Characters can also opt to have usable item subsumed into their shapechanged form. Any subsumed items cannot be used or activated while shapechanged.

You can return to your natural form at will, but you must spend the Fortune Cost listed every time you shapechange from natural form to shapechanged form. It takes 1 turn to shapechange, and nothing else can be done during that turn. Any being that dies while shapechanged reverts to their natural form. Mutants can take the physical form of normal, non-mutated humans, but they are still mutants and subject to failure rates on tech.

Threshold	Physical Ability Ranks Cap	Weight Limit	Duration	FC
Basic	5 total ranks	75 pounds	10	2
Intermediate	10 total ranks	150 pounds	20	3
Advanced	15 total ranks	300 pounds	30	4
Ultra	20 total ranks	300 pounds	30	4

SHRINK: (Active, Transferable, Uncommon) You can reduce your physical size, increasing your Agility and making it harder for opponents to hit you in combat, but also decreasing your Strength. You deal less damage in melee combat, but always deal at least 1 point. All of your equipment shrinks with you and functions normally. You can shrink up to the size listed. Your movement remains the same. Opponents trying to hit you engage in conflicts as if your Combat was increased by the listed amount below, but you attack with your normal Combat rating. Your abilities can drop below normal human 0 while shrunken. Your Health rating does not change.

T	Size Decrease	Duration	Modifiers	FC
B	1.25	5	+2C/+1A/-1S/+0F/-1 damage	2
I	1.5	7	+3C/+2A/-1S/-1F/-1 damage	3
A	1.75	10	+4C/+3A/-2S/-1F/-2 damage	4
U	2	15	+5C/+4A/-2S/-2F/-2 damage	4

SURVIVOR: (Active, Transferable, Rare) You can go longer without food and water before starvation and dehydration affect you, and you also receive bonuses in any such survival conflicts.

Threshold	Bonus to Survival Checks	Duration without Food/Water
Basic	+4	10 days/ 3 days
Intermediate	+6	20 days/ 5 days
Advanced	+8	30 days/ 8 days
Ultra	+10	40 days/ 10 days

SWIMMING: (Active, Transferable, Common) You are good at swimming either though ability or body modifications. You receive bonuses on any swim-related conflicts, and you swim faster than others. For example, a character with Swimming (Intermediate) swims at 0.5 Movement instead of the normal 0.1 Movement and has a +3 to any rolls involving swimming. You can further increase your swimming speed if you also possess and activate the Movement Boost power.

Threshold	Bonus	Speed Multiplier
Basic	+2	.25
Intermediate	+3	.5
Advanced	+4	1
Ultra	+6	1.5

TELEKINESIS: (Active, Non-Transferable, Very Rare) You can move things with your mind up to a certain weight when you spend Fortune. Targets of your power are affected for a limited duration. For example, if you have Telekinesis (Advanced) and spend 5 Fortune, you can move up to 100 pounds with your mind and the target will be affected for 4 minutes. All things moved by Telekinesis move at 1 mph. You have to be able to see or sense a target in order to control it via Telekinesis. In combat, activating Telekinesis is considered an attack action, but controlling an affected target is considered an instantaneous action. If you weigh less than your weight limit, you can effectively fly at 1mph.

If you use Telekinesis to affect a target (such as interfering with an attack) that weighs above your weight limit, the target rolls an instantaneous conflict against the rank listed by threshold. The GM should choose which ability the target uses in this conflict based upon circumstances. If the target is successful, there is no effect. If the target fails, they suffer a negative to whatever action they were trying to perform equal to the modifier listed. For example, a target fails the conflict against a Telekinesis (Basic) and suffers a -1. Telekinesis can also be used to benefit an action, like climbing. In this case, Telekinesis adds its rank to the attempt. For example, a target trying to climb a wall when being assisted by a Telekinesis (Basic) does so at +1 to rolls.



There are many other possible uses for Telekinesis which are not discussed here. The GM is expected to adjudicate each situation as it arises.

Threshold	Weight Limit	Duration	Rank	Modifier	FC
Basic	10 pounds	1	3	+/- 1	1
Intermediate	50 pounds	2	4	+/- 2	4
Advanced	100 pounds	4	5	+/- 3	5
Ultra	150 pounds	8	6	+/- 4	6

TOXIC ATTACK: (Active, Transferable, Uncommon) You have a toxic attack that can be used in melee or at a distance. Roll on the table below to determine what type of attack you possess.

Your attack is based on your Fortitude instead of Combat. The higher your threshold in Toxic Attack, the more damage you do with a greater likelihood of dealing a condition. The target's roll is modified based upon the success of your attack. For example, a greater success results in the target rolling the Fortitude conflict at -1.

Greater Success: Target is hit and is -1 to his Fortitude conflict.

Success: Target is hit.

Failure: Target is missed.

Dice Roll	Damage Type
1-40	Radiation
41-65	Disease
66-85	Poison
86-100	Acid

Threshold	Bonus	Range	Combat Condition	Fortune Cost
Basic	+2	20	+4/rank 4	1
Intermediate	+3	40	+4/rank 6	2
Advanced	+4	60	+4/rank 8	3
Ultra	+6	80	+4/rank 10	3

TOXIC RESISTANCE: (Passive, Transferable, Uncommon) You are slightly resistant to all toxins (acid, disease, poison, and radiation) and toxins tend to affect you for shorter durations when appropriate. You add a resistance bonus to Fortitude conflicts when resisting the effects of a toxin according to threshold. For example, if you have Toxic Resistance (Advanced), you add +3 to your Fortitude check when resisting the effects of a toxin.

Threshold	Resistance	Resistance Bonus	Duration Multiplier
Basic	1	+1	.75
Intermediate	2	+2	.5
Advanced	3	+3	.5
Ultra	4	+4	.25

UNITY OF BEING: (Active, Non-Transferable, Very Rare) You can choose to convert damage that would normally affect your Health to instead affect your Ego when you spend Fortune based upon threshold. For example, if you have Unity of Being at the (Advanced) threshold and spend 3 Fortune, you can choose to take up to 11 points of health damage in your ego.

Threshold	Max Damage Converted	Fortune Cost
Basic	5	1
Intermediate	8	2
Advanced	11	3
Ultra	15	4

VAMPIRIC ATTACK: (Active, Transferable, Uncommon) You can spend Fortune to attack a target's Ego and heal your Health when you hit. You use your Willpower to attack. For example, if you have Vampiric Attack (Advanced) and spend 2 Fortune, you can make a vampiric attack that delivers an additional 3 points of damage to the target's Ego and heals 5 Health if you hit.

Threshold	Damage Bonus	Healing	Fortune Cost
Basic	+1	3 Health	1
Intermediate	+2	4 Health	1
Advanced	+3	5 Health	2
Ultra	+4	6 Health	3

WATER BREATHING: (Active, Transferable, Common) You can extract oxygen from water according to your threshold. You must rest in an airy environment for at least 10 minutes between uses unless your duration is permanent. However, spending 5 Fortune points allows you to forgo that resting period and activate the power again without resting.

Threshold	Duration
Basic	1 hour
Intermediate	4 hours
Advanced	12 hours
Ultra	Permanent



SKILL SETS

Every character starts with the skills, thresholds and ranks indicated under their destiny. A character possessing a threshold lower than the required conflict threshold always fails in the conflict. For example, a character with History of The Ancients (Advanced) 1 can engage in a basic, intermediate, or advanced conflicts concerning the History of The Ancients, but always fails at any ultra conflicts - the character's knowledge threshold is below what is needed for an ultra conflict.

Skill set thresholds also provide bonuses to conflicts that occur at a lower level threshold, equal to +1 per level lower than that possessed. For example, a character possessing an ultra threshold in any skill rolls at +1 for any advanced conflicts, +2 for intermediate conflicts, and +3 for basic conflicts.

SURVIVAL SKILL SETS

Survival skill sets are good general skills that will be useful in many situations. Any destiny can find value in possessing these skill sets.

Animal Husbandry: Knowledge concerning the care and breeding of domesticated animals. If you want to be able to ride and take care of any animal with some proficiency, you need at least a Basic in this skill set.

Farming: Knowledge concerning the cultivation of food. If you want to grow any plants, you need Basic in this skill set.

Foraging: Knowledge concerning living off the land. If you want to be able to find food in the wilderness, you need Basic in this skill set.

CONSTRUCTION SKILL SETS

Most construction skill sets tend to be specific for sorcerers and super scientists, but the exception to that is item identification. It's always nice to know what something is because if you don't know what it is, it's awfully hard to determine if it's worth something.

Artifact Construction: Knowledge concerning the creations, empowering, mending and draining of sorcerous artifacts. Only sorcerers may possess this skill set.

Artifact Identification: Knowledge concerning the identification of artifacts. If you ever want to have more than a guess about what that glowing sword can do, you need Basic in this skill set. Under most circumstances, you must identify an artifact before you can attempt to use it properly.

Item Construction: Knowledge concerning all matters relating to the creation or modification of items of non-sorcerous origins. Only super scientists may possess this skill at Advanced or Ultra thresholds. Using this skill requires various construction kits. If you want a chance to fix something that's broken or make something that works of scavenged components, you need Basic in this skill set.

Item Identification: Knowledge concerning the identification of items. If you'd like to know what that doohickey can do, try at least Basic in this skill set. Under most circumstances, you must identify an item before you can attempt to use it properly.

HISTORY SKILL SETS

History skill sets are good general skills for all destinies. Knowing what happened is valuable.

History of the Ancients: Knowledge concerning the fall and the time before the fall. If you don't have at least Basic in this, just go ahead and come up with whatever you want and claim that's really what happened.

History Under the Shattered Moon: Knowledge concerning the time after the fall. Basic in this skill set means that you at least listened to your parents when you were young.

KNOWLEDGE SKILL SETS

Knowledge skill sets are almost the exclusive domain of super scientists. They use these skills to make and repair technology. Other destinies can do such as well, but not as easily and at greater cost.

Biology: Knowledge concerning the science of biology.

Chemistry: Knowledge concerning the science of chemistry.

Electricity: Knowledge about the use and properties of electricity.

Materials: Knowledge of the physical properties of materials.

Mechanics: Knowledge concerning action and force, specifically concerning engines.

Rare-tech: Knowledge concerning the use and properties of rare sciences and technologies. This skill's a catch-all - anything not covered by other knowledge skills falls into this skill set.

LORE SKILL SETS

Lore skill sets are the sorcerous equivalent of the knowledge skill sets. These skill sets help sorcerers make their artifacts and identify spirits.

Lore of Change: Lore of chaos and destructive spirits.

Lore of the Dead: Lore of necromantic spirits.

Lore of Nature: Lore of elemental and natural spirits.

Lore of Preservation: Lore of law and preserving spirits.

OPERATIONAL SKILL SETS

Perhaps the most important of all skill sets for the average mutie, operational skill sets allow you to operate the ancient technology. You may not know how it works, or how to fix it, but you know how to make it work - which is often all that's really needed. The threshold and difficulty rank for operational skill set conflicts is equal to the threshold and rank of the item or artifact. Generally if you make a successful check, you know how to make the object work and will not have to make another check except under special circumstances. If you fail, you can try again tomorrow. If you know how to make an object work, you can add a +2 to another person's operational skill set as you guide them in how to use the object.

Operation of Artifacts: Knowledge concerning the operation of sorcerous artifacts. You know what it is, now can you make it work?

Operation of Computers: Knowledge concerning the operation of computers. Kill -9, my brother, but watch out for those zombies.

Operation of Tech: Knowledge concerning the operation of items not more appropriate to other operational skill sets. The big catch-all, an obvious choice for at least a Basic if I've ever seen one.

Operation of Vehicles: Knowledge concerning the operation of moving vehicles. D means forward and the one on the right means go faster.

Operation of Weapons and Armor: Knowledge concerning the operation of weaponry and armor. An obvious choice. If you ever want to use bigger and badder boom-sticks, go with this one.

HIGHLIGHTS

Every character has highlights from their career that influence who they are and what they can do. Highlights take many forms in S&SS, but beginning highlights help you shape the history of your character by showing the consequences of that past. As you adventure, you may gain new highlights through your actions. For example, if you save a Disciple of the Church of Parkour from death at the tentacles of a baleful monstrosity, you might receive some lesser teachings of the Church as part of your reward. Such teaching would be a highlight of your career and provide some new abilities. Beginning characters start with 1 Major Highlight and 2 Minor Highlights. Roll on the below tables to determine your highlights.

You'll notice that the effect of many highlights is rather vague. That's intentional. What mechanical effect occurs will depend upon the situation and what your GM considers appropriate at the time.

Table 9: Major Highlights

Dice Roll	Major Highlight
1-25	Allies
26-50	Contacts
51-75	Lucky
76-80	Mutated
81-85	Spellquestered
86-90	Spirit-Touched
91-95	Team Player
96-100	Wealth

Table 10: Minor Highlights

Dice Roll	Minor Highlight
01-05	Allies
06-10	Alternate Identity
11-15	Artistic
16-20	Charismatic
21-25	Contacts
26-30	Driven
31-35	Durable
36-40	Flexible
41-45	Hard to Kill
46-50	Iron Stomach
51-55	Language Talent
56-60	Long-Lived
61-65	Memory Elephant
66-70	Nictitating Membrane
71-75	Secret Knowledge
76-80	Sense of Self
81-85	Tinkerer
86-90	Tough as Nails
91-95	Unobtrusive
96-100	Wealth

Allies (Minor or Major): You have made firm allies of a particular individual or group. The amount this benefits you depends upon the power/influence of the ally. An ally such as the Church of Parkour or the ZZZ Society would be a major ally indeed, while the friendship of a local farming village is a good example of a minor ally. The ally will be determined by your GM, for some allies may be weak where you begin your game and, thusly, their support is valued less than were you in one of their stronghold areas. Activating Allies costs 5 Fortune for a minor and 10 Fortune for a major.

Alternate Identity (Minor): You are known as a different people in a different location. How this functions depends upon your situation and desires. Work it out with your GM.

Artistic (Minor): You can produce works of art in a single discipline. This can be in song, painting, woodwork or in any of the multitude of ways art is possible. How this functions depends upon your situation and desires. Work it out with your GM.

Charismatic (Minor): You know the art of being liked. In some situations (at the discretion of the GM), you can use this to your benefit. Activating this highlight costs 1 Fortune.

Contacts (Minor or Major): You have a contact you can go to for information and/or help. Much like an ally, but less helpful, contacts vary depending upon if they are major or minor highlights. Activating this highlight costs 3 Fortune.

Driven (Minor): You have a specific goal that drives you onward. And by specific, that's what's meant. Killing evildoers is general; killing slavers is specific. In some situations (at the discretion of the GM), you can use this to your benefit. Activating this highlight costs 1 Fortune.

Durable (Minor): You need only 5 hours of sleep to feel refreshed.

Flexible (Minor): You're remarkably flexible and have all the advantages that come with such flexibility. In some situations (at the discretion of the GM), you can use this to your benefit. Activating Flexible costs 1 Fortune.

Hard to Kill (Minor): You're not going down without a fight: stabilizing while dying cost you only 1 Fortune. In addition, you can stabilize through Fortune twice and you cannot suffer a major permanent injury, suffering only a permanent injury if such is indicated.

Iron Stomach (Minor): You can eat and drink things most people would find offensive, such as durian fruit and California-style pizza. The forage rating for areas is considered one threshold lower for you. In addition, you have a +1 to your rolls against ingested poisons.

Language Talent (Minor): You know two languages fluently and can easily pick up others when the situation presents itself. Becoming proficient in a new language will take only 1 month and fluency arrives after 1 year. You can know as many additional languages beyond 2 as you have ability points in Reason and Intuition combined. For example, a R2 I3 character can know a total of 7 languages. Activating this highlight requires spending 1 Fortune per day while learning a new language, but once learned there is no Fortune cost.

Long-Lived (Minor): Barring accidental or violent death, you will continue to be active and healthy well into your 100's, seeing very little deterioration in your primary abilities.

Lucky (Major): You may have a bit of Catalyst destiny after all. Upon GM approval and only when in a potential life and death situations, you can spend 15 Fortune to make something beneficial and highly unlikely occur. Catalysts cannot possess this highlight.

Memory Elephant (Minor): You remember things that others seem to forget. In situations where such is useful, you gain bonuses. Activating this highlight costs 1 Fortune.

Mutated (Major): You may have some Master Mutant destiny after all. You can increase one of your powers by one threshold or you gain one randomly determined common basic threshold power.

Nictitating Membrane (Minor): You have a translucent third eyelid that allows you to see normally underwater and in dusty situations. You can't be blinded by having sand thrown in your face.

Secret Knowledge (Minor): You have learned secret knowledge in your travels. Once per day you can deeply focus on a single action, providing a +1 to any conflict roll.

Sense of Self (Minor): You have a strong understanding of who you are. You engage in defensive Willpower conflicts as if you had 1 more Willpower than you do.

Tinkerer (Minor): You may have some Super Scientist destiny after all. You can make items of (Advanced) 10 or less. Super Scientists cannot possess this highlight.

Spellquestered (Major): You are hard to affect through sorcery. You engage in defensive conflicts concerning spells as if you had 2 more ability points in the appropriate statistic. In addition you have a +2 to any rolls resisting spells. This highlight always functions even if you'd rather it didn't.

Spirit Touched (Major): You may have Sorcerer destiny after all. You've heard a distinctive voice in your head your whole life and when you repeat it, something happens. You know a single Basic whisper. Sorcerers may have this highlight, but they cannot progress along the whisper track of a whisper gained in this way.

Team Player (Major): When directly working with another who has the team player highlight, you gain a +2 to 4 rolls per day.

Tough as Nails (Minor): You've been beaten before and came out winning. You have a +1 to any roll made to resist a combat condition.

Unobtrusive (Minor): You have learned the art of being unobtrusive. In some situations (at the discretion of the GM), you can use this to your benefit. Activating this highlight costs 1 Fortune.

Wealth (Minor or Major): You have a bankroll of gold, silver, and copper. If this is a minor highlight you have 1,200bv, while a major highlight provides 4,600bv. If you wish, and if your GM agrees, you can have up to .75 the listed bv in equipment/possessions instead of coin. Threshold limits on equipment gained in this manner may exist according to your GMs wishes.



WHISPERS

Sorcerers start with two random whispers generated on the below table. Using a whisper requires the sorcerer to whisper together with the spirit he hears for the listed duration before the effect takes place. A sorcerer can take no other actions while whispering. Whispering require spending Fortune to activate. Whispers can only be learned if the lesser threshold whispers are already known. In other words, you must know the Basic whisper before you can learn the Intermediate one along any individual whisper track. During character creation, if you roll the same whisper twice, you know the Basic and Intermediate whispers on that whisper track.

Sorcerers can also create their own whispers after gaining their first whisper point through experience. The player and the GM should work together to start a whisper track for the character. Only one personalized whisper can be created for each threshold.

Table 11: Whispers

Dice Roll	Whispers
1-11	The Whispers of Archae
12-22	The Whispers of Blackhawk the Magnificent
23-33	The Whispers of Magoman Divis
34-44	The Whispers of Queen Ariel
45-55	The Whispers of Vladimir Blavichek
56-66	The Whispers of The Collector
67-77	The Whispers of Thunder Dreamer
78-88	The Whispers of Undal Smith
89-100	The Whispers of Zygo Zygosis

THE WHISPERS OF ARCHAE

Archae's Indication (Basic): Activating this whisper summons a leatherly old book. The sorcerer asks a simple question aloud and then opens the book, placing his finger on a single line of text. Within this line is an oblique answer to the question posited, hinting at a course of action. Two questions can be answered in this manner before the book disappears. Using this whisper is draining and the sorcerer suffers 2 points of Ego damage upon its completion. Activating this whisper requires 2 Fortune.

Archae's Omination (Intermediate): Activating this whisper summons a book bound in alligator hide. If the sorcerer holds an item in her hand while opening the book, she will find within operating instructions for the held item. The book remains in this realm for 5 minutes before disappearing. During this period the sorcerer can engage in any single Operation (Advanced) skill set conflict as if she possessed that skill set. If using the item requires more than 5 minutes, this whisper proves worthless for the sorcerer, but it does identify the item for the sorcerer. Using this whisper is draining and the sorcerer suffers 3 points of Ego damage upon its completion. Activating this whisper requires 4 Fortune.

Archae's Auguration (Advanced): Activating this whisper summons a book filled with beautiful illustrations and concise, accurate text. For the next 5 minutes, the sorcerer can engage in up to three separate History of the Ancients (Ultra) 5 or History under the Shattered Moon (Ultra) 5 skill set conflicts. After 5 minutes or 3 questions, the book disappears. Using this whisper is draining and the sorcerer suffers 4 points of Ego damage upon its completion. Activating this whisper requires 6 Fortune.

Archae's Supplication (Ultra): Activating this whisper summons a giant book, glowing with blue, black, green and gold runes. The sorcerer asks one question and it is answered fully and in detail after which the runes burst in bright color, draining the sorcerer 1 point in every primary ability. These points can be regenerated, or they will naturally return after a month's time. In addition, the sorcerer suffers 10 points of Ego damage upon its completion. Activating this whisper requires 8 Fortune.

THE WHISPERS OF BLACKHAWK THE MAGNIFICENT

Blackhawk's Bladeturner (Basic): Activating this whisper creates a dancing blue blade that floats around the sorcerer. For the next 5 minutes, the blade

interferes with any slashing attacks targeting the sorcerer, increasing the sorcerer's Combat rank by +6 against bladed weapons only. Activating this whisper requires 2 Fortune.

Blackhawk's Pulsing Globe (Intermediate): Activating this whisper creates a shimmering, pulsating blue globe around the sorcerer. For the next 5 minutes, the globe interferes with any energy attacks targeting the sorcerer, effectively increasing the sorcerer's Combat rank by +6 against energy attacks only. Activating this whisper requires 4 Fortune.

Blackhawk's Belching Bloviation (Advanced): Activating this whisper results in a belch of legendary proportions. The sorcerer spews out a hazy blue cloud that coalesces into hundreds of tiny mouths that orbit the sorcerer for 5 minutes. During this period the tiny mouths whisper of Blago Blackhawk, describing the tremendously great and powerful long dead sorcerer. Any toxic attacks targeting the sorcerer during this period are sucked up by the tiny mouths, rendering the sorcerer immune to toxic attacks. Activating this whisper requires 6 Fortune.

Blackhawk's Vindictive Obluctation (Ultra): Activating this whisper turns the sorcerer into a living bomb. Immense pressure builds within the sorcerer's body, searching for a release. This pressure explodes out of the sorcerer at the end of 5 minutes (or earlier if the sorcerer chooses) dealing 12 points of Health damage and 12 points of Ego damage to all creatures within 100 feet, excluding the sorcerer. Furthermore, any creature still conscious after the blast (including the sorcerer) must succeed in a Willpower conflict rank 5 or suffer the greater combat condition knockout. Activating this whisper requires 8 Fortune.

THE WHISPERS OF MAGOMAN DIVIS

The Mouth of Magoman (Basic): Activating this whisper creates a green ethereal floating mouth. Any text the sorcerer looks at will be translated into a language understandable by the sorcerer. The mouth speaks at a normal talking volume for 5 minutes. Activating this whisper requires 2 Fortune.

The Hand of Magoman (Intermediate): Activating this whisper creates a green ethereal floating hand. The sorcerer need only speak the name of any Item (Basic) desired and the item appears within the hand. The item must be able to be held in one hand. Activating this whisper requires 4 Fortune.

The Feet of Magoman (Advanced): Activating this whisper creates a pair of green ethereal feet. Any creature placing their feet within the glowing green feet can walk upon the very air itself at a speed of 10/80 for 5 minutes. In addition, the feet protect the traveler from environmental hazards that emanate from below (such as the heat from lava, or poisonous vapor from a toxic spill) during this period. Activating this whisper requires 6 Fortune.

The Eyes of Magoman (Ultra): Activating this whisper creates a pair of ethereal floating green eyes. Any creature that tears out his own eyes and places his head where the ethereal eyes float gains the powers of the eyes for the next 2 days. Tearing out one's eyes requires a successful Willpower conflict difficulty 12 and deals 5 points of damage to Health. An individual is allowed only one self-blinding attempt per minute. The ethereal eyes bestow heightened senses upon the user, providing +20 to all sense conflicts and allowing extraordinary conflicts. They also provide +10 against convert conflicts started against the user. The eyes also bestow Enthrall (Ultra) to the user, and the user needs not spend fortune to activate the power. Finally, at the end of 2 days, the ethereal eyes dissipate, leaving behind healthy and functioning eyes in their place. These eyes, however, have golden pupils. Activating this whisper requires 10 Fortune.

THE WHISPERS OF QUEEN ARIEL

The Queen's Bridge (Basic): Activating this whisper creates a shimmering ribbon of pure and solid energy bridging two points. The 20-foot-wide bridge can hold any weight for the next 5 minutes. Activating this whisper requires 1 Fortune for every 50 feet of bridge length desired.

The Queen's Cage (Intermediate): Activating this whisper creates a shimmering cage of pure and solid energy around a single creature. The contained creature can attack through the bars of the cage, but is restrained within the boundaries of the cage for the next 20 minutes. Small creatures, those weighing less than 50 lbs. can slip through the bars. Activating this whisper requires 5 Fortune.



The Queen's Bonds (Advanced): Activating this whisper creates a pair of shimmering energy bonds. These solid manifestations of force rush and attach themselves to the limbs of a designated creature. The creature is restrained and unable to use the shackled limbs for the next 20 minutes if it fails a rank 10 Willpower conflict. Activating this whisper requires 5 Fortune.

The Queen's Cube (Ultra): Activating this whisper creates a box of shimmering energy that completely encases a target creature that fails a rank 20 Willpower conflict. During this time the creature cannot affect those outside the box, but neither can those outside the box affect it. Activating this whisper requires 8 Fortune.

THE WHISPERS OF VLADIMIR BLAVICHEK

Vladimir's Necroconsultation (Basic): Activating this whisper summons a cacophonous roar of whispers from all the necromantic spirits within a mile. If the sorcerer spends 5 minutes listening to the spirits, he gains general knowledge of spiritual activities within a mile. If a non-sorcerer listens for the full 5 minutes, he must successfully engage a rank 5 Willpower conflict or fall unconscious from fright for 5 minutes. Activating this whisper requires 2 Fortune.

Vladimir's Net of Necrosis (Intermediate): Activating this whisper creates a glistening black net of ethereal energy that can be thrown over a necromantic spirit made flesh. Any necromantic spirit made flesh hit by the net of necrosis suffers a -2 to all Combat rolls until slain or until it loses its fleshy state. Upon a miss, however, the net seeks the next nearest target, creating a rank 5 Willpower conflict. If the target fails the conflict, it suffers a -2 to all Combat rolls for 1 day. Activating this whisper requires 4 Fortune.

Vladimir's Black Shackles (Advanced): Activating this whisper creates a glistening pair of black ethereal shackles that can be thrown upon a necromantic spirit made flesh that is of the Advanced threshold or lower. Any necromantic spirit made flesh hit by the black shackles must successfully roll a rank 12 Willpower conflict, or become the complete servant of the sorcerer for the next 5 days. A shackled spirit remains flesh for as long as it is shackled. If the spirit succeeds in the conflict, it retaliates upon the sorcerer,

subjecting him to a rank 6 Willpower conflict. If the sorcerer fails the conflict he suffers 10 points of Ego damage. Upon a missed attack, the black shackles seek the next nearest target, creating a rank 5 Willpower conflict. If the target fails the conflict, it suffers 5 points of Ego damage. Activating this whisper requires 6 Fortune. A sorcerer can only have 1 servant at a time.

Vladimir's Laughing Head (Ultra): Activating this whisper on the severed head of any humanoid creature brings the head back to life for 5 minutes. During this period the head will answer questions put to it truthfully, but it only knows what it knew in life. At the end of this whisper, the head begins laughing horribly, cursing the sorcerer in the process. The next time the sorcerer is in a deadly situation (such as combat, or any other situation in which there exists a chance of death for the sorcerer) and rolls the maximum result on a roll, that roll is a failure, and Fortune cannot be spent to correct that failure. Activating this whisper requires 6 Fortune.

THE WHISPERS OF THE COLLECTOR

Collector's Locator (Basic): Activating this whisper summons a small nacreous plaque from beyond the barrier in a puff of pearly smoke. The plaque bears the image of the nearest spirit sought by the sorcerer within parameters defined by the sorcerer. The plaque also contains some type of background information helping the sorcerer recognize the general location of the spirit. The plate is a permanent physical object about as durable as ivory. Activating this whisper requires 2 Fortune.

Collector's Luck (Intermediate): Activating this whisper summons two nacreous six-sided dice into the hands of sorcerer. If a 7 or 11 is rolled on these dice, a spirit that was previously made flesh within the past year can be made flesh again. Fortune can be spent upon the roll, modifying on a one-for-one basis. The dice are permanent physical objects, but loose any powers after a single use. Activating this whisper requires 4 Fortune.

Collector's Memento (Advanced): Activating this whisper summons a small nacreous plaque from beyond the barrier to the tolling of a funeral bell. The plaque is bare and smooth, but in the hands of the sorcerer that summoned it, it can store a spirit that was recently made flesh and just defeated in combat. The spirit's image appears upon the plaque and it can be used in artifact creation by any sorcerer or released. The plaque is a permanent artifact and is impervious to all damage until the spirit within is used or released, upon which it becomes an item about as durable as ivory. Activating this whisper requires 6 Fortune.

Collector's Album (Ultra): Activating this whisper summons an unearthly folder of memento plaques from beyond. The sorcerer may flip through the book and find an example of any spirit desired. A single plaque can be removed from the album and the album then disappears. If a plaque is not chosen in 5 minutes, the album disappears. The chosen plaque cannot be directly used in artifact creation and needs be broken by the sorcerer that summoned it. Once broken the spirit within is made flesh and combat ensues. If the sorcerer fails a rank 12 Willpower conflict the spirit within summons another spirit of equal or greater threshold, resulting in a combat with two spirits. One of these two spirits, chosen at random, cannot be used in artifact creation if it is defeated, and the other is treated as if were a threshold weaker for artifact creation. If the sorcerer succeeds the rank 12 Willpower conflict by using Fortune, the selected spirit is treated as if two thresholds weaker for artifact creation. Activating this whisper requires 8 Fortune.

THE WHISPERS OF THUNDER DREAMER

Thunder Dreamer's Beckoning (Basic): Activating this whisper summons a large buck to the sorcerer. It appears within the hour, walking unafraid directly to the sorcerer. It allows itself to be sacrificed for the good of the whisperer and his people. Activating this whisper requires 5 Fortune. It is rumored that overuse of this whisper summons The Great Stag, who chooses instead to sacrifice the whisperer for the good of his people.

Thunder Dreamer's Call (Intermediate): Activating this whisper summons a lightning snake to the sorcerer. It appears from thin air, as if a spirit was made flesh. The lightning snake may provide a single service to its caller, or it may attack the caller if it considers the service unjust or if it feels the sorcerer is abusing its service. Activating this whisper requires 1 Fortune.

Thunder Dreamer's Plea (Advanced): Activating this whisper summons a highly intelligent thunderbird to the sorcerer. It appears in the sky immediately after activation; as if it knew it would be asked to attend. The thunderbird is never pleased to be called, but it will do as the sorcerer requires as long as it feels the request a righteous one. However, it requires a tribute of some sort afterwards, and if not provided, it will exact its own. Activating this whisper requires 1 Fortune.

Thunder Dreamer's Shout (Ultra): Activating this whisper causes terror in all enemies of the sorcerer who are within hearing range. Those who have heard such a thing, say it sounds like angry bears, a pack of starving wolves, and the crack of a thunderbird itself all at the same time. All enemies must succeed against a rank 10 Intuition conflict or flee from the area for an hour.

THE WHISPERS OF UNDAL SMITH

Undal's Bombilating Liquid (Basic): Activating this whisper draws a hissing and droning green liquid from beyond. The liquid appears directly upon all targets in a 20 foot radius and seeps into their skin, regardless of armor or other protections. For the next 20 minutes, all victims are deafened by the continual noise of the burbling liquid within them. Activating this whisper requires 2 Fortune.

Undal's Transuding Liquid (Intermediate): Activating this whisper draws a viscous red liquid from beyond. The liquid appears directly upon all targets in a 20 foot radius and seeps into their skin, regardless of armor or other protections. For the next 5 minutes, the victims are drained of 2 Fortune per minute. Up to 10 creatures can be affected. Activating this whisper requires 4 Fortune.

Undal's Edacious Liquid (Advanced): Activating this whisper draws a viscous black liquid from beyond. The liquid appears directly upon all targets in a 20 foot radius and seeps into their skin, regardless of armor or other protections. For the next 20 minutes, the victims feel ravenously hungry, suffering a -2 to all actions and interrupting any actions to eat if failing a rank 4 Willpower conflict and if food is readily available. Up to 10 creatures can be affected. Activating this whisper requires 6 Fortune.

Undal's Sequacious Liquid (Ultra): Activating this whisper draws a viscous white liquid from beyond. The liquid appears directly upon all targets in a 20 foot radius and seeps into their skin, regardless of armor or other protections. For the next minute, the victims must succeed on a rank 5 Willpower conflict every turn or obey the commands of the sorcerer. A

successful roll adds a +1 to all subsequent rolls. Up to 10 creatures can be affected. If all victims successfully roll their conflict, the sorcerer is instead under the control of the victim who had the highest roll for the next minute unless he succeeds on a rank 10 Willpower conflict. Activating this whisper requires 8 Fortune.

THE WHISPERS OF THE WIZARD ZYGO ZYGOSIS

Zygo's Draining Charge (Basic): Activating this whisper creates 50 foot radius charged with a draining electricity. Any item of (Advanced) threshold or higher that has a power cell within the radius is drained of 200 eu. Activating this whisper requires 2 Fortune.

Zygo's Interfering Charge (Intermediate): Activating this whisper creates 50 foot radius charged with interfering electricity. Any item of (Advanced) threshold or higher within the radius ceases to work for 1 minute. Activating this whisper requires 4 Fortune.

Zygo's Transferring Charge (Advanced): Activating this whisper creates 50 foot radius charged with elemental and chaotic electricity. Any artifact of (Basic) or (Intermediate) threshold is drained of its Fortune and the drained Fortune is transferred to the sorcerer. The sorcerer may use this energy to fill his artifacts and personal Fortune pool. If there is any excess Fortune, the sorcerer takes 5 Health damage as it dissipates through his body. Activating this whisper requires 6 Fortune.

Zygo's Red Lightning Storm of Doom (Ultra): Activating this whisper creates a veritable storm of crackling red lightning. Any creature within a 50 foot radius of the storm is targeted by a bolt (attacks as a Combat 8). A hit drains all the Fortune from any artifacts upon the target. If the target has no artifacts, it drains all the Fortune from the target. No Fortune can be spent upon this roll. The sorcerer using this whisper must succeed on a rank 20 Willpower conflict or be drained of all his personal Fortune. Activating this whisper requires 8 Fortune.

EXPERIENCE

As you explore the world under the shattered moon, your characters acquire experience through their adventures. Experience is given in many forms: ability points, power thresholds, new powers, skill thresholds, skill ranks, new skills, new whispers, whisper thresholds, and new highlights. Experience is gained by GM fiat. After a session or a series of adventures a GM arbitrarily decides how your character has gained experience based upon what you did and what were your stated goals.



COMBAT

Combat in Sorcery & Super Science takes place in 6-second turns. Characters can perform one attack action and one movement action in a single turn. Characters can also perform instantaneous actions (such as activating powers) at any time during their turn. Instead of performing an attack action characters may substitute a movement action. In summation, a character can move and attack in one turn or move and then move again in one turn. A character can perform as many instantaneous actions as he or she wishes during a turn, but instantaneous actions cannot be repeated during a single turn. This means that a character cannot instantaneously activate a power more than once per turn.

An Initiative check determines which side of the combat (the player's or the GM's) has the upper hand in combat. The character with the highest Intuition enters an Intuition conflict with the opponent possessing the highest intuition. If the character succeeds, the character's party wins initiative and acts first. Order of action on a side is determined in descending order of Intuition allowing the creatures with the most Intuition to act first within their own group. Action in a turn takes place in the following sequence:

1. Initiative is determined.
2. The side that won initiative acts. Characters with higher Intuition can choose to wait until less intuitive characters have acted before acting. However, if they do not act on their turn, they lose their actions.
3. The side that lost initiative acts.
4. Repeat until combat is over.

Combat is resolved by adding the Combat ability ranks of the attacker and defender. The attacker then rolls the appropriate dice and adds his or her Combat to the roll. If the roll is equal to the maximum number on the die rolled, it is a hit. For example: a Combat 6 character is attacking a creature with a Combat of 8. The total of their two Combat ratings is 14, so a d12 is rolled (remember; always round down to determine the die rolled for a conflict) and the attacker adds his Combat 6 to the result. A result of 12 or higher in this case indicates a hit.

Any roll equal to the highest number on the die rolled (12 for a d12, 8 for a d8, etc) results in hit dealing 2 points of damage to the Health or Ego of the creature hit, depending on what type of attack was used. Any roll that is 2 or more points higher than required to hit results in 4 points of damage to the target. To continue with the above example: the character with a Combat 6 rolls a 14 (Combat 6 and a roll of 8) on the d12 and deals 4 points of damage for that attack. In other words, a success in an attack conflict deals 2 points of damage and a greater success deals 4 points of damage.

Table 12: Combat Conditions

Damage	Condition	Category	Effect
Acid	Melted	Toxic	Opponent suffers a minor temporary injury.
Bludgeoning	Staggered	Physical	+1 damage. All rolls at -3 next turn on failed Willpower conflict.
Cold	Blasted	Energy	+2 damage. All rolls at -2 next turn on failed Fortitude conflict.
Disease	Diseased	Toxic	Opponent suffers a minor temporary injury.
Ego	Staggered	Ego	+1 damage. All rolls at -3 next turn on failed Willpower conflict.
Electricity	Blasted	Energy	+2 damage. All rolls at -2 next turn on failed Fortitude conflict.
Explosive	Staggered	Physical	+1 damage. All rolls at -3 next turn on failed Willpower conflict.
Heat	Blasted	Energy	+2 damage. All rolls at -2 next turn on failed Fortitude conflict.
Light	Blasted	Energy	+2 damage. All rolls at -2 next turn on failed Fortitude conflict.
Mental	Staggered	Mental	+1 damage. All rolls at -3 next turn on failed Willpower conflict.
Piercing	Punctured	Physical	+3 damage. All rolls at -1 next turn on failed Agility conflict.
Poison	Poisoned	Toxic	10 minutes after attack, target takes 1 point of temporary ability damage for next 3 minutes.
Radiation	Radiated	Toxic	1 day after attack, target takes 1 point of temporary ability damage for next 4 days.
Slashing	Bleeding	Physical	+3 damage. All rolls at -1 next turn on failed Fortitude conflict.
Sonic	Staggered	Energy	+1 damage. All rolls at -3 next turn on failed Willpower conflict.

A creature becomes unconscious at either Health 0 or Ego 0 and begins dying. The creature's Fortitude (for Health 0) or Willpower (for Ego 0) drops by 1 point at the end of each turn until it reaches -5, at which point he expires. Once Fortitude or Willpower of 0 or lower is reached, a dying creature can spend 5 Fortune to stabilize. If the dying creature receives aid during this period he will automatically stabilize, but aid requires someone spending all their actions for 2 turns tending to his wounds. A stabilized creature's Health remains at 0, but its Fortitude or Willpower stops dropping. The creature will not regain consciousness until healing at least 1 point of Health or Ego (whichever dropped to 0) and its Fortitude or Willpower is equal the minimum for its race. This is 0 for player races, but can be lower for NPCs.

Any stabilized creature that suffers a single point of Health or Ego damage begins dying again. This second round cannot be stabilized by spending Fortune.

Ranged weapons have various modifiers to the roll depending on the range of target. Using a ranged weapon in melee is done at a -2 to the roll for missile weapons (or similar) and -1 for firearms (or similar). Firing while moving (be that on horseback or from a vehicle) is also a -2 to the roll.

When attacking with any area-effect weapon, roll your combat conflict against the opponent with the highest Combat that is in the affected area. For example, you have a Combat 4 and you throw a grenade that will damage two people when it explodes, one with a Combat 2 and the other a Combat 4. To determine if you hit, you add your Combat 4 to the Combat 4 (the highest of your opponents') and roll on a d8. If you miss, you damage none of your enemies.

DAMAGE

As stated above, a success in combat deals 2 points of damage and a greater success deals 4, and weapons add to that damage as indicated in their description. For example, if you're using a sword (an intermediate one-handed weapon), you'd add +3 to your damage when you hit with it. Generally, a hit that is 4 higher than a success triggers a combat condition conflict. The standard condition (the one dealt when punching or kicking) is staggered, but weapons can inflict different types of condition. Unless specifically stated, unarmed attacks deal +0 damage and have a +4/rank 3 bludgeoning combat condition. That means when a hit is 4 higher than a success, a rank 3 staggered combat condition Willpower conflict is triggered. If you were using an automatic rifle, however, you'd have a +4/rank 8 piercing and would force a rank 8 punctured combat condition Agility conflict when you rolled a success. Note that some weapons trigger combat conditions at numbers other than at +4.

COMBAT CONDITIONS

There are two types of combat conditions: regular combat conditions and greater combat conditions. Combat conditions are the most common and are delivered via simple weaponry (such as swords and bows) and powers. To inflict any combat condition you usually need to roll 4 or higher than a success. For example, if you roll a 14 or higher when rolling a d10, you've inflicted a combat condition upon your target. Your target takes additional damage and rolls a conflict against the rank of the weapon or the power that you used to inflict the condition. A success avoids suffering the condition's negative effect. How much higher than a success needed to inflict a greater combat condition may also be dependent upon the weapon used and may vary, so see the weapon's description.

Blasted (cold, electricity, heat, light): You've made a solid energy hit. Your opponent takes an additional 2 points of damage. All rolls on his next turn are made at -2 unless he is successful in a Fortitude conflict against a rank

determined by the weapon. This additional damage is not subject to Energy Resistance (including equipment), but opponents with an appropriate High Intensity Energy Resistance are immune.

Bleeding (slashing): You've made a solid edged hit. Your opponent takes an additional 3 points of damage. All rolls on his next turn are made at a -1 unless he is successful in a Fortitude conflict against a rank determined by the weapon. This additional damage is not subject to Damage Resistance (including equipment), but opponents with an appropriate High Intensity Damage Resistance are immune.

Diseased (disease): Your opponent is infected, stricken by disease. Your opponent suffers a minor temporary injury (a 1 point loss) to a randomly determined primary ability. If this reduces an ability below 0, randomly determine another ability.

Melted (acid): Your opponent is splashed by your acidic attack and suffers a minor temporary injury (a 1 point loss) to a randomly determined physical primary ability. If this reduces an ability below 0, randomly determine another ability.

Poisoned (poison): Your opponent is poisoned by your attack. 10 minutes after your attack, your target takes 3 points of temporary ability damage at the rate of 1 point per minute. Randomly determine the affected primary ability. If an ability is reduced below 0 through a poison attack, the target begins dying.

Punctured (piercing): You've driven your weapon home. Your opponent takes an additional 3 points of damage. All rolls on his next turn are made at -1 unless he is successful in an Agility conflict against a rank determined by the weapon. This additional damage is not subject to Damage Resistance (including equipment), but opponents with an appropriate High Intensity Damage Resistance are immune.

Radiated (radiation): Your opponent is irradiated by your attack. A day after your attack, your target takes 4 points of temporary ability damage at the rate of 1 point per day. Randomly determine the affected primary ability. If an ability is reduced below 0 through a radiation attack, the target begins dying.

Staggered (bludgeoning, ego, explosive, mental, sonic): You've sent your opponent reeling with a strong attack. Your opponent takes an additional 1 point of damage. All rolls on his next turn are made -3 unless he is successful in a Willpower conflict against a rank determined by the weapon. This additional damage is not subject to Damage Resistance (including equipment), but opponents with an appropriate High Intensity Damage Resistance are immune.

GREATER COMBAT CONDITIONS

Greater combat conditions are less frequent and are delivered via advanced weaponry and magical artifacts.

Afraid: You hit your opponent's Ego, bringing the outcome of this confrontation to question. He or she must immediately roll a Willpower conflict against the amount of damage dealt. If a failure results, your opponent flees by the fastest possible method on his next turn, using two move actions. However, a greater success hardens the heart of your opponent resulting in a +1 bonus to all rolls he or she makes for the next turn and renders your opponent immune to any fear effects for the entire combat.

Blind: You blind your opponent. For the duration described according to the weapon the poor fellow is at -6 for all conflicts involving sight and moves at 0.25 normal speed.

Coma: You brutalize your opponent's Ego, resulting in the conclusion that continued consciousness is an unwise decision. Your opponent falls into a coma on his next turn before having a chance to move or attack, but not before any instantaneous actions, unless he is successful in a Willpower conflict against a rank determined by the weapon. The coma lasts for 1-100 minutes. During this period your opponent cannot be awakened.

Deaf: You deafen your opponent. For the duration described according to the weapon, the poor fellow is at -6 for all conflicts involving hearing. However, a deaf creature is immune to some sonic attacks (only the ones that explicitly say they affect hearing creatures), so it's not all that bad, right?

Dying: You've struck your opponent to the quick with a masterful attack. He is now unconscious and dying at Health 0 if he fails a conflict against an ability and rank determined by the weapon. As if this wasn't bad

enough, your unfortunate opponent also suffers a permanent injury. He makes an Intuition conflict roll against the rank determined by the weapon or attack. A greater success means a minor permanent injury has occurred to his highest ability (a 1 point loss), a success results in a permanent injury to his highest ability (a 2 point loss), and a failure results in a major permanent injury to his highest ability (a 3 point loss).

Knockout: You solidly hit your opponent sending him to la-la land. Your opponent takes an additional 3 points of damage. Unless he is successful in a Willpower conflict against a rank determined by the weapon, he falls unconscious on his next turn before having a chance to move or attack, but not before any instantaneous actions, for 6d10 seconds. During this period your opponent cannot be awakened. After your opponent awakes, he spends the next two minutes staggered and attacks at a penalty of -3.

INJURIES

The world under the shattered moon is a dangerous place, and permanent injury is a possibility. An injury is a wound that results in reducing a primary ability, such as a reduction in Agility. There are two types of injury: temporary and permanent. Temporary injuries heal at the rate of 1 point per week. Permanent injuries do not heal, unless regeneration is available to the player. There are 3 types of permanent injuries: minor permanent (-1 to an ability), permanent (-2 to an ability), and major permanent (-3 to an ability).

USING FORTUNE

Fortune is the hand of destiny in Sorcery & Super Science. Every creature has a chance to influence their fate through the judicious use of Fortune. Using Fortune properly is often the difference between success and death under the shattered moon. Fortune can be spent in the following ways and with the following limitations:

1. You may spend as much Fortune as you wish at any one time as an instantaneous action, but you can only spend Fortune once per turn.
2. Fortune can modify any number in the game on a 1-for-1 basis except for an NPC's conflict roll. This means you can use Fortune to modify your Character's attack conflict roll, but cannot use Fortune to modify the roll of the NPC trying to hit you. You can inflict a combat condition by spending enough Fortune to raise your attack conflict roll high enough, as determined by your weapon.
3. Damage can be reduced or added to on a 1-for-1 basis. If all the damage from an attack is reduced to 0, any combat condition associated with that hit is removed as well.
4. If a creature spends Fortune to reduce damage to 0 and avoid a combat condition check in the process, you can spend 5 Fortune to deal 1 point of damage and force a combat condition roll. If the creature fails the check, the effects of that combat condition are applied.
5. Fortune can also be used to modify skill set threshold limitations, allowing a conflict roll for a higher threshold conflict than what you could normally engage at a cost of 10 Fortune points. This allows a Basic threshold to engage in an Intermediate conflict, an Intermediate to engage in an Advanced, and an Advanced to engage in an Ultra conflict. The rank of the modified skill remains the same. If you choose to spend another 10 Fortune points, two thresholds can be increased, resulting in a Basic entering an Advanced conflict or an Intermediate entering into an Ultra conflict. Moving three thresholds (Basic to Ultra) requires 40 Fortune.
6. If you spend more than half of your maximum Fortune (not current Fortune) at a single time, you temporarily lose 1 point in a randomly determined primary ability. The point regenerates after a month's time, but prior to such, secondary abilities should be changed to reflect the reduction. No ability can drop below 0; determine another ability to reduce should that be the result.
7. You can spend 5 Fortune to re-roll, either for yourself or for an ally.
8. You may be required to spend Fortune to activate some powers, whispers, or highlights.
9. You can spend Fortune to do anything else the GM allows. Be creative!

EQUIPMENT

There are two types of equipment in Sorcery & Super Science: items and artifacts. Items are mundane technological equipment such as blankets, backpacks and automobiles. Items are the things we have in our world today. Artifacts are sorcerous equipment such as magic swords, elemental servants, and mystic protections. Items are made with components while artifacts are made from defeated spirits made flesh.

Almost every item and artifact has a threshold and rank. This is the rough estimation of the technological level of items or the sorcerous level of artifacts. Generally speaking, items and artifacts with higher thresholds and ranks are more valuable and more powerful than ones with lower thresholds and ranks.

Items and artifacts possess a barter value (bv) which is an abstract measure of worth. It is assumed for simplicity that bv will remain relatively constant from area to area, but GMs should never hesitate to vary the value depending on local circumstance and the usefulness of a particular object to the parties involved in the barter. Scarcity will be prevalent, and object availability will depend upon settlement size. Beginning characters start with 200 bv worth of equipment of up to Intermediate thresholds. None of their equipment contains Technology.

The listed value of an item or artifact is the value of a fully operational object, no batteries included. That means that an object as described contains no fuel cells, no ammunition, and no fuel - nothing but the object unless specifically stated in the object's description. An item that contains Technology is worth twice the listed bv.

Below is a table listing the value of components by threshold and rank. Spirits are valued in a similar manner, but at 10x the amount listed on the below chart. For example an (Advanced) 1 component is worth 75bv while a Necromantic Spirit (Advanced) 1 is worth 750 bv. Use the table as help in creating your own objects and in valuing individual components or spirits outside of an object and remember that just because something has a bv, doesn't mean that there's someone willing to pay or accept that price due to local conditions.

It should be noted that food and drink have only value, description, and effects information. Normal consumables have no components and cannot be made using the Item Construction skill set. Making food is probably just a role-playing endeavor or one involving Animal Husbandry, Farming, or Foraging skill sets.

For comparison with traditional metal currency, a gold coin (1oz.) is worth around 200 bv, a silver coin (1oz.) is worth around 10 bv, and a 1 copper coin (1oz.) is worth around 1bv. This will vary wildly based upon location. Some areas may even possess their own mints.

In equipment descriptions, all ranges and area effects are in yards unless otherwise indicated. The number after a range is the modifier to the die roll when used at that range in combat. Value is always the barter value (bv) of the object. In addition, the following abbreviations are used. Skill Set Abbreviations: B (Biology), C (Chemistry), E (Electricity), Ma (Materials), Mc (Mechanics), R (Rare-tech). Threshold Abbreviations: B (Basic), I (Intermediate), A (Advanced), U (Ultra).

ARMOR AND SHIELDS

BODY ARMOR (A) 5; Value 1,145

Description: The first real ballistic and stab-proof armor.

Effects: Body armor reduces Health damage taken by the wearer through physical attacks by 5 points per attack. Energy Health damage is also reduced by 1 point per attack.

EARLY BODY ARMOR (I) 15; Value 385

Description: Early ballistic and stab-proof armor. Much lighter than heavy armor, but still relatively ineffective against ballistics.

Effects: Early body armor reduces Health damage taken by the wearer through physical attacks by 4 points per attack. Energy Health damage is also reduced by 1 point per attack.

HEAVY ARMOR (I) 10; Value 337

Description: Armor made of heavy protective metal plates.

Effects: Heavy armor reduces Health damage taken by the wearer through physical attacks by 3 points per attack. Energy Health damage is also reduced by 2 points per attack, but Electricity Health damage is increased by 2 points per attack.

LIGHT ARMOR (B) 5; Value: 20

Description: Light armor is typically any non-ferrous armor, such as skins, hides, pads, barks, and other natural materials crafted for protection.

Effects: Light armor reduces Health damage taken through physical attacks by 1 point per attack.

LIGHT SHIELD (B) 5; Value 17

Description: A light shield is typically any non-ferrous shield made of skins, hides, pads, barks, or other natural materials.

Effects: Light shields reduce Health damage taken by the wearer through physical attacks by 1 point per attack. Energy Health damage is also reduced by 1 point per attack.

MARK I COMBAT AUGMENTED ARMOR (U) 3; Value: 15,120

Description: Integrating advanced materials, a powered exoskeleton, and a personal force field, combat augmented armor was standard issue for ground troops. Wearing it without power results in -2 to all physical actions if the wearer has lower than a Strength 5.

Effects: Mark I combat augmented armor has three different effects: ability modifiers, force field, and body armor.

Ability Modifiers: When powered, the wearer of the suit is considered to possess a Strength 10, Agility 8, and movement of 10/88. Every hour the suit is powered up drains the primary power cell by 10 points, providing 200 hours of life. The wearer's secondary abilities are not affected.

Force Field: The personal force field on the combat augmented armor reduces Health damage taken by the wearer by 6 points per attack. Every point of damage absorbed by the force shield drains the secondary power cell by 2 points, and every minute the force shield is on drains the secondary power cell by 1 point. Turning the force field on or off is an instantaneous action, but it takes a turn for it to "warm up" before protecting the wearer.

Body Armor: Physical Health damage that passes the force field is further reduced by 6 points per attack. All other types of Health damage are reduced by 4 points.

Power Sources: Primary - Power Cell (U) 2 for 2,000eu before depletion; Secondary - Power Cell (U) 2 for 2,000eu before depletion.

MARK I PERSONAL FORCE FIELD (U) 2; Value: 8,900

Description: Worn as a belt, a personal force field throws up a protective field surrounding the wearer. Typically the field glows a pale blue, but other colors are not uncommon. Turning the force field on or off is an instantaneous action, but it takes a turn for it to "warm up" before protecting the wearer.

Effects: A personal force field reduces Health damage taken by the wearer by 5 points per attack. Every point of damage absorbed by the force shield drains its power cell by 2 points, and every minute the force shield is on

Table 13: Value of Components by Threshold and Rank

T/R	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Basic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Intermediate	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
Advanced	75	150	225	300	375	450	525	600	675	750	825	900	975	1050	1125	1200	1275	1350	1425	1500
Ultra	750	1500	2250	3000	3750	4500	5250	6000	6750	7500	8250	9000	9750	10500	11250	12000	12750	13500	14250	15000

drains the power cell by 1 point.

Power Source: Power Cell (U) 2 for 2,000eu before depletion.

MARK I FORCE SHIELD (U) 1; Value: 6,400

Description: Worn as a bracer, a force shield throws up a protective field in front of the wearer of roughly the same size as a large square shield. Typically the shield glows a pale blue, but other colors are not uncommon. Turning the shield on or off is an instantaneous action, but it takes a turn for it to “warm up” before protecting the wearer.

Effects: A force shield reduces Health damage taken by the wearer by 5 points per attack. Every point of damage absorbed by the force shield drains its power cell by 2 points, and every minute the force shield is on drains the power cell by 1 point.

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

MARK I RECON AUGMENTED ARMOR (U) 2; Value: 11,095

Description: Augmented armors started with the mark I recon variety. Integrating advanced materials, a powered exoskeleton, and powerful sensors, recon augmented armor was designed for scouting operations. Wearing it without power results in -1 to all physical actions if the wearer has lower than a Strength 5.

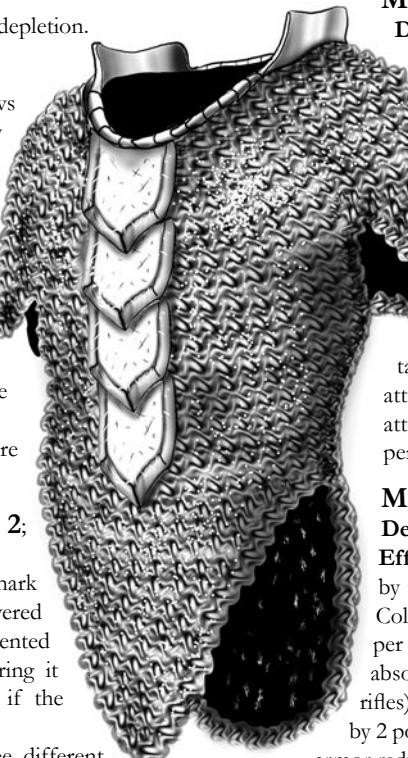
Effects: Mark I recon augmented armor has three different effects: ability modifiers, body armor, and sensors.

Ability Modifiers: When powered, the wearer of the suit is considered to possess a Strength 8, Agility 10, and movement of 20/176. Every hour the suit is powered up drains the primary power cell by 10 points, providing 200 hours of life. The wearer's secondary abilities are not affected.

Body Armor: Physical Health damage is reduced by 6 points per attack. All other types of Health damage are reduced by 3 points.

Sensors: The suit triples the wearer's natural senses and allows the wearer to make sense checks at +4 and extraordinary sense checks at +2. If the wearer already has heightened senses, the bonuses are additive.

Power Sources: Power Cell (U) 2 for 2,000eu before depletion.



MEDIUM ARMOR (I) 5; Value 87

Description: Medium armor includes metallic armors such as mail as well as armors made of woods, thick hides, or other natural materials.

Effects: Medium armor reduces Health damage taken by the wearer through physical attacks by 2 points per attack. Energy Health damage is also reduced by 1 point per attack.

MEDIUM SHIELD (I) 5; Value 67

Description: Medium shields are shields mostly composed of metals.

Effects: Medium shields reduce Health damage taken by the wearer through physical attacks by 2 points per attack. Energy Health damage is also reduced by 1 point per attack, but Electricity Health damage is increased by 1 point per attack.

MODERN BODY ARMOR (A) 15; Value 2,720

Description: Effective ballistic and stab-proof armor.

Effects: Modern body armor reduces Health damage taken by the wearer through physical attacks by 6 points per attack. Cold, heat, and acid Health damage is also reduced by 1 point per attack. At the user's desire, 5 Fortune can be spent to absorb all the damage from a small arms (pistols, shotguns, rifles) attack. Doing such reduced the effectiveness of the armor by 2 points per use. For example, after one such use modern body armor reduces attacks by 4 points instead of 6.

MODERN RIOT SHIELD (A) 5; Value 1,575

Description: An effective ballistic resistant riot shield.

Effects: A modern riot shield reduces Health damage taken by the wearer through physical attacks by 6 points per attack. Energy Health damage is also reduced by 2 points per attack.

RIOT SHIELD (A) 5; Value 995

Description: The first real ballistic resistant riot shield.

Effects: A riot shield reduces Health damage taken by the wearer through physical attacks by 5 points per attack. Energy Health damage is also reduced by 2 points per attack.

Table 14: Armor and Shields - Skill Sets and Components

Item Name	T/R	BV	Skill Sets						Components			
			B	C	E	Ma	Mc	R	Basic	Intermediate	Advanced	Ultra
Armor												
Light Armor	(B) 5	20			(B) 5				1, 2, 2, 3, 3, 4, 5			
Medium Armor	(I) 5	87	(B) 10		(I) 5				3, 3, 6	2, 4, 4, 5		
Heavy Armor	(I) 10	337	(I) 5		(I) 10				3, 3, 6	2, 2, 4, 4, 5, 6, 7, 8, 8, 9, 10		
Early Body Armor	(I) 15	385	(I) 10		(I) 15				4, 6	5, 6, 7, 7, 8, 8, 9, 10, 15		
Body Armor	(A) 5	1145			(A) 5					9, 10, 15	2, 2, 4, 5	
Modern Body Armor	(A) 15	2720										
Shields												
Light Shield	(B) 5	17			(B) 5				1, 2, 2, 3, 4, 5			
Medium Shield	(I) 5	67	(B) 10		(I) 5				3, 3, 6	2, 4, 5		
Riot Shield	(A) 5	995	(I) 1		(A) 5					9, 10, 15	2, 4, 5	
Modern Riot Shield	(A) 5	1,575	(A) 1		(A) 5					9, 10, 15	4, 5, 10	
Mark I Force Shield	(U) 1	6400	(A) 5	(U) 1	(A) 5	(A) 5	(A) 5	(A) 5			2, 15, 15, 20	1, 1
Mark I Force Field	(U) 2	8900	(A) 5	(U) 1	(A) 5	(A) 5	(A) 5	(U) 1			2, 15, 15, 20	1, 1, 2
Augmented Armors												
Mark I Recon	(U) 2	11095	(A) 5	(U) 1	(A) 15	(A) 15	(U) 2			9, 10, 15	4, 5, 10, 10, 15, 15, 20	1, 1, 2
Mark I Combat	(U) 3	15120	(A) 5	(U) 1	(A) 15	(A) 15	(U) 2			9, 10, 15	2, 4, 5, 10, 15, 15, 20	1, 1, 2, 3

MELEE, THROWN AND MISSILE WEAPONS

ADVANCED ONE-HANDED MELEE WEAPONS (A) 2; Value 265

Description: One-handed weapons made of modern materials.

Effects: +4 to damage, +4/ rank 6 combat condition depending on type

ADVANCED ONE-HANDED RANGED WEAPON (A) 2; Value 180

Description: One-handed throwing weapons made of modern materials.

Effects: +4 to damage; +4/ rank 5 combat condition depending on type

Range: 0-15, +0; 16-30, -1; 31-60, -3

ADVANCED TWO-HANDED MELEE WEAPONS (A) 2; Value 340

Description: One-handed weapons made of modern materials.

Effects: +4 to damage, +4/ rank 6 combat condition depending on type

ADVANCED TWO-HANDED RANGED WEAPON (A) 2; Value 420

Description: Bows or crossbows made of modern materials. Ammunition Required: Ammunition (B) 1-20

Effects: +4 to damage; +4/ rank 5 piercing

Range: 0-45, +0; 46-90, -1; 91-120, -3; 121-300, -5

BASIC ONE-HANDED MELEE (B) 5; Value 9

Description: Any primitive one-handed weapon of basic construction, such as clubs or primitive knives.

Effects: +2 to damage, +4/ rank 4 combat condition depending on type

BASIC ONE-HANDED RANGED WEAPON (B) 5;

Value 7

Description: Any primitive one-handed throwing weapon of simple construction, such as clubs or primitive knives.

Effects: +2 to damage, +4/ rank 4 combat condition depending on type

Range: 0-10, +0; 11-20, -1; 21-40, -3

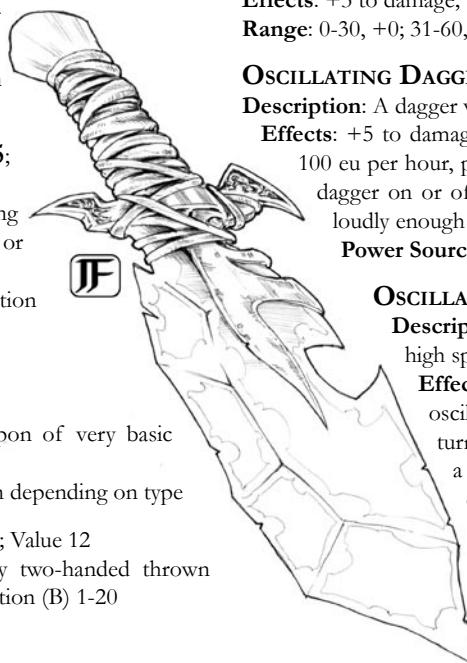
BASIC TWO-HANDED MELEE (B) 5; Value 10

Description: Any primitive large two-handed weapon of very basic construction, such as large clubs.

Effects: +3 to damage, +4/ rank 4 combat condition depending on type

BASIC TWO-HANDED RANGED WEAPON (B) 5; Value 12

Description: Slings, weak primitive bows and any two-handed thrown weapons. Ammunition Required: If missile, Ammunition (B) 1-20



Effects: +2 to damage, +4/ rank 4 combat condition depending on type

Range: 0-20, +0; 21-40, -1; 41-60, -3, 61-100 -5

INTERMEDIATE ONE-HANDED MELEE WEAPON (I) 5; Value 65

Description: One-handed weapons such as daggers, swords, axes, maces or picks.

Effects: +3 to damage, +4/ rank 5 combat condition depending on type

INTERMEDIATE ONE-HANDED RANGED WEAPON (I) 5; Value 32

Description: One-handed throwing weapons such as daggers or axes.

Effects: +3 to damage; +4/ rank 4 combat condition depending on type

Range: 0-10, +0; 11-20, -1; 21-40, -3

INTERMEDIATE TWO-HANDED MELEE WEAPON (I) 5; Value 70

Description: Two-handed weapons such as great swords, large axes, or pole arms.

Effects: +4 to damage, +4/ rank 5 combat condition depending on type

INTERMEDIATE TWO-HANDED RANGED WEAPON (I) 5; Value 80

Description: Stout bows made of wood or bone and tipped by iron. Ammunition Required: Ammunition (B) 1-20

Effects: +3 to damage; +4/ rank 4 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

OSCILLATING DAGGER (U) 1; Value 3,150

Description: A dagger with a blade that vibrates at very high speeds.

Effects: +5 to damage, +4/ rank 8 slashing. An oscillating dagger uses 100 eu per hour, providing 6,000 turns of use. Turning an oscillating dagger on or off is a move action. An oscillating dagger vibrates loudly enough to be detected at 10 feet.

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

OSCILLATING SWORD (U) 1; Value 4,250

Description: A sword with a blade that vibrates at very high speeds.

Effects: +6 to damage, +4/ rank 10 slashing. An oscillating sword uses 200 eu per hour, providing 3,000 turns of use. Turning an oscillating sword on or off is a move action. An oscillating sword vibrates loudly enough to be detected at 15 feet.

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

Table 15: Melee, Thrown and Missile Weapons - Skill Sets and Components

Item Name	T/R	BV	Skill Sets						Components			
			B	C	E	Ma	Mc	R	Basic	Intermediate	Advanced	Ultra
Melee Weapons												
Basic 1-H melee	(B) 5	9				(B) 5			4,5			
Basic 2-H melee	(B) 5	10				(B) 5			5, 5			
Intermediate 1-H melee	(I) 5	65	(B) 10			(I) 5			2, 3	1, 2, 4, 5		
Intermediate 2-H melee	(I) 5	70	(B) 10			(I) 5			2, 3	1, 2, 5, 5		
Advanced 1-H melee	(A) 2	265	(I) 3			(A) 2				1, 2, 5	1, 2	
Advanced 2-H melee	(A) 2	340	(I) 3			(A) 2				1, 2, 5	1, 1, 2	
Oscillating Dagger	(U) 1	3150	(A) 1	(U) 1	(A) 10	(A) 10					4, 8, 20	1
Oscillating Sword	(U) 1	4250	(A) 1	(U) 1	(A) 10						4, 8, 15, 20	1
Thrown or Missile Weapons												
Basic 1-H ranged	(B) 5	7				(B) 5			2, 5			
Basic 2-H ranged	(B) 5	12				(B) 5			2, 5, 5			
Intermediate 1-H ranged	(I) 5	32				(I) 5			2	1, 5		
Intermediate 2-H ranged	(I) 5	80				(I) 5			2, 4, 4	4, 5, 5		
Advanced 1-H ranged	(A) 2	180	(I) 3			(A) 2				1, 5	2	
Advanced 2-H ranged	(A) 2	420	(I) 3			(A) 2				1, 3, 5	1, 2, 2	

FIREARMS

.30 CALIBER MACHINE GUN (A) 15; Value 4,250

Description: A common machine gun designed for heavy infantry support and typically mounted upon a portable tripod mount. The .30 caliber has an average rate of fire of 30 rounds per turn, but can be fired in single-shot mode, as well as bursts of up to 100 rounds per turn. Firing a .30 caliber without a tripod results in a -1 to rolls and doubles any range penalties. Ammunition comes in metal boxes containing 250 cartridges or in very long belts containing 2,500 cartridges. Reloading takes 2 turns. 105 shots before reloading. Ammunition Required: .50 Caliber Ammunition (A)

Effects: +12 to damage, +4/ rank 10 piercing in single-shot mode. +21 to damage, +4/ rank 12 piercing at normal firing speed. +30 to damage/ rank 16 piercing at burst speed. Damage from a .30 caliber machine gun ignores the first 10 points of damage resistance or armor of the target.

Range: 0-250, +0; 251-500, -1; 501-1,200, -3; 1,201-3,000, -5

.50 CALIBER MACHINE GUN (A) 15; Value 5,375

Description: Another ubiquitous machine gun, found on many fighting vehicles as well as upon portable tripod mounts. The .50 caliber has an average rate of fire of 30 rounds per turn, but can be fired in single-shot mode, as well as bursts of up to 100 rounds per turn. Ammunition comes in metal boxes containing 100 cartridges or in very long belts containing 1,000 cartridges. Reloading takes 2 turns. 105 shots before reloading. Ammunition Required: .50 Caliber Ammunition (A)

Effects: +16 to damage, +4/ rank 10 piercing in single-shot mode. +28 to damage, +4/ rank 12 piercing at normal firing speed. +40 to damage/ rank 16 piercing at burst speed. Damage from a .50 caliber machine gun ignores the first 20 points of damage resistance or armor of the target.

Range: 0-250, +0; 251-500, -1; 501-1,200, -3; 1,201-3,000, -5

75MM GUN (A) 15; Value 12,975

Description: The first of the really big guns, 75mm can be found on tanks or as artillery pieces. Designed to be used by a two-man team, reloading takes 2 turns with two people, but 4 turns if used alone. Ammunition Required: 75mm Shells (A) If the 75mm gun is an artillery piece increase its Value by 975bv and add the following components: (I) 15, 15; (A) 5, 5. Artillery pieces weight 1,500 lbs. and can be pulled by most vehicles.

Effects: Based upon the shell used. The most common shell is the High Explosive.

Range: 0-1,000, +0; 1,000-2,000, -1; 2,001-4,000, -3; 4,001-8,500, -5

ANTI-TANK RIFLE (A) 15; Value 5,375

Description: A large-caliber rifle designed to combat armored vehicles. Anti-tank rifles are heavy weapons (30 lbs.) used only with a tripod. When used as a normal rifle, it deals 3 Health damage to the gunner and forces a rank 4 Strength conflict. Failure results in a broken collarbone, a minor temporary injury. Reloading takes 1 turn. 10 shots before reloading. Ammunition Required: Anti-tank Ammunition (A)

Effects: +16 to damage, +4/ rank 10 piercing. Damage from an anti-tank rifle ignores the first 40 points of damage resistance or armor of the target.

Range: 0-250, +0; 251-500, -1; 501-1,200, -3; 1,201-3,000, -5

AUTOMATIC RIFLE (A) 12; Value 5,325

Description: A modern semi-auto rifle. Reloading takes 1 turn. 30 shots before reloading. An automatic rifle can be fired as a single shot, as a triple burst (at -1), or as a fully automatic (at -3). Any shot type takes only 1 turn to perform, as a full magazine of 30 cartridges is easily discharged within 6 seconds. Ammunition Required: Rifle Ammunition (A)

Effects: +9 to damage, +12 triple burst damage, + 20 full auto shot damage, +4/ rank 8 piercing

Range: 0-150, +0; 151-300, -1; 301-600, -3; 601-1,200, -5

BAZOOKA (A) 15; Value 5,375

Description: The iconic rocket propelled anti-tank weapon. Designed to be used by a two-man team, reloading takes 2 turns with two people, but 4 turns if used alone. Ammunition Required: Bazooka Ammunition (A)

Effects: +24 to damage on target, +12 to damage within 5, +3 to damage within 15. Damage from a bazooka ignores the first 50 points of damage resistance or armor of the target, +4/ rank 12 explosive

Range: 0-60, +0; 61-120, -1; 121-200, -3; 201-400, -5

BLUNDERBUSS (I) 15; Value: 330

Description: A primitive muzzle-loaded shotgun. Reloading takes 1 minute. Ammunition Required: Shot Ammunition (I), Black Powder (I)

Effects: +9 to damage, +4/ rank 6 piercing

Range: 0-5, +1; 6-10, +0; 11-20, -1; 21-40, -3

DOUBLE RIFLE (A) 10; Value 4,425

Description: A modern breach-loading double rifle, more commonly known as a big-game rifle. Reloading takes 1 turn. 2 shots before reloading. Ammunition Required: Double Rifle Ammunition (A)

Effects: +12 to damage, +4/ rank 10 piercing

Range: 0-250, +0; 251-500, -1; 501-1,200, -3; 1,201-3,000, -5

EARLY MODERN RIFLE (A) 5; Value 1,410

Description: An early example of the modern rifle. Reloading takes 1 turn. 5 shots before reloading. Ammunition Required: Rifle Ammunition (A)

Effects: +8 to damage, +4/ rank 8 piercing

Range: 0-250, +0; 251-500, -1; 501-1,000, -3; 1,001-2,500, -5

EARLY REVOLVER (A) 5; Value 1,035

Description: An early example of the common revolver. Reloading takes 2 turns. 6 shots before reloading. Ammunition Required: Revolver Ammunition (A)

Effects: +5 to damage, +4/ rank 6 piercing

Range: 0-20, +0; 21-40, -1; 41-80, -3; 81-160, -5

EARLY SEMI-AUTOMATIC HANDGUN (A) 10; Value 2,875

Description: An early example of the modern semi-auto pistol. Reloading takes 1 turn. 12 shots before reloading. Ammunition Required: Semi-Automatic Handgun Ammunition (A)

Effects: +5 to damage, +4/ rank 6 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

EARLY SHOTGUN (A) 5; Value 1,410

Description: An early double barreled break-action shotgun. Reloading takes 1 turn. 2 single-barrel shots or 1 double-barrel shot before reloading. Ammunition Required: Shotgun Ammunition (A)

Effects: +10 to damage single shot, +16 damage double-barrel shot, +4/ rank 7 piercing

Range: 0-5, +1; 6-15, +0; 16-30, -1; 31-50, -3

EARLY SINGLE-SHOT RIFLE (I) 17; Value: 340

Description: An early muzzle-loaded rifle, such as a flintlock or wheellock variety. Reloading takes 1 minute. Ammunition Required: Musket Ammunition (I), Black Powder (I)

Effects: +7 to damage, +4/ rank 8 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

FULLY AUTOMATIC HANDGUN (A) 12; Value 4, 575

Description: A machine pistol capable of fully automatic fire. Reloading takes 1 turn. 30 shots before reloading. A fully automatic handgun can be fired as a single shot, as a triple burst (at -2), or as a fully automatic (at -5). Any shot type takes only 1 turn to perform, as a full magazine of 30 cartridges is easily discharged within 6 seconds. Ammunition Required: Semi-Automatic Handgun Ammunition (A)

Effects: +6 to damage, +9 triple burst damage, + 18 full auto shot; +4/ rank 6 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

LATE SINGLE-SHOT LONG RIFLE (I) 19; Value: 435

Description: A late muzzle-loaded rifle typically of the percussion cap variety. Reloading takes 1 minute. Ammunition Required: Musket Ammunition (I), Black Powder (I)

Effects: +7 to damage, +4/ rank 8 piercing

Range: 0-60, +0; 61-120, -1; 121-200, -3; 201-400, -5

LIGHT ANTI-TANK WEAPON (A) 15; Value 4,925

Description: Similar in combat goals to the bazooka, a LAW varies in that it is a single shot weapon designed to be used and then discarded. It is not reloadable.

Effects: +36 to damage on target, +18 to damage within 5, +4 to damage within 15. Damage from a LAW ignores the first 50 points of damage resistance or armor of the target, +4/ rank 12 explosive

Range: 0-150, +0; 151-300, -1; 301-600, -3; 601-1,200, -5

LOTUS PISTOL (A) 10; Value 3,625

Description: A close-range pistol shooting an exploding gas-filled pellet. Reloading takes 10 turns. 6 shots before reloading. Ammunition Required: Lotus Ammunition (A)

Effects: Any human-like creatures within 10 of where the pellet was targeted must succeed in a rank 10 Fortitude conflict or fall asleep for 5 to 10

minutes. Any racial tech penalties are treated as bonuses against this effect as it is harder to affect a creature the further away it is from pure human.

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

LOTUS RIFLE (A) 10; Value 4,375

Description: A long-range rifle shooting an exploding gas-filled pellet. Reloading takes 10 turns. 10 shots before reloading. Ammunition Required: Lotus Ammunition (A)

Effects: Any human-like creatures within 10 of where the pellet was targeted must succeed in a rank 10 Fortitude conflict or fall asleep for 5 to 10 minutes. Any racial tech penalties are treated as bonuses against this effect as it is harder to affect a creature the further away it is from pure human.

Range: 0-250, +0; 251-500, -1; 501-1,000, -3; 1,001-2,500, -5

MARK I LASER PISTOL (U) 1; Value: 6,250

Description: The first commonly-available laser pistol. A mark I laser pistol uses 50 eu per shot, providing 10 shots before depleting its power cell. Reloading a cell takes 1 round.

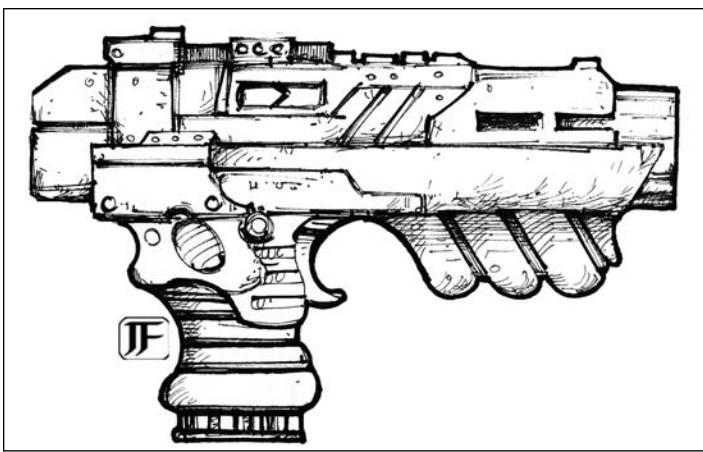
Effects: +10 to damage, +4/ rank 8 heat

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

Range: 0-60, +0; 61-120, -1; 121-200, -3; 201-400, -5

Table 16: Firearms - Skill Sets and Components

Item Name	T/R	BV	Skill Sets						Components			
			B	C	E	Ma	Mc	R	Basic	Intermediate	Advanced	Ultra
Firearms - Handguns												
Single-Shot Handgun	(I) 15	255	(I) 10	(I) 15	(I) 15	(I) 15	(I) 15		10, 15	1, 5, 5, 10, 10, 15		
Short Blunderbuss	(I) 15	255	(I) 10	(I) 15	(I) 15	(I) 15	(I) 15		10, 15	1, 5, 5, 10, 10, 15		
Early Revolver	(A) 5	1035	(I) 10	(A) 1	(A) 5	(A) 5	(A) 5		10	10, 15	1, 2, 4, 5, 5	
Modern Revolver	(A) 10	2875	(A) 1	(A) 10	(A) 5	(A) 5	(A) 5			10, 10, 15	1, 2, 4, 5, 5, 9, 10	
Powerful Revolver	(A) 10	3625	(A) 1	(A) 10	(A) 5	(A) 5	(A) 5			10, 10, 15	1, 2, 4, 5, 5, 9, 10, 10	
Early Semi-Auto Handgun	(A) 10	2875	(A) 1	(A) 10	(A) 5	(A) 5	(A) 5			10, 10, 15	1, 2, 4, 5, 5, 9, 10	
Modern Semi-Auto Handgun	(A) 10	3625	(A) 1	(A) 10	(A) 5	(A) 5	(A) 5			15, 15, 15	4, 5, 5, 6, 7, 9, 10	
Powerful Semi-Auto Handgun	(A) 10	4200	(A) 2	(A) 10	(A) 7	(A) 7	(A) 7			15, 15	4, 5, 5, 6, 7, 8, 9, 10	
Fully Automatic Handgun	(A) 12	4575	(A) 1	(A) 10	(A) 5	(A) 5	(A) 5			15, 15, 15	4, 5, 5, 6, 7, 9, 10, 12	
.30 Caliber Machine Gun	(A) 15	4250	(A) 1	(A) 15	(A) 5	(A) 5	(A) 5			15, 15, 15	10, 10, 11, 11, 12, 15, 15	
.50 Caliber Machine Gun	(A) 15	5375	(A) 1	(A) 15	(A) 5	(A) 5	(A) 5			15, 15, 15	10, 10, 11, 11, 12, 15, 15, 15	
Lotus Pistol	(A) 10	3625	(A) 1	(A) 10	(A) 10	(A) 10	(A) 10			10, 10, 15	1, 2, 4, 5, 5, 9, 10, 10	
Mark I Laser Pistol	(U) 1	6250	(A) 5	(A) 15	(A) 10	(A) 1	(A) 1			10, 10, 15	2, 15, 15, 19, 20	1
Mark I Maser Pistol	(U) 1	6250	(A) 5	(A) 15	(A) 10	(A) 1	(A) 1			10, 10, 15	2, 15, 15, 19, 20	1
Firearms - Long guns												
Smoothbore Musket	(I) 15	330	(I) 10	(I) 15	(I) 15	(I) 15	(I) 15		10, 15	1, 5, 5, 10, 10, 15, 15		
Blunderbuss	(I) 15	330	(I) 10	(I) 15	(I) 15	(I) 15	(I) 15			1, 5, 5, 10, 10, 15, 15		
Early Single-Shot Rifle	(I) 17	340	(I) 10	(I) 15	(I) 17	(I) 17	(I) 17		10, 15	1, 5, 5, 10, 10, 15, 17		
Late Single-Shot Rifle	(I) 19	435	(I) 10	(I) 15	(I) 19	(I) 19	(I) 19		1, 5, 5, 10, 10, 15, 17, 19			
Early Modern Rifle	(A) 5	1410	(I) 10	(A) 1	(A) 5	(A) 5	(A) 5		10	10, 15	1, 2, 4, 5, 5, 5	
Early Shotgun	(A) 5	1410	(I) 10	(A) 1	(A) 5	(A) 5	(A) 5		10	10, 15	1, 2, 4, 5, 5, 5	
Modern Rifle	(A) 10	4425	(A) 1	(A) 10	(A) 5	(A) 5	(A) 5			15, 15, 15	4, 5, 5, 6, 7, 9, 10, 10	
Modern Shotgun	(A) 10	4425	(A) 1	(A) 10	(A) 5	(A) 5	(A) 5			15, 15, 15	4, 5, 5, 6, 7, 9, 10, 10	
Automatic Rifle	(A) 12	5325	(A) 1	(A) 10	(A) 12	(A) 12	(A) 12			15, 15, 15	4, 5, 5, 6, 7, 9, 10, 10, 12	
Double Rifle	(A) 10	4425	(A) 1	(A) 10	(A) 5	(A) 5	(A) 5			15, 15, 15	4, 5, 5, 6, 7, 9, 10, 10, 10	
Anti-tank Rifle	(A) 15	5375	(A) 1	(A) 15	(A) 10	(A) 10	(A) 10			15, 15, 15	5, 6, 7, 9, 10, 10, 12, 15	
Lotus Rifle	(A) 10	4375	(A) 1	(A) 10	(A) 10	(A) 10	(A) 10			10, 10, 15	1, 2, 4, 5, 5, 9, 10, 10, 10	
Mark I Laser Rifle	(U) 1	7000	(A) 5	(A) 15	(A) 10	(A) 1	(A) 1			10, 10, 15	2, 15, 15, 19, 20	1, 1
Mark I Maser Rifle	(U) 1	7000	(A) 5	(A) 15	(A) 10	(A) 1	(A) 1			10, 10, 15	2, 15, 15, 19, 20	1, 1
Heavy Weapons												
Bazooka	(A) 15	5375	(A) 1	(A) 15	(A) 5	(A) 5	(A) 5			15, 15, 15	5, 6, 7, 9, 10, 10, 12, 15	
Light Anti-Tank Weapon	(A) 15	4925	(A) 5	(A) 15	(A) 5	(A) 5	(A) 5			15, 15	6, 7, 9, 10, 10, 12, 15	
75mm Gun	(A) 15	12975	(A) 1	(A) 15	(A) 5	(A) 5	(A) 5			15, 15, 15	10 (x5), 12 (x5), 15 (x4)	



MARK I LASER RIFLE (U) 1; Value: 7,000

Description: The first commonly-available laser rifle. A mark I laser pistol uses 50 eu per shot, providing 10 shots before depleting its power cell. Reloading a cell takes 1 round.

Effects: +12 to damage, +4/ rank 10 heat

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

Range: 0-60, +0; 61-120, -1; 121-200, -3; 201-400, -5

MARK I MASER PISTOL (U) 1; Value: 7,250

Description: The first commonly-available maser pistol. Masers shoot a beam of light unable to be seen by the naked eye. Special goggles or other detectors are required to see a shot. This made the masers favorites of snipers or anyone desiring discretion. A mark I maser pistol uses 100 eu per shot, providing 5 shots before depleting its power cell. Reloading a cell takes 1 round.

Effects: +10 to damage, +4/ rank 8 heat

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

Range: 0-60, +0; 61-120, -1; 121-200, -3; 201-400, -5

MARK I MASER RIFLE (U) 1; Value: 8,000

Description: The first commonly-available laser rifle. A mark I laser pistol uses 50 eu per shot, providing 10 shots before depleting its power cell. Reloading a cell takes 1 round.

Effects: +12 to damage, +4/ rank 10 heat

Power Source: Power Cell (U) 1 for 1,000eu before depletion.

Range: 0-60, +0; 61-120, -1; 121-200, -3; 201-400, -5

MODERN REVOLVER (A) 10; Value 2, 875

Description: A well-made example of the modern revolver. Reloading takes 1 turn. 6 shots before reloading. Ammunition Required: Revolver Ammunition (A)

Effects: +6 to damage, +4/ rank 6 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

MODERN RIFLE (A) 10; Value 4,425

Description: A modern semi-auto rifle. Reloading takes 1 turn. 10 shots before reloading. Ammunition Required: Rifle Ammunition (A)

Effects: +9 to damage, +4/ rank 8 piercing

Range: 0-250, +0; 251-500, -1; 501-1,200, -3; 1,201-3,000, -5

MODERN SEMI-AUTOMATIC HANDGUN (A) 10; Value 3, 675

Description: An early example of the modern semi-auto pistol. Reloading takes 1 turn. 15 shots before reloading. Ammunition Required: Semi-Automatic Handgun Ammunition (A)

Effects: +6 to damage, +4/ rank 6 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

MODERN SHOTGUN (A) 10; Value 4,425

Description: A modern pump-action shotgun. Reloading takes 1 turn. 8 shots before reloading. Ammunition Required: Shotgun Ammunition (A)

Effects: +10 to damage, +4/ rank 7 piercing

Range: 0-5, +1; 6-15, +0; 16-30, -1; 31-50, -3

POWERFUL REVOLVER (A) 10; Value 3,625

Description: A powerful example of the modern revolver. Reloading takes 1 turn. 6 shots before reloading. Ammunition Required: Revolver Ammunition (A)

Effects: +7 to damage, +4/ rank 6 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

POWERFUL SEMI-AUTOMATIC HANDGUN (A) 10; Value 4,200

Description: A powerful example of the modern revolver. Reloading takes 1 turn. 8 shots before reloading. Ammunition Required: Semi-Automatic Handgun Ammunition (A)

Effects: +7 to damage, +4/ rank 6 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

SHORT BLUNDERBUSS (I) 15; Value: 255

Description: A primitive muzzle-loaded handgun, filled with small shot as opposed to a single bullet. Reloading takes 1 minute. Ammunition Required: Shot Ammunition (I), Black Powder (I)

Effects: +8 to damage, +4/ rank 4 piercing

Range: 0-5, +0; 6-10, -1; 11-20, -3

SINGLE-SHOT HANDGUN (I) 15; Value: 255

Description: A primitive muzzle-loaded handgun, such as a flintlock, wheellock, or percussion cap variety. Reloading takes 1 minute. Ammunition Required: Handgun Ammunition (I), Black Powder (I)

Effects: +6 to damage, +4/ rank 6 piercing

Range: 0-10, +0; 11-20, -1; 21-40, -3

SMOOTHBORE MUSKET (I) 15; Value: 330

Description: A muzzle-loaded musket, such as a flintlock, or wheellock variety. Reloading takes 1 minute. Ammunition Required: Musket Ammunition (I), Black Powder (I)

Effects: +7 to damage, +4/ rank 8 piercing

Range: 0-30, +0; 31-60, -1; 61-100, -3; 101-200, -5

AMMUNITION

All but the most primitive and most advanced of ammunition is made at a manufactory. While one is able to find sling stones naturally, most types of ammunition require manufacturing, but the most complex ammunitions, such as shells for a 75mm gun or the special gas-pellets of a lotus gun, are treated as items. Like all other objects, ammunition has a threshold and rank which determines its value. You must use the correctly named ammunition as listed by the weapon - all others will not work for that weapon. Some weapons require additional materials as well as ammunition before one can use them, like black powder for the early firearms. And finally, there are exceptional ammunitions that can be used for a bonus with particular weapons. The intermediate and advanced arrows are good examples of this.

Given the massive number of different calibers of ammunitions for firearms, and even the plethora of differently-dimensioned ammunition for missile weapons, there's a lot of abstraction going on with this ammunition system. If you don't like this, just modify it to suit your needs.

Table 17 lists the value of each ammunition by threshold and rank.

.30 CALIBER AMMUNITION (A) 2; Value: 8

Description: A single .30 caliber cartridge.

Table 17: Value of Ammunition by Threshold and Rank

T/R	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Basic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Intermediate	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
Advanced	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
Ultra	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160

.50 CALIBER AMMUNITION (A) 3: Value: 12
 Description: A single .50 caliber cartridge.

75MM HIGH EXPLOSIVE SHELL (A) 5: Value: 1,550
 Description: A single high explosive shell for a 75mm gun.
 Effects: +30 to damage within 3, +21 to damage within 10, +12 to damage within 15. Damage from a 75mm high explosive shell ignores the first 30 points of damage resistance or armor of the target, +4/ rank 16 explosive

75MM ARMOR-PIERCING SHELL (A) 5: Value: 1,550
 Description: A single high explosive shell for a 75mm gun.
 Effects: +30 to damage on target, +21 to damage within 2, +12 to damage within 10. Damage from a 75mm armor-piercing shell ignores the first 50 points of damage resistance or armor, of the target, +4/ rank 16 explosive

ADVANCED ARROW OR BOLT (A) 1: Value: 4
 Description: A well-crafted arrow or bolt made of modern materials dealing piercing damage. Can be used by a bow or crossbow depending upon type.
 Effect: Increases range increments by 20 yards and +1 points of damage per hit.

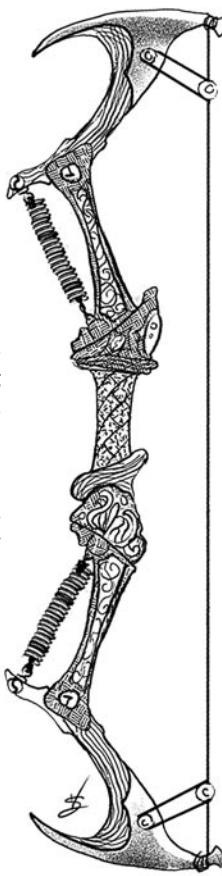
ANTI-TANK RIFLE AMMUNITION (A) 3: Value: 12
 Description: A single anti-tank rifle cartridge.

BAZOOKA AMMUNITION (A) 5: Value: 1,225
 Description: A single bazooka rocket.

BASIC ARROW OR BOLT (B) 1: Value: 1
 Description: A simple arrow or bolt dealing piercing damage.

BLACK POWDER (I) 1: Value: 5
 Description: Enough black powder (0.1oz) to fire a black powder gun.

DOUBLE RIFLE AMMUNITION (A) 1: Value: 4
 Description: A single double rifle cartridge.



HANDGUN AMMUNITION (I) 1: Value: 2
 Description: A single handgun bullet made of lead.

INTERMEDIATE ARROW OR BOLT (I) 1: Value: 2
 Description: A well-crafted arrow or bolt dealing piercing damage. Can be used by a bow or crossbow.
 Effect: Increases range increments by 10 yards.

LOTUS AMMUNITION (A) 5: Value: 475
 Description: A single Lotus gas-filled pellet.

MUSKET AMMUNITION (I) 1: Value: 2
 Description: A single musket bullet made of lead.

REVOLVER AMMUNITION (A) 1: Value: 4
 Description: A single revolver cartridge.

RIFLE AMMUNITION (A) 1: Value: 4
 Description: A single rifle cartridge.

SEMI-AUTOMATIC HANDGUN AMMUNITION (A) 1: Value: 4
 Description: A single semi-automatic cartridge.

SHOT AMMUNITION (I) 1: Value: 2
 Description: A group of small bullets made of lead forming a single shot.

SHOTGUN AMMUNITION (I) 1: Value: 2
 Description: A single shotgun cartridge.

SLING BULLET (I) 1: Value: 2
 Description: Sling ammunition made of metal, usually lead, dealing bludgeoning damage. Can be used by any sling.
 Effect: Increases range increments by 10 yards.

SLING STONE (B) 1: Value: 1
 Description: Ammunition for a sling made of stone or hardened clay dealing bludgeoning damage.

Table 18: Ammunition - Skill Sets and Components

Item Name	T/R	BV	Skill Sets						Components			
			B	C	E	Ma	Mc	R	Basic	Intermediate	Advanced	Ultra
Ammunition												
Basic Arrow or Bolt	(B) 1	1										
Intermediate Arrow or Bolt	(I) 1	2										
Advanced Arrow	(A) 1	4										
Sling Stone	(B) 1	1										
Sling bullet	(I) 1	2										
Musket Ammunition	(I) 1	2										
Handgun Ammunition	(I) 1	2										
Black Powder	(I) 1	5		(I) 1								1
Shot Ammunition	(I) 1	2										
Revolver Ammunition	(A) 1	4										
Semi-Auto Handgun Ammunition	(A) 1	4										
Shotgun Ammunition	(I) 1	2										
Rifle Ammunition	(A) 1	4										
Double Rifle Ammunition	(A) 1	4										
Anti-tank Rifle Ammunition	(A) 2	8										
.30 Caliber Ammunition	(A) 2	8										
.50 Caliber Ammunition	(A) 3	12										
Bazooka Ammunition	(A) 5	1225		(A) 10		(A) 5	(A) 1			5	1, 5, 10	
Lotus Ammunition	(A) 5	475		(A) 5		(A) 5	(A) 1			5	1, 5	
75mm High Explosive Shell (HE)	(A) 5	1550		(A) 10		(A) 5	(A) 1			10	5, 5, 10	

GRENADES AND LAUNCHERS

Grenades come in two basic flavors: hand-tossed and mechanically launched. Hand-tossed grenades are thrown by hand while mechanically launched are either launched by a dedicated grenade launcher or by an attachment launcher under the barrel of a rifle or shotgun. Regardless the type of grenade (hand, mechanical, attachment), the Components and costs are the same. Converting from one type of grenade to another requires a modifying Item Construction conflict. For example, modifying a hand-tossed modern fragmentation grenade (Advanced) 10 into an attachment modern fragmentation grenade (Advanced) 10 requires an (Advanced) 20 Item Construction conflict. Mechanically tossed grenades do half the damage (round down) of a hand-tossed, but have the same combat condition information. The information below is for hand-tossed.

ANTI-TANK GRENADE (A) 10; Value: 850

Description: A very damaging shaped-charge grenade designed to penetrate armor. Anti-tank grenades are thrown into the air and descend upon a small drogue parachute, hitting the target at a 90 degree angle. Properly targeting is rather difficult, but damage is impressive.

Effects: +15 to damage within 3, +12 to damage within 10, +4 to damage within 15. Damage from an anti-tank grenade ignores the first 40 points of damage resistance or armor of the target, +4/ rank 10 explosive

Range: 0-30, -3; 31-60, -6

ATTACHMENT GRENADE LAUNCHER (A) 10; Value: 3,600

Description: An under barrel grenade launcher typically attached to a long gun, such as a rifle or shotgun.

Effects: As grenade launched, but half damage due to size reduction of grenade. Reloading takes 1 turn. 1 shot before reloading. Ammunition Required: Attachment Grenade (A)

Range: 0-75, +0; 76-150, -2; 151-301, -4

CONCUSSION GRENADE (A) 10; Value: 850

Description: A modern concussion grenade.

Effects: +10 to damage within 3, +8 to damage within 6, +2 to damage within 15. Damage is multiplied by 1.5 (round down) when used against opponents in closed quarters, such as a bunker or closed room, +4/ rank 10 explosive

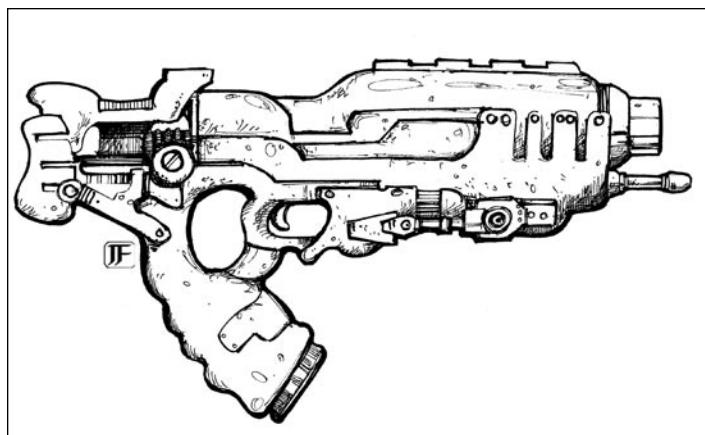
Range: 0-30, +0; 31-60, -1

EARLY FRAGMENTATION GRENADE (A) 5; Value: 475

Description: The traditional pineapple grenade.

Effects: +8 to damage within 5, +6 to damage within 10, +2 to damage within 15, +0 to damage within 30, +4/ rank 8 explosive

Range: 0-30, +0; 31-60, -1



INCENDIARY GRENADE (A) 10; Value: 850

Description: A manufactured version of the more improvised Molotov cocktail, incendiary grenades burn near 4000° F and can burn underwater.

Effects: +15 to damage within 1, +8 to damage within 3, +2 to damage within 6, +4/ rank 12 heat

Range: 0-30, +0; 31-60, -1

MODERN FRAGMENTATION GRENADE (A) 10; Value: 850

Description: A modern fragmentation grenade.

Effects: +10 to damage within 5, +8 to damage within 10, +4 to damage within 15, +4/ rank 10 explosive

Range: 0-30, +0; 31-60, -1

MOLOTOV COCKTAIL (B) 10; Value: 35

Description: A flammable liquid in a container thrown with an incendiary source. Molotov cocktails produce a considerable amount of smoke.

Effects: +5 to damage within 5, +2 to damage within 10, +4/ rank 6 heat

Range: 0-20, +0; 21-40, -1

PRIMITIVE FRAGMENTATION GRENADE (I) 10; Value: 100

Description: The first fragmentation grenades, primitive but effective.

Effects: +7 to damage within 5, +5 to damage within 10, +1 to damage within 15, +4/ rank 7 explosive

Range: 0-30, +0; 31-60, -1

SEMI-AUTOMATIC GRENADE LAUNCHER (A) 15; Value: 5,475

Description: A grenade launcher designed to fire much in the same manner as a revolver.

Effects: As grenade launched, but half damage due size reduction of grenade. Reloading takes 2 turns. 6 shots before reloading. Ammunition Required: Mechanically Launched Grenade (A)

Range: 0-75, +0; 76-150, -2; 151-301, -4

Table 19: Grenades and Launchers - Skill Sets and Components

Item Name	T/R	BV	Skill Sets						Components			
			B	C	E	Ma	Mc	R	Basic	Intermediate	Advanced	Ultra
Grenades												
Molotov Cocktail	(B) 10	35	(B) 10		(B) 5				5, 10, 15			
Primitive Fragmentation Grenade	(I) 10	100	(I) 10	(B) 5	(I) 5			10, 15	5, 10			
Smoke Grenade	(A) 1	100	(A) 1	(I) 5	(I) 5				5	1		
Early Fragmentation Grenade	(A) 5	475	(A) 5	(I) 10	(I) 10				5	1, 5		
Tear Gas Grenade	(A) 5	475	(A) 5	(I) 5	(A) 1				5	1, 5		
Stun Grenade	(A) 5	475	(A) 10	(I) 5	(A) 1				5	1, 5		
Modern Fragmentation Grenade	(A) 10	850	(A) 5	(I) 5	(A) 1				5	1, 10		
Concussion Grenade	(A) 10	850	(A) 5	(I) 5	(A) 1				5	1, 10		
Incendiary Grenade	(A) 10	850	(A) 10	(I) 5	(A) 1				5	1, 10		
Anti-tank Grenade	(A) 10	850	(A) 5	(I) 5	(A) 1				5	1, 10		
Attachment Grenade Launcher	(A) 10	3600	(A) 1	(A) 10	(A) 5				15, 15	4, 5, 5, 6, 7, 9, 10		
Semi-Auto Grenade Launcher	(A) 15	5475	(A) 1	(A) 10	(A) 5				15, 15	4, 5, 5, 6, 7, 9, 10, 10, 15		

SMOKE GRENADE (A) 1; Value: 100

Description: Made in dozens of colors, the smoke grenade can be used as a signaling device or to provide cover.

Effects: Smoke can be seen at some distance depending upon terrain - flat and clear terrain allows for up to 15 miles of signal. Smoke used as cover is circumstantial and dependent upon GM interpretation.

Range: 0-30, +0; 31-60, -1

STUN GRENADE (A) 5; Value: 475

Description: An effective flashbang grenade used to stun opponents with a bright flash and a loud bang.

Effects: Within 10, creatures with eyes or ears are both blinded for 12 seconds and deafened for a minute. Although full blindness lasts only 12 seconds, the remainder of the minute is spent at -2 to all conflicts involving sight before both vision and hearing return to normal.

Range: 0-30, +0; 31-60, -1

TEAR GAS GRENADE (A) 5; Value: 475

Description: A modern riot-control grenade.

Effects: The turn after firing, any creatures within 10 that possess mucus membranes are exposed to a toxic attack combat condition rank 10. Any type of toxic resistance allows a creature to ignore this attack. Failure on the conflict results in fleeing the location and being unable to enter the area for the next 3 minutes.

Range: 0-30, +0; 31-60, -1

MEDICAL KITS AND WONDER PILLS**ADVANCED FIRST AID KIT (A) 5; Value: 1,875**

Description: A collection of bandages, salves, unguents and medicines.

Effects: A single use of an advanced first aid heals 4 Health. Only one application can be made per day. After 10 uses, there is a cumulative 10% chance of breaking a component when used, rendering the first aid kit useless. Repairing this component fixes the first aid kit, providing another 10 uses. Repairs can be made as many times as necessary.

BASIC FIRST AID KIT (B) 5; Value: 25

Description: A collection of primitive bandages, salves, unguents and herbal remedies.

Effects: A single use of a basic first aid heals 1 Health. Only one application can be made per day. After 10 uses, there is a cumulative 10% chance of breaking a component when used, rendering the first aid kit useless. Repairing this component fixes the first aid kit, providing another 10 uses. Repairs can be made as many times as necessary.

CLEANSER (U) 1; Value: 850

Description: A single dose of a powerful anti-toxin.

Effects: Allows the consumer to engage in a rank 16 Fortitude conflict. If successful any toxins and their effects are removed. Triggers a rank 12 Fortitude racial tech conflict.

DOWNER (U) 1; Value: 850

Description: A single dose of a powerful depressant.

Effects: Subtracts 2 from the consumer's physical abilities for 8 hours. This does not affect secondary abilities. If any ability is reduced to 0 or less, the imbiber is rendered unconscious. Triggers a rank 10 Fortitude racial tech conflict.

HEALER (U) 1; Value: 850

Description: A single dose of a healing agent.

Effects: Heals 6 points of Health. Can be taken twice per day. Additional doses have no effect. Triggers a rank 12 Fortitude racial tech conflict.

HUNGER BUSTER (U) 1; Value: 850

Description: A single dose of a substance pill.

Effects: Three little square pills provide all the vitamins and calories needed for a single day. Triggers a rank 10 Fortitude racial tech conflict.

INTERMEDIATE FIRST AID KIT (I) 5; Value: 125

Description: A collection of bandages, salves, unguents and remedies.

Effects: A single use of an intermediate first aid heals 2 Health. Only one application can be made per day. After 10 uses, there is a cumulative 10% chance of breaking a component when used, rendering the first aid kit useless. Repairing this component fixes the first aid kit, providing another 10 uses. Repairs can be made as many times as necessary.

LONGEVITY PILL (U) 10; Value: 7,575

Description: A single dose of a powerful anti-agathic.

Effects: The consumer does not age for the next year. Triggers a rank 24 Fortitude racial tech conflict.

PAIN RELIEVER (U) 1; Value: 850

Description: A single dose of a pain reliever.

Effects: An edger removes up to -3 in penalties caused by physical damage for 8 hours. Triggers a rank 10 Fortitude racial tech conflict.

REGENERATOR (U) 5; Value: 3,825

Description: A single dose of a powerful regenerative serum.

Effects: For the next week, the consumer regains 2 additional Health per day and can heal a minor permanent injury. This effect stacks with the regeneration power. Triggers a rank 16 Fortitude racial tech conflict.

Table 20: Medical Kits and Wonder Pills - Skill Sets and Components

Item Name	T/R	BV	Skill Sets						Components			
			B	C	E	Ma	Mc	R	Basic	Intermediate	Advanced	Ultra
Medical Kits and Wonder Pills												
Basic First Aid Kit	(B) 5	25	(B) 1	(B) 5		(B) 5			1, 2, 3, 4, 5, 5, 5			
Intermediate First Aid Kit	(I) 5	125	(I) 1	(I) 5		(I) 5			1, 2, 3, 4, 5, 5, 5			
Advanced First Aid Kit	(A) 5	1875	(A) 1	(A) 5		(A) 5				1, 2, 3, 4, 5, 5, 5		
Cleanser	(U) 1	850	(U) 1	(U) 5		(A) 5					1	1
Downer	(U) 1	850	(A) 1	(U) 1		(A) 5					1	1
Healer	(U) 1	850	(U) 1	(U) 5		(A) 5					1	1
Hunger Buster	(U) 1	850	(U) 1	(U) 1		(A) 5					1	1
Pain Reliever	(U) 1	850	(A) 1	(U) 1		(A) 5					1	1
Talker	(U) 1	850	(A) 1	(U) 1		(A) 5					1	1
Toxic Resistor	(U) 1	850	(U) 1	(U) 5		(A) 5					1	1
Upper	(U) 1	850	(A) 1	(U) 1		(A) 5					1	1
Regenerator	(U) 5	3825	(U) 1	(U) 5		(A) 5					1	5
Ultra First Aid Kit	(U) 5	18750	(U) 1	(U) 5		(U) 5					1, 2, 3, 4, 5, 5, 5	
Longevity Pill	(U) 10	7575	(U) 5	(U) 10		(A) 5					1	10

TALKER (U) 1: Value: 850**Description:** A single dose of a truth serum.**Effects:** If the consumer fails a rank 20 Fortitude conflict, he wants to talk and will tell the truth when answering questions for the next 15 minutes. Triggers a rank 10 Fortitude racial tech conflict.**TOXIC RESISTER (U) 1:** Value: 850**Description:** A single dose of a powerful anti-toxin.**Effects:** For the next four hours, the consumer may roll twice in any toxic conflicts and take the better of the two results. Triggers a rank 12 Fortitude racial tech conflict.**ULTRA FIRST AID KIT (U) 5:** Value: 18,750**Description:** A collection of bandages, salves, unguents and medicines.**Effects:** A single use of an ultra first aid heals 10 Health. Applying an ultra first aid kit to a minor injury (temporary or permanent) removes the injury, but does not heal any Health. Only one application can be made per day. After 20 uses, there is a cumulative 10% chance of breaking a component when used, rendering the first aid kit useless. Repairing this component fixes the first aid kit, providing another 10 uses. Repairs can be made as many times as necessary.**UPPER (U) 1:** Value: 850**Description:** A single dose of a powerful stimulant.**Effects:** Adds +1 to the consumer's Strength primary ability for 8 hours. This does not affect secondary abilities. In addition, it allows the imbiber to remain awake for two days without ill effects. Triggers a rank 10 Fortitude racial tech conflict.

VEHICLES

Most vehicles in S&SS use ULF as fuel, but some use other power sources. The Range of a vehicle is how far it can go in miles on a full charge (or tank of ULF) while Recharge is the energy requirement to fully charge the vehicle or to completely fill its tank. A gallon of ULF contains 10eu.

Health is the measurement of a vehicle's ability to take damage. At 0 Health a vehicle can no longer move and when a vehicle has been dealt 2x its maximum Health in damage it is destroyed. For example a light tank reduced to 0 Health can no longer move, but it can continue firing. You need to deal a total of 300 Health damage to destroy a tank. Destroying a vehicle deals 20 Health damage to any passengers. 10% of the components within a vehicle destroyed in this manner are salvageable. Repairing a vehicle's Health is accomplished through an Item Construction conflict (see the section on items and their construction for more information).

If a vehicle is armored, it reduces any Health damage it takes by the indicated amount. In addition, a vehicle may also provide a certain amount of Damage Resistance (DR) to those within it and if so, it is indicated in the description. To damage a creature within a vehicle, you first have to go through the armor (if there is any) and then surpass the amount of damage listed in DR (if there is any) to hurt the creatures within. Any Health damage absorbed by a vehicle's DR is subtracted from its Health.

ARMORED CAR (A) 15: Value: 12,375**Movement:** 90/792; **Range:** 450 miles; **Recharge:** 300 eu, ULF;**Health:** 75; **DR:** 5; **Armor:** 20**Description:** An armored car (cash-in-transit variety) seating 2 comfortably and carrying up to 3,000 lbs. of weight. There are 6 gun ports allowing for small arms fire from the sides and rear of the vehicle. Up to 10 could be transported if 8 passengers are in the back.**ARMORED PERSONNEL CARRIER (A) 15:** Value: 22,500**Movement:** 45/396; **Range:** 115 miles; **Recharge:** 1,500 eu, ULF;**Health:** 100; **DR:** 5; **Armor:** 30**Description:** An armored vehicle designed to carry troops. They can be tracked, wheeled, or half-tracked. An APC transports 10 as well as driver and gunner. There is a .50 caliber machine gun mount on the roof as well as designated storage for 1,800 rounds.**JEEP (A) 12:** Value 8,400**Movement:** 90/792; **Range:** 450 miles; **Recharge:** 200 eu, ULF;**Health:** 40; **DR:** 1; **Armor:** None**Description:** A jeep seating 4 and carrying up to 500 lbs. of weight.**LARGE AUTOMOBILE (A) 12:** Value: 9,300**Movement:** 110/968; **Range:** 450 miles; **Recharge:** 200 eu, ULF;**Health:** 35; **DR:** 2; **Armor:** None**Description:** A large car seating 5 comfortably carrying up to 500 lbs.**LIGHT TANK (A) 15:** Value: 57,100**Movement:** 35/309; **Range:** 100 miles; **Recharge:** 1,000 eu, ULF;**Health:** 150; **DR:** 20; **Armor:** 45**Description:** A fighting vehicle designed for light armored combat. A light tank requires a crew of 4 to function at full ability: gunner, loader, driver, and assistant driver. There is also space for a commander. The tank features an integrated large 75mm gun on the turret with storage space for 44 75mm shells. There are 2 .30 caliber machineguns integrated into the tank with storage space of 3,750 rounds between them. One is ball-mounted on the front of the tank, and the other is coaxial to the 75mm gun. There is also a .50 caliber machine gun mount on the roof as well as storage for 440 rounds. The component list includes the 75mm gun and the .30 caliber guns, but not the .50 caliber. The tank without any of its weapons has the following components: (A) 5 (x10), 10 (x10), 15 (x15), 20 (x5)**PERSONAL HOVER CAR (U) 3:** Value: 14,250**Movement:** 150/1,320; **Range:** 1,000 miles; **Recharge:** 500 eu, ULF;**Health:** 40; **DR:** 4; **Armor:** None**Description:** A personal hover car seating 4 comfortably and carrying up to 2,000 lbs. of weight. Personal hover cars can hover from 1 to 10 feet above any relatively flat surface (including water). They can fall up to 30 feet without damage.**PICKUP TRUCK (A) 12:** Value: 8,400**Movement:** 110/968; **Range:** 450 miles; **Recharge:** 200 eu, ULF;**Health:** 40; **DR:** 3, 1 (bed); **Armor:** None**Description:** A pickup seating 2 comfortably and carrying up to 3,000 lbs.**Table 21: Vehicles - Skill Sets and Components**

Item Name	T/R	BV	Skill Sets						Components			U
			B	C	E	Ma	Mc	R	B	I	Advanced	
Vehicles												
Small Automobile	(A) 12	8400	(A) 2	(A) 1	(A) 1	(A) 1	(A) 5				1 (x4), 5 (x4), 10 (x4), 12 (x4)	
Large Automobile	(A) 12	9300	(A) 2	(A) 1	(A) 2	(A) 2	(A) 5				1 (x4), 5 (x4), 10 (x4), 12 (x5)	
Pickup Truck	(A) 12	8400	(A) 2	(A) 1	(A) 3	(A) 3	(A) 5				1 (x4), 5 (x4), 10 (x4), 12 (x4)	
Jeep	(A) 12	8400	(A) 2	(A) 1	(A) 2	(A) 2	(A) 5				1 (x4), 5 (x4), 10 (x4), 12 (x4)	
SUV	(A) 12	10500	(A) 2	(A) 1	(A) 3	(A) 3	(A) 5				1 (x4), 5 (x4), 10 (x5), 12 (x5)	
Armored Car	(A) 15	12375	(A) 3	(A) 2	(A) 3	(A) 3	(A) 5				1 (x5), 5 (x10), 10 (x5), 12 (x5)	
APC	(A) 15	22500	(A) 5	(A) 5	(A) 5	(A) 5	(A) 5				5 (x10), 10 (x10), 15 (x10)	
Light Tank	(A) 15	57100	(A) 5	(A) 5	(A) 15	(A) 10			15 (x9)		5 (x10), 10 (x15), 11, 11, 12 (x5), 15 (x21), 20 (x5)	
Personal Hover Car	(U) 3	14250	(A) 1	(U) 5	(A) 1	(U) 1					1 (x5), 5 (x5), 10 (x5), 12 (x5)	1 (x5)



SMALL AUTOMOBILE (A) 12; Value: 8,400

Movement: 90/792; Range 420 miles; Recharge 100 eu, ULF; Health 25; DR 2; Armor None

Description: A small car seating 4 and carrying up to 500 lbs. of weight.

SUV (A) 12; Value: 10,050

Movement: 110/968; Range 450 miles; Recharge 200 eu, ULF; Health 40; DR 3; Armor None

Description: A SUV seating 6 comfortably and carrying up to 1,000 lbs..

ROBOTS

Robots come in many different shapes, sizes and abilities. They are hardy and difficult to destroy, function on power cells, and even the least are able to interact with their environment in a quasi-sentient manner. Think of most robots under the shattered moon as metal insects, just larger and much more dangerous. Like vehicles, they have Health, Armor, and some have Damage Resistance. At 0 Health a robot can no longer move and when a robot has been dealt 2x its maximum Health in damage it is destroyed. Robots will defend themselves if attacked, but will not pursue any significant distance. Commanding a robot requires some sort of badge or other object the robot recognizes as a command object.

LIFTER, LIGHT DUTY (U) 1; Value: 12,000

Movement: 4/35; Range 20 miles; Recharge 1,000 eu, Power Cell (U) 1; Health 30; Armor 10

Description: A strong robot made for lifting, loading, and stacking purposes. They are voice programmable, and understand simple commands, such as "Pick up the pallets in that pile and stack them 3-high over there. When there are no more pallets to stack shut down." More complex instructions may be misunderstood.

Effects: A light duty lifter can lift 8,000 lbs. up to 20 feet into the air while moving. It has a Combat 4 and is +15 to damage, +4/ rank 10 bludgeoning.

TRANSPORT, LIGHT DUTY (U) 1; Value: 12,000

Movement: 30/264; Range 100 miles; Recharge 2,000 eu, Power Cell (U) 2; Health 30; Armor 10

Description: A robot made for transporting goods. They are voice programmable, and understand simple commands, such as "When fully loaded, drive to warehouse A on this property. When fully unloaded, return here and repeat." More complex instructions may be misunderstood.

Table 22: Robots - Skill Sets and Components

Item Name	T/R	BV	Skill Sets						Components			
			B	C	E	Ma	Mc	R	Basic	Intermediate	Advanced	Ultra
Robots												
Agriculture, Light Duty	(U) 1	15750	(A) 5	(A) 5	(A) 5	(A) 5	(A) 5	(U) 1			5 (x5), 10 (x10), 15 (x5)	1
Lifter, Light Duty	(U) 1	12000	(A) 5	(A) 5	(A) 5	(A) 5	(A) 5	(U) 1			5 (x5), 10 (x5), 15 (x5)	1
Transport, Light Duty	(U) 1	12000	(A) 5	(A) 5	(A) 5	(A) 5	(A) 5	(U) 1			5 (x5), 10 (x5), 15 (x5)	1

Effects: A light duty transport can carry 30,000 lbs. while moving at full speed. It has a Combat 4 and is +8 to damage, +4/ rank 10 bludgeoning.

AGRICULTURE, LIGHT DUTY (U) 1; Value: 15,000

Movement: 10/88; Range 20 miles; Recharge 1,000 eu, Power Cell (U) 1; Health 30; Armor 10

Description: A robot made for harvesting agricultural products. They are voice programmable, and understand simple commands, such as "Pick every row of lettuce in this field and load it onto the transport. When finished, shut down." More complex instructions may be misunderstood.

Effects: A light duty agriculture robot can carry up to 1,000 lbs. while moving. It has a Combat 6 and +8 to damage, +4/ rank 10 bludgeoning, slashing or piercing. Given its many-implemented tentacles, it can attack twice per turn, but the second attack is made at -2 to the roll.

POWER SOURCES

There are several different types of power sources in S&SS, but all of them are roughly measured against each other according to the amount of energy units (eu) they contain. Power sources are things that will deplete over time and require replacement or recharging, such as fuel for vehicles or the energy for power cells. All power sources are made at a manufactory or scavenged from the ruins. They cannot be made using the Item Construction skill.

Power cells come in many shapes and sizes, the most common found below. Power cells can be chained to create large banks of energy, and power cells can be used to recharge other power cells, but doing such requires a successful Tech Operation conflict equal to the threshold and rank of the most powerful cell. A failure shorts the smaller cell, reducing its eu by half.

Wood (B): The stuff that burns. You can't make wood, you must harvest it. Provides 1eu per 10 lbs. Value: 1 bv per 5 pounds.

Coal (I): The more complex stuff that burns. You can't make coal, you must mine it. Provides 1eu per 1 lbs. Value: 2 bv per pound.

Solid/Liquid/Gaseous Fuels (I, A, U): Rank varies. Chemical compounds or processed naturally occurring materials. Provides 10 eu per rank per gallon. Value: 10 bv per gallon.

ULF (A) 4: ULF is the universal liquid fuel of the ancients that powers the majority of vehicles. It may also fuel other objects that depend upon a liquid fuel to function as well. It is speculated that ULF is composed of some mix of gas/ethanol/diesel/high-octane. Provides 10 eu per gallon. Value: 40 bv per gallon.

Power Cell (I): Intermediate power cells provide 1eu per rank before depletion. Value: 10 bv per rank

Power Cell (A): Advanced power cells provide 10eu per rank before depletion. Value: 100 bv per rank

Power Cell (U): Ultra power cells provided 1,000eu per rank before depletion. Value: 1,000 bv per rank

Solar Cell (A): Advanced solar cells provide 1eu per rank before depletion and requires a day of full exposure to the sun to recharge if depleted. Value: 500 bv per rank

Solar Cell (U): Ultra solar cells provide 10eu per rank before depletion and requires a day of full exposure to the sun to recharge if depleted. Value: 5,000 bv per rank

Nuclear Cell (U): Nuclear cells provide 100eu per rank per day for 1,000 years. Value: 10,000 bv per rank.

Bio-Mass Cell (U): Bio-mass cells pull energy from biomass in a manner similar to digestion. They are very efficient and provide 1eu per rank for every pound of bio-mass converted. Value: 1,000 bv per rank.

MISCELLANEOUS ITEMS

ADVENTURER'S KIT (B) 3; Value: 22

Description: All the things an adventurer needs that will fit in and on a backpack, including a bedroll good enough for freezing temperature, 25ft. of hemp rope, 2 large sacks, 6 torches (2 hours of light each), a tinderbox, a small metal bar (for breaking things safely), a waterskin, and rations for 1 week. At this price, it's a steal!

ARTIFICIAL GILLS (U) 2; Value: 2, 625

Description: A thin, almost translucent piece of lab-grown flesh, artificial gills attach to the neck and blood supply of the wearer. When in use they are flushed red with blood. Artificial gills remain in place for a week's time before shriveling and falling off.

Effects: The wearer can breathe in water as if it were air.

BACKPACK (B) 3; Value: 11

Description: A backpack made of skins, hides and twine.

CANNED FOOD (I) 15; Value: 75

Description: A can of human-edible food. Dinky-di counts. Good for 10 years or more.

Effects: Preserved food for one day.

DARKHOUSE POWER STATION (U) 14; Value: 339,750

Description: These power stations appear like reverse lighthouses, generating an area of dark in their radius. They collect all the light in a 3 mile radius and turn it into electricity. Within this area it is very dim, and as the darklight swings, pitch blackness comes every 10 seconds or so.

Effects: Darkhouse power stations generate 10,000 eu per day.

FAMINE TUBE (A) 5; Value: 75

Description: A plastic tube containing a nutrient-rich, but distasteful goo.

Effects: "Food" for a one day.

FEAST TUBE (U) 1; Value 750

Description: A plastic tube containing a nutrient-rich and delicious goo.

Effects: Food for a one day.

GAS MASK, EARLY (A) 5; Value: 975

Description: An early version of the gas mask, this one uses blue asbestos as the filter. Yeah, you'll look like a salt-sucking monster and you might be able to answer yes to "do you or a loved one you know have mesothelioma?" if you use a lot of these, but it's that or the gas. It's up to you. Early gas masks are protective for up to 10 days of continual use.

Effects: The wearer is protected against breathable toxins.

GLOW STICK (A) 5; Value: 450

Description: A short plastic tube with a glass tube within. Bending the stick breaks the glass tube within. Lasts for 12 hours.

Effects: Acts as a light source without heat or spark, can be taken underwater.

LIGHTER, DISPOSABLE (A) 1; Value: 150

Description: The ever-present disposable plastic sparker. Uses 1 eu over its lifetime of 3,000 lights.

Effects: Grog make fire!

Power Sources: Liquid fuel (A) 1 for 1eu before depletion.

MASER GOGGLES (A) 1; Value: 2,475

Description: These goggles connect to a maser weapon through a small wire. After attuning, they allow the wearer to see that specific maser weapon's beam. Maser goggles can attune to a maximum of 12 weapons before writing over their oldest attunement. Maser goggles use 1 eu per day of operation. Turning the goggles on or off is an instantaneous action, but it takes a turn for them to "warm up" before allowing the wearer to see their shots.

Effects: Using maser goggles with a maser weapon results in +1 to all Combat conflict rolls.

Power Source: Power Cell (A) 10 for 1,000eu before depletion.

NIGHT VISION GOGGLES (A) 15; Value: 3,000

Description: A pair of sturdy goggles, night vision goggles illuminate an area in infra-red. Night vision goggles use 2 eu per hour of operation

Effects: The wearer can see out to 150 yards in pitch darkness with a 45 degree field of vision.

Power Sources: Power Cell (A) 5 for 50eu before depletion.

Table 23: Miscellaneous Items - Skill Sets and Components

Item Name	T/R	BV	Skill Sets						Components			
			B	C	E	Ma	Mc	R	Basic	I	Advanced	Ultra
Miscellaneous												
Adventurer's Kit	(B) 3	22				(I) 1			1, 2, 2, 3, 3, 6	1		
Artificial Gills	(U) 2	2625	(U) 5	(U) 1		(U) 2		(U) 1			15	2
Backpack	(B) 3	11				(B) 5			1, 2, 2, 3, 3			
Canned Food	(I) 15	75		(I) 5		(I) 5				15		
Darkhouse Power Station	(U) 14	339750		(U) 1	(U) 14	(U) 14	(U) 10	(U) 14			5 (x20), 10 (x20)	
Famine Tube	(A) 5	75		(A) 2		(A) 1					1	
Feast Tube	(U) 1	750		(U) 1		(A) 1						1
Food, Average for 1 day	(B) 2	2										
Food, Good for 1 day	(B) 3	3										
Food, Poor for 1 day	(B) 1	1										
Gas Mask, Early	(A) 5	975	(A) 1	(A) 3		(B) 2					1, 2, 5, 5	
Glow Stick	(A) 5	450		(A) 2		(A) 1					1, 5	
Lighter, Disposable	(A) 1	150		(A) 1		(A) 1	(I) 1			15	2, 15, 15	
Maser Goggles	(U) 1	2475		(A) 1	(A) 1	(A) 1	(A) 1	(A) 1			1, 4, 5 (x4), 15	
Night Vision Goggles	(A) 15	3000		(A) 1	(A) 10	(A) 5	(A) 5	(A) 5				
Rations, 1 week	(B) 2	10									1, 3, 4, 5 (x3)	
Radiation Suit	(A) 5	1725		(A) 5		(A) 5		(A) 1			5, 10, 10	
Shark Suit	(U) 5	10125		(U) 1	(U) 1	(U) 2	(U) 1	(U) 1			5, 5, 10	
Spider Suit	(U) 4	7500		(A) 4	(U) 1	(U) 2	(U) 1	(U) 1			1, 1, 2, 4	
Telescopic Sight	(A) 3	800				(A) 1	(I) 10	(I) 1		10, 15	1, 2, 3, 3	

RADIATION SUIT (A) 5; Value: 1,725

Description: A bright yellow or orange body suit, including hood, gloves, and boot slipovers. Most feature the universal sign for radiation.

Effects: The wearer is immune to all but the most powerful radiations. The life of the suit depends on the amount of radiation it's been exposed to and the duration in which that exposure occurred. Generally, a suit is good for several years of low-level (think medical x-ray) exposure. While in the suit, wearers function at a -1 to any rolls involving movement, physical dexterity or perception. Taking more than 10 points of Health damage renders the suit half effective while 15 points of Health damage removes all protection.

SHARK SUIT (U) 5; Value: 10,125

Description: A shark suit is a form-fitting bodysuit of gray rubberized cloth featuring a thin blue belt composed of a series of small power cells linked forming a larger power unit.

Effects: A shark suit clings to the wearer and is usable under armor. It allows the user to swim at normal movement speed and grants a +6 to any swimming conflicts. It also allows the user to breath underwater. Each functioning minute drains 1eu.

Power Source: Power Cell (U) 1 for 1000eu before depletion.

SPIDER SUIT (U) 4; Value: 7,500

Description: A spider suit is a form-fitting bodysuit of black cloth featuring a thin black belt composed of a series of small power cells forming a larger power unit.

Effects: A spider suit clings to the wearer and is usable under armor. It allows the user to climb at normal movement speed and grants a +6 to any climbing conflicts (10eu per minute minimum power drain). It can also form a parachute at will, allowing for descents of 50+ft. to be made without damage (10eu per use). A shorter distance doesn't offer enough time for the chute to function and results in full damage.

Power Source: Power Cell (A) 20 for 2,000eu before depletion.

TELESCOPIC SIGHT (A) 3; Value: 800

Description: An early example of a scope placed upon firearms to provide additional accuracy. This scope can be placed upon long arms, such as rifles and shotguns.

Effects: +1 to attack rolls and range penalties are lessened by one increment. Using a scope requires both an attack and a move action.

ARTIFACTS

Most artifacts can come in almost any shape or size, but if a form is indicated by the artifact (such as the ring of regret), the artifact must take the form provided in their description. Items that are of (Advanced) threshold or higher cannot be turned into artifacts (so no magical tanks, alas). Outside of this restriction, artifacts are only similar in regards to the spirits within them. Most artifact bonuses do not stack; only the largest of multiple bonuses are considered active at any single time.

When a character first uses an artifact, the spirits within communicate with the wielder and inform him of the history of the creation of the artifact. The spirits know the name of the creator of the artifact, as well as the names of those who have used the artifact since. This communication takes 1 turn, during which the character functions at a -2 to all actions. Single-use artifacts do not communicate in this manner.

The Fortune within artifacts can only be used to power the artifact and once used, cannot be replaced. However, Sorcerers can use artifact Fortune as part of their Fortune pool and can recharge artifacts with Fortune, be that Fortune their own or the Fortune of others given to them to use through friendship or through duress.

All but cursed artifacts can be removed at will. Removing a cursed artifact requires a conflict roll success as indicated in the item's description.

In artifact descriptions, all ranges and area effects are in yards unless otherwise indicated. Value is always the barter value (bv) of the artifact.

BLACK PEARL (A) 5; Value: 3,900

Description: Black pearls are both feared and desired by sorcerers, for they

act as fortune generators at the cost of immunity to the creator's magic. At creation, a sorcerer places a lock of his hair against the artifact, attuning it to his magic. From that point on, the black pearl generates 5 Fortune per day for its creator, transferred when placed within the mouth. In addition, the pearl itself can regenerate 1 Fortune per day. But from that point on, the black pearl acts as a counter to the magic of its creator as well. If a third party acquires the pearl, he is immune to the spells or whispers of the pearl's creator if 1 Fortune is spent to counter the magic. Making a black pearl requires a regular pearl as the spirit vessel. At completion, the pearl changes color.

Fortune: 13

BOOSTER (A) 5; Value: 4,150

Description: Boosters provide magical assistance to a single primary ability. A +3 is applied to the ability whenever the ability is used. For example, a Willpower booster would add a +3 to Willpower when that ability is used in a conflict. Every such use drains 1 Fortune. If a booster has no Fortune, it does not work. Boosters always exert their magic if they have the Fortune to do so.

Fortune: 13

BOOSTER, GREATER (U) 1; Value: 7,900

Description: Greater Boosters provide magical assistance to a single primary ability. A +5 is applied to the ability whenever the ability is used. For example, a Willpower booster would add a +5 to Willpower when that ability is used in a conflict. Every such use drains 1 Fortune. If a greater booster has no Fortune, it does not work. Greater Boosters always exert their magic if they have the Fortune to do so.

Fortune: 14

BOOSTER, LESSER (I) 5; Value: 650

Description: Lesser Boosters provide magical assistance to a single primary ability. A +1 is applied to the ability whenever the ability is used. For example, a Willpower booster would add a +1 to Willpower when that ability is used in a conflict. Every such use drains 1 Fortune. If a lesser booster has no Fortune, it does not work. Lesser Boosters always exert their magic if they have the Fortune to do so.

Fortune: 12

LUCKY CHARM (A) 1; Value: 2,300

Description: Once per day, the bearer of a lucky charm can force an opponent to re-roll. This costs 5 Fortune.

Fortune: 15

MAX'S MUSIC BOX (U) 1; Value: 18,000

Description: Max's music box isn't really a music box at all, it is only the small mechanical heart of music box, open and showing the pins. Turning the key plays "Happy Birthday." An artifact of great power, the bearer of Max's music box can instantly drain all the Fortune from the box to fill up their personal Fortune pool. Max's music box regenerates 1 Fortune a day. If Max's music box is ever given away with full intention of never seeing it again, the giver has all of their Fortune refreshed to maximum without draining the box's fortune.

Fortune: 21

RING OF REGRET (I) 5; Value: 360

Description: Typically appearing as a valuable ring of silver or gold, rings of regret spontaneously turn spirits to flesh. These cursed artifacts are feared by all, as they typically result in the death of the wearer. Spirits made flesh by a ring of regret are compelled with the desire to destroy the wielder of the ring and focus their efforts solely upon the bearer except in circumstances where such is not possible. If the wearer comes within 100 yards of a spirit, it will become flesh on a roll of 1-4 on a d6. Up to 5 spirits a day may be made flesh in this manner. Using Fortune from a ring of regret in combat with a spirit it made flesh causes Ego damage equal to triple the amount of Fortune spent upon all living creatures within 20 yards. For example, using 5 Fortune would result in 15 Ego damage.

Curse Effects: Removing a ring of regret requires a greater success in a rank 12 Willpower conflict. For this conflict, no Fortune can be expended and only one attempt per day is allowed.

Fortune: 8

SUN SABER (U) 1; Value: 8, 310

Description: Appearing only as a golden hilt of a sword missing its blade, the sun saber is one of the more powerful melee weapons under the shattered moon. When drawn and mentally commanded to appear, a flaming blade of sun-stuff flows out of the hilt. As a weapon the sun saber deals +8 heat damage with a +4/ rank 10 combat condition. Best of all, the sun saber ignores any damage resistance or armor, being a mystical multi-dimensional plasma blade. The sun saber can cut through material as would a torch, but such requires spending Fortune at the rate of 1 per every 5 feet cut. Almost any material can be sundered in this manner.

Fortune: 14

FERAL BOOMERANG (U) 5; Value: 49,600

Description: Made of solid steel and sharpened to a razor's edge, a feral boomerang is a terrible weapon. It can be thrown up to 100 yards without penalty and it deals +8 damage +4/rank 10 slashing, but worst of all is the condition it may inflict if it possesses any Fortune. If the artifact has Fortune, the target of a feral boomerang combat condition must succeed at a rank 10 Agility conflict or begin dying. Triggering a dying greater combat condition check drains 1 Fortune from the artifact. A feral boomerang returns to its thrower upon a miss, but safely catching it requires some metal protection. Catching a feral boomerang without such protection inflicts a permanent injury (-2) to one of the physical abilities of such a fool.

Fortune: 23

WEAPON WARD (I) 3; Value: 350

Description: Weapon wards protect their wielder from a certain type of damage, such as slashing, bludgeoning, piercing, etc. Anyone using such a weapon against the wielder makes his attacks at -2. For example, an edge ward would force any slashing attack against the wearer suffer a -2 penalty. Every such attack warded by a weapon ward drains 1 Fortune. If a weapon ward has no Fortune, it provides no protection. Weapon wards always exert their magic if they have the Fortune to do so.

Fortune: 12

WEAPON WARD, GREATER (A) 3; Value: 5,250

Description: Greater weapon wards protect their wielder from a certain type of damage, such as slashing, bludgeoning, piercing, etc. Anyone using such a weapon against the wielder makes his attacks at -5. For example, a greater edge ward would force any slashing attack against the wearer suffer a -5 penalty. Every such attack warded by a greater weapon ward drains 1 Fortune. If a greater weapon ward has no Fortune, it provides no protection. Greater weapon wards always exert their magic if they have the Fortune to do so.

Fortune: 16

WEAPON WARD, LESSER (B) 3; Value: 70

Description: Lesser weapon wards protect their wielder from a certain type of damage, such as slashing, bludgeoning, piercing, etc. Anyone using such a weapon against the wielder makes his attacks at -1. For example, a lesser edge ward would force any slashing attack against the wearer suffer a -1 penalty. Every such attack warded by a lesser weapon ward drains 1 Fortune. If a lesser weapon ward has no Fortune, it provides no protection. Lesser weapon wards always exert their magic if they have the Fortune to do so.

Fortune: 8

WEAPON WEAL (I) 5; Value: 450

Description: Weapon weals provide their wielders with physical help when attacking in combat (+2 bonus to Combat), but not when defending. For example, a Combat 2 mutated human carrying a weapon weal is considered to have a Combat 4 when attacking, but remains Combat 2 when defending. Every instance in which the weapon weal provides its bonus drains 1 Fortune. If a weapon weal has no Fortune, it provides no benefit. Weapon weals always exert their magic if they have the Fortune to do so.

Fortune: 12

WEAPON WEAL, GREATER (A) 5; Value: 6750

Description: Greater weapon weals provide their wielders with physical help when attacking in combat (+3 bonus to Combat), but not when defending. For example, a Combat 2 mutated human carrying a greater weapon weal is considered to have a Combat 5 when attacking, but remains Combat 2 when defending. Every instance in which the greater weapon weal provides its bonus drains 1 Fortune. If a greater weapon weal has no Fortune, it provides no benefit. Greater weapon weals always exert their magic if they have the Fortune to do so.

Fortune: 16

WEAPON WEAL, LESSER (B) 5; Value: 90

Description: Lesser weapon weals provide their wielders with physical help when attacking in combat (+1 bonus to Combat), but not when defending. For example, a Combat 2 mutated human carrying a lesser weapon weal is considered to have a Combat 3 when attacking, but remains Combat 2 when defending. Every instance in which the lesser weapon weal provides its bonus drains 1 Fortune. If a lesser weapon weal has no Fortune, it provides no benefit. Lesser weapon weals always exert their magic if they have the Fortune to do so.

Fortune: 8

Table 24: Artifacts and Spirits

Artifact Name	TR	BV	Spirits			
			Destructive	Elemental	Necromantic	Preservative
Black Pearl	(A) 5	650	(I) 1	(I) 1	(I) 1	(A) 5
Booster	(A) 5	4,150		(I) 2, 5	(I) 1	(A) 5
Booster, Greater	(U) 1	7,900		(I) 2, 5	(I) 1	(U) 1
Booster, Lesser	(I) 5	650		(I) 2, 5	(I) 1	(I) 5
Lucky Charm	(A) 1	2,300	(A) 1	(A) 1	(I) 1	(A) 1
Max's Music Box	(U) 1	18,000			(A) 1	(A) 2, 4, 7; (U) 1
Ring of Regret	(I) 5	360	(I) 5	(B) 1	(I) 2	
Sun Saber	(U) 1	8, 310		(B) 1; (I) 1; (A) 1; (U) 1		
Feral Boomerang	(U) 5	49,600	(B) 5; (A) 1, 5; (U) 1, 5	(I) 1		
Weapon Ward	(I) 3	350		(I) 1	(I) 1	(I) 2, 3
Weapon Ward, Greater	(A) 3	5,250		(A) 1	(A) 1	(A) 2,3
Weapon Ward, Lesser	(B) 3	70		(B) 1	(B) 1	(B) 2, 3
Weapon Weal	(I) 5	450	(I) 2, 5	(I) 1	(I) 1	
Weapon Weal, Greater	(A) 5	6,750	(A) 2, 5	(A) 1	(A) 1	
Weapon Weal, Lesser	(B) 5	90	(B) 2, 5	(B) 1	(B) 1	

CREATING ITEMS

Items and artifacts are made using the Item Construction and the Artifact Construction skill sets. But before discussing how items and artifacts are made, a bit of time should be taken to explain how items and artifacts work under the shattered moon.

Artifacts are simpler than items. They are made when a sorcerer defeats a spirit made flesh, a spirit bound to their corporeal form against their will for a limited time, and puts the spirit into an object. As more spirits are added to the object, the sorcerer eventually creates an artifact by filling it with his Fortune once all the needed spirits have been found, made flesh, defeated in combat, and placed within the object.

Items, on the other hand, are made from components. Almost every item contains components. A few items are made from components containing Technology, a discrete force in Sorcery & Super Science. If an item is made from components containing Technology, those components can be used by a Super Scientist to do crazy super-sciencey stuff. If an item is made by components that don't contain Technology, it's just like a regular normal item we interact with on a daily basis. An item is either made entirely of components containing Technology or of components containing no Technology, there is no intermixing.

Super Scientists are the only people that can see this Technology, and they are the only ones that can use it. Using Technology allows the Super Scientist to work outside the common bounds of reason. They can make items using Technology-imbued components in a manner that is simply impossible for others.

TECHNOLOGY IS AWESOME

Once you delve into the game and start looking through ruins for components and items, you'll come to greatly value that rusted rebar, broken sporks, or even shredded Snuggies can be used by a Super Scientist to create or repair a new item through the Item Construction skill set. For only Super Scientists can fix a broken car using rubber bands, duct tape and bubble gum. Most dilapidated old buildings and other structures from the prior age are composed of few useful materials (beyond what you or I could actually do with them were we to find them today), but the remains of a Mr. Coffee could provide the core for a new handgun if it has Technology within it. This Technology is powerful stuff.

And now you know what's going on with items in S&SS, but a new question has surely arisen. What type of sick person would shred their beloved Snuggie?

CONSTRUCTION KITS

You can make almost any item in Sorcery & Super Science with the Item Construction skill and components scrounged from the ruins or created in a manufactory. The components listed in the item descriptions are the "recipe" for a working item of that type.

However, nothing can be created without tools, and construction kits are the abstractions of those tools. There are 6 different types of kits that pair with the 6 different knowledge skill sets. Each kit has a threshold and a rank. Construction kits possess a threshold and rank, and they can only work upon items or components of equal threshold and rank or lower. To use a construction kit, one must possess the matching skill set at a threshold and rank equal to or higher than the kit's threshold and rank. For example, you must have Biology (Advanced) 4 skill set or higher to use a Biology Construction Kit (Advanced) 4.

Construction kits vary in size and shape, but in general only Basic kits are portable - all others are workshop-sized groupings of tools. They can be moved, but it is similar to moving house. Super scientists, being infested by nanites, however, can absorb construction kits into their body and thereafter act as if they had access to those kits at all times. For Super scientists, any construction kit can become portable. In addition, Super scientists can expel their nanites to re-create the absorbed kit, allowing others access to the kit and/or to use construction kits to create manufactories.

Anyone can use construction kits to perform all the various Item Construction conflicts (see below for more detail on those actions), but only up to (Intermediate) 20 threshold and rank. Super Scientists are the exception, being able to engage in Item Construction conflicts at any threshold and rank, except for Item Creation conflicts which they can only engage in up to (Advanced) 15. In other words, if an item is higher than (Advanced) 15, the Super Scientist cannot create it, although he can repair, modify, or do any of the other listed things to such an item.

In addition, if one is not a Super Scientist, one can only engage in Item Construction conflicts that make sense. This means that if you find a warehouse full of backpacks composed of components with Technology, you could create a tent or clothing or any number of things out of the find as long as you and the GM agree that such an action is reasonable. A Super Scientist, on the other hand, can engage in Item Construction conflicts that don't make sense when using components containing Technology. A Super Scientist could find the same warehouse of backpacks and turn them into a dozen swords. That's the benefit of being a Super Scientist: components with Technology are treated as if they are universally interchangeable. The rest of us are limited by reason on what can and cannot be kludged together, even with components that contain Technology. Super Scientists are limited by what makes sense only when dealing with components without Technology.

As characters adventure they may find additional materials that can increase the rank of their existing construction kits, or find partial kits that can eventually be combined to create a brand new kit. A newly-created kit begins at a rank 1, regardless its threshold.

MANUFACTORIES

If you have enough construction kits you may be able to create a manufactory. A manufactory produces a single component of a specified threshold and rank, ammunition (only the type containing no components) of a specified threshold and rank, or a single type of power source, such as ULF or electricity that can recharge spent power cells and power electric lighting and other items. Creating a manufactory requires 6 construction kits at a threshold and rank that is equal to or greater than the threshold to the item to be manufactured. For example, ULF is an (Advanced) 4 fuel, and making a ULF manufactory would require six construction kits of at least (Advanced) 4. The six kits are expended in the creation process, and you now have a newly created manufactory that can make ULF.

Maintaining a manufactory requires daily access to construction kits of every type that are equal to or greater than the threshold and rank of the manufactory and a group of people (or single person) that possess a threshold and rank in all six knowledge skill sets that is equal to or higher than the threshold and rank of the manufactory between them: in other words, a maintenance staff. To continue our example, for our small ULF manufactory, we need to have 6 (Advanced) 4 construction kits (one of each type) and a group of people possessing at least an (Advanced) 4 in all six knowledge skill sets between them to keep the factory working. Any lack of the kits or the maintenance personal results in no production for that day. A newly created manufactory makes 1 component, 100 munitions, or 500 eu (energy units) per day. Our example factory would be a ULF Manufactory (Advanced) 4 and produce a total of 500 eu, or 50 gallons, of ULF per day. A different example would be a Component Manufactory (Advanced) 4 that would produce a single Component (Advanced) 4 per day. The third example would be an Ammunition Manufactory (Advanced) 4 that would produce 100 units of Ammunition (Advanced) 4 per day.

A power cell manufactory creates power cells that have no charge. These spent cells must be charged at another manufactory that makes electricity. An electricity manufactory is called a Power Plant and is made just like other manufactories. It can only charge power cells that are equal to or lower than the power plant's threshold and rank. For example, a Power Plant 500eu (Advanced) 4 could charge any power cell that was Advanced 4 or lower up to 500eu per day.

Although manufactories can produce components or power sources, they will not do so unless they have access to raw materials. This access depends solely upon role-playing. Working out the requirements for various manufactories should be a group-wide affair involving input from everyone

gaming. As in all things S&SS, there should be some hand-waving in the name of fun, but manufactories are some of the most valuable things under the shattered moon and founding one should be soberly considered. It is almost an inevitability that some power group will attempt to take any high-threshold manufactory by force, so players should be prepared to fight to keep what is theirs.

Manufactories can increase production by adding more construction kits, increasing the output of the factory, but not changing the threshold and rank of the item produced. To increase production, the construction kits must be of the same threshold and rank or greater than the manufactory. Every added kit increases production by 50%, but also increases the rank of the manufactory by 1, making it harder to further increase production and harder to maintain, as it requires greater knowledge skill set ranks. For example, we expand our ULF manufactory by integrating a newly found construction kit (Advanced) 4. We now have a ULF Manufactory (Advanced) 5 producing 750 eu of ULF, and we require maintenance construction kits of (Advanced) 5 along with maintenance personal with at least (Advanced) 5 in all knowledge skill sets. A further expansion would require at least a construction kit (Advanced) 5 and result in a ULF Manufactory (Advanced) 6 producing 1125 eu of ULF. Our expanded component factory would be a Component Manufactory (Advanced) 5 producing 1.5 units of (Advanced) 4 components per day. It would further expand to a Component Manufactory (Advanced) 6 producing 2.25 units of (Advanced) 4 components per day. Note that expanding the factory doesn't change the threshold and rank of the product produced, only the amount of that product produced.

It should be specifically noted that manufactories producing components are producing components containing Technology. All other manufactories produce items that do not contain Technology.

ITEMS AND THEIR CONSTRUCTION

Almost every item in S&SS contains two or more components with the tendency that more advanced items contain more components. Each component has a threshold and rank such as Component (Advanced) 4 and Component (Intermediate) 10. This indicates a rough complexity of the component. Components are high-level abstractions of the real world's complexity. The GM and players should always use their judgment when dealing with components and maintain focus on plausibility but never lose sight of fun and adventure.

Generally speaking Basic items are those that could be made before iron metallurgy, Intermediate items are those that could be made after iron metallurgy but before the industrial revolution, Advanced items are those than can be made after the industrial revolution to the present day and the near future, while Ultra items are futuristic creations. Again, this is speaking very generally.

Some items also contain a power source. The sources can be power cells, fuels or some other thing that provides power. Power sources also have thresholds and ranks as do other items. Power sources tend to become depleted over time, and must either be recharged or replaced. If an item uses a power source, it will be indicated in the item's description along with how much power it uses for operation.

Only Intermediate or lower threshold items can be consistently made under the shattered moon. Technology is on the wane, and nature seems to now abhor great levels of technological creation. That said, Super Scientists can make (Advanced) 15 items or less. No one can make higher threshold and rank items. Such items can only be repaired.

COMPONENTS AND CHARACTERS

There are several different ways that characters may interact with components and most of them are through the use of the Item Identification or the Item Construction skill sets.

Component Identification: Item components must be identified. Only one attempt can be made to identify a single component or all of an item's components until new information is gained concerning the item. A success result in an Item Identification conflict against the threshold and rank of an item identifies a single component, while a greater success identifies all components of that item. This means that it is possible to

only identify one of an item's several components, and more information about the item will be needed to make another attempt to identify the other components. Obviously, when identifying only a single component, only a success is needed. A GM should roll for the player when making this check to keep the threshold and rank of the unidentified component unknown.

Component Creation: Components can only be created through the use of a manufactory. Sorry, Charlie.

Component Upgrading: Up to 4 different components of the same threshold can be used to create a single component of higher rank value. Add up the ranks of the components and divide by 2 (round down) to determine the rank of the final component. The creator must have a construction kit with a threshold and rank greater than or equal to the threshold and rank of the component to be created and must succeed on an Item Construction conflict against the end result component's threshold and rank. For example, a character has 4 Components (Advanced) of rank 3, 4, 6, and 7 for a total rank amount of 20. 20 divided by 2 (round down) results in 10. Using these four components, a character can create a Component (Advanced) 10, provided he has access to a Construction Kit (Advanced) 10 and rolls a success against an (Advanced) 10 Item Construction conflict. The type of construction kit doesn't matter. Failing the Item Creation conflict destroys all the components involved, and they cannot be repaired. It should be noted that the different components must really be different and not just multiple examples of the same singular component. In other words, components created by a single manufactory cannot be upgraded into higher rank components. Component upgrading is only possible with components containing Technology.

Component Repair: You can repair a broken component if you roll a greater success in an Item Construction conflict against the component's threshold and rank. A success or a failure destroys the component, making it forever unusable. You must have a construction kit (type does not matter) greater than or equal to the component's threshold and rank.

Component Scavenging: You can remove single components from items if you roll a greater success in an Item Construction conflict against the item's threshold and rank. A success retrieves the most valuable component of the item while breaking the least valuable. A failure breaks the most and the least valuable components. You must have access to a Construction Kit (Intermediate) (type and rank does not matter) before you can scavenge components from items.

ITEMS AND CHARACTERS

An appropriate construction kit must be available for most Item Construction skill set conflicts. To determine which kits are appropriate, look at the required skill sets listed in the item's description. The kit must be greater than the item's threshold, or the kit must be equal in threshold and equal to or greater than in rank. Below is a list of the various Item skill set conflicts.

Item Identification: Before anything else can be done, an item must be identified. This is an Item Identification skill set conflict against the item's threshold and rank. A success identifies the item. Only one attempt can be made until new information is gained about the item. All basic threshold items and all items still commonly in use are always identifiable. Typically, item identification needs only be checked when encountering something unusual or new. A GM should roll for the player when making an Item Identification check to keep the threshold and rank of the unidentified item unknown. This check does not require construction kits.

Item Creation: There are four requirements when making an item. Firstly, you must have all the components of that item on hand. All the appropriate construction kits for the item to be created must also be available. You must have the Item Construction skill set at or above the threshold and rank of the desired item. Lastly you must also possess the appropriate Knowledge skill sets at a higher threshold than in the item's description or possess the appropriate Knowledge skill set at the same threshold in the item's description providing your rank is equal to or greater than then rank in the description. For example, light armor has Materials (Basic) 5 under skill sets, so if you possess Knowledge of Materials (Intermediate) 1 or Knowledge of Materials (Basic) 5 you meet the knowledge skill set requirement to make light armor.



You then engage in an Item Construction skill set conflict against the item's threshold and rank for every 4 components the item has. For example, an item with 12 components requires 3 conflicts. A greater success indicates the item, or the 4 components you're dealing with at the time, is made as desired. A failure breaks all the components of an item or 4 components if the item requires multiple conflict rolls. A success indicates the item is functional, but contains a flawed component making it sub-par in some aspect as determined by the GM. This could mean a pistol that does less damage, or one which consistently jams after three shots, requiring a turn to clear the jam before firing again. The GM is encouraged to be creative with flawed items. Fixing a flaw requires replacing the flawed component with a new one. Which component is flawed is up to the GM's discretion.

Repairing Items: Repairing a non-functioning item requires replacing all broken or missing components. You can also repair a flawed item's sub-par component. Repairing a broken component requires a greater success result in an Item Construction conflict against the item's threshold and rank. Repairing an item by replacing a missing component or by fixing a flawed component requires a success in an Item Construction skill set conflict against the threshold and rank of the item. A failure breaks the flawed or replacement component and the item doesn't function. Unlike other Item Construction conflicts, repairing an item only requires skills sets and construction kits of equal threshold to the item. Repairing isn't as difficult.

It should be noted that successfully repairing a broken normal item with a component that has Technology results in a normal item, and the Technology in the component is lost. The converse, however, isn't true. Repairing a broken item that has Technology with a component that doesn't have Technology doesn't result in an item with Technology, it just results in a normal item. All the Technology in the other components is lost. Be careful how you repair, bub.

Modifying Items: Items can be modified to perform additional functions or possess additional characteristics by effectively merging two items into one. Adding a grenade launcher under a rifle gun barrel is a good example of modifying an item. An item can be modified as many times as reasonable given the item's size and the intent of the modification - adding a stereo to an automobile is much different than adding twin rocket launchers. Modifying an item requires a successful Item Construction conflict against the lesser threshold and the combined ranks of the items to be modified. For example: an (Advanced) 5 item is being modified by an (Intermediate) 2 item. You must succeed on an (Intermediate) 7 skill set conflict. Failure results in breaking the more advanced item, success results in breaking the less advanced item, and a greater success means you made the modification. Of all Item Construction actions, modifying items requires the most GM judgment concerning what is possible and what isn't. Remember, reality is a useful guideline, but don't let it pin down a good idea!

Items can also be modified into new items. Modifying an item in this way requires a successful Item Construction conflict against the lesser threshold and the combined ranks of what the item currently is and what the end item is to be. For example, modifying a hand-tossed modern fragmentation grenade (Advanced) 10 into an attachment modern fragmentation grenade (Advanced) 10 requires an (Advanced) 20 Item Construction conflict. Modifying in this manner can only be performed upon items that have the same component requirements. For example you couldn't modify a hand-tossed smoke grenade (Advanced) 10 into a hand-tossed modern fragmentation grenade (Advanced) 10 because the frag grenade has a Component (Advanced) 10 that the smoke grenade does not possess. You could modify the frag into the smoke grenade, as the frag contains all the components of a smoke grenade, but you would lose the "extra" Component (Advanced) 10 in the process in such a modification.

Items can also be modified to work on a different power source. A good example would be changing an automobile to run on power cells as opposed to ULF because the party just found a cache of power cells. Making such a change requires modifying an existing component with another component of at least equal threshold and at least of 1 rank higher. Replacing the component requires a successful Item Construction conflict against the threshold and rank of the new component. A success indicates the switch is good, but the old component is destroyed in the process, while a greater success indicates the switch is good and the old component still works.

Size Reductions: Reducing an item's size is very difficult and often results in useless items, but it can be attempted. A size reduction results in an item that is half the size of the original item that still possesses the same abilities as the original item. Any item can only be reduced in size once. Reducing an item requires a successful Item Construction conflict against the square of the rank of the item. For example: reducing the size of an (Advanced) 8 item would result in an (Advanced) 64 Item Construction conflict. A greater success is required and anything less destroys the item, making it unable to be repaired. Follow the guidelines to determine which die to roll for these super-high conflicts: 64 would be a 3d20 and a d4. Save up your Fortune, kiddos.

How much time it takes to perform any of the above actions is determined by the GM with consideration of player thoughts. Some actions will take only minutes while others could take days, and circumstances are so varied as to make any but the most basic guidelines somewhat foolish. It is recommended that a group consensus of a reasonable time be reached. Generally the higher the threshold and rank of the item/component, the longer the action. Again, let reality be the guide when dealing with components in any of the ways described above, but don't let its ugly head interfere with some good fun.

VEHICLES AND ITEM CONSTRUCTION

Vehicles play a special role under the shattered moon compared to regular items. Unlike normal items, vehicles have Health and can be armored.

Repairing Vehicle Health: Vehicle health is repaired by breaking down an additional component and using it to “heal” the damaged vehicle. Basic components can heal 1 Health per rank, Intermediate components heal 2 per rank, Advanced heal 4 per rank, and Ultra components heal 10 per rank. To “heal” a vehicle in this manner you must succeed on an Item Construction conflict against the threshold and rank of the vehicle being repaired. A success heals the vehicle while a failure destroys the component.

Armoring: Improvised armor is a long-standing tradition under the shattered moon. Vehicles can be armored up to their average component rank using the Item Construction skill set. Armoring a vehicle requires 2 components 1 threshold lower and of rank equal to or higher than the average component rank of the vehicle to be armored as well as a pile of usable material, such as scrap metal or what have you. The acquisition of this pile is a role-playing matter.

For example, if you want to armor a small automobile, an (Advanced) 12 vehicle, you’ll need 2 (Intermediate) 7 components or higher because there are 16 components with a total of 112 ranks resulting in an average of rank 7 for all the components (rounding down). A greater success indicates you’ve armored the small auto to 7, a success means that you’ve armored the auto to 3 (half of 7, rounded down), and a failure means you broke your components in the attempt. The 2 armor components should be added to the vehicle’s component list.

You can choose to armor a vehicle using components equal to or greater than the item’s threshold. This increases the resulting armor by 1.5 for an equal threshold and by 2 for armor of greater threshold. To continue our example, if you used Advanced components on your small automobile, you’d end up with 10 armor on a greater success and 5 (half of 10) on a success. Were you to use Ultra components, you’d end up with 14 armor on a greater success and 7 (half of 14) on a success.

You can armor an already armored vehicle, but the values don’t stack. Use only the highest value of either the old armor or the new armor. You’ll note that military vehicles tend to have more armor than can be applied using the Item Construction skill set. That’s a good observation - cookie for you.

CREATING ARTIFACTS

Sorcerous artifacts, like mundane items, are also made from components. But these components are not physical, they are spirits. Spirits in S&SS must be first be made flesh by a sorcerer and then defeated in battle. Upon such a defeat, the ethereal remains of the spirit are gathered by the sorcerer and placed into an artifact currently under construction. If the remains are not placed in an artifact under construction within 5 minutes, the ethereal remains travel back beyond the boundary, to reform after a decade’s time. If a spirit is defeated without being made flesh, it immediately flies back beyond the boundary, reforming after a single year. Only sorcerers can create artifacts, and at creation, artifacts contain Fortune that powers them. Typically, using an artifact drains Fortune from the artifact. An artifact without Fortune can do nothing.

Sorcerous artifacts that are under construction have several unique properties. They do not age or truly change state. For example, a lit torch that a sorcerer places a spirit within remains forever burning, as the object contains a spirit and is, effectively, frozen in time. The flame may be extinguished, but it can easily be relit and continue burning forever. They are also extremely tough; taking, at a minimum, very concentrated and serious efforts to destroy. Such destruction results in the release of the spirit within.

Sorcerers can use the Fortune within artifacts as if it was their own Fortune. Sorcerers can drain Fortune from artifacts into their own Fortune pool, and they can take their own Fortune and put it into artifacts to “recharge” them. A sorcerer can have up to three times their Fortune in active artifacts upon their person at any single time. A sorcerer must choose which artifacts are active if he has more artifact fortune upon his person. Choosing in this manner takes 5 minutes of concentration to attune to the appropriate artifacts as does changing which artifacts are active. Non-active artifacts upon

a sorcerer do not function until the sorcerer activates them. Remember this is only when a sorcerer has more artifact fortune than triple his own Fortune: if he has less, artifacts are always active and require no attuning.

There are four spirit types under the shattered moon: destructive, elemental, necromantic, and preservative. Destructive spirits are often called demons or devils. They are agents of unfettered change; spirits that seek to break down and destroy whatever comes within their reach. Elemental spirits are the natural spirits surrounding the mortal plane. They are found in streams and trees, in lightning and thunder. They are spirits of wind, water, air, fire, wood, iron and other materials. They are commonly tied to a location or natural object. Necromantic spirits are the remains of the dead - the remnants of a soul that refuses to move on beyond the great boundary. These are the most common spirits and can be found in many places. Preservative spirits are often called angels or devas. They are agents of ultimate stability; spirits that seek to preserve whatever comes within their reach.

Spirits have thresholds and ranks. For example, Necromantic (Advanced) 4 indicates an advanced necromantic spirit of rank 4. Thresholds and ranks are rough indicators of the power of a spirit, but highly ranked spirits may be more dangerous and powerful than higher threshold lower ranked spirits. Spirits are remarkably diverse.

Spirits are undetectable by creatures without the appropriate Lore skill set. Spirits hide from detection at a threshold higher than their threshold and at rank 1. For example, a Necromantic (Basic) 3 spirit requires a successful Lore of the Dead (Intermediate) 1 skill set conflict to detect. This makes spirits rather hard to locate, as most mutes have only a smattering of knowledge as related to spirits. Detection informs only that there is a spirit of particular type in the area, not the rank of the spirit. Identifying a spirit requires the GM to roll for the character trying to identify the spirit in a normal Lore conflict against the threshold and rank of the spirit. Note that this makes Ultra spirits impossible to detect.

A sorcerer can make a spirit flesh for up to one hour and a spirit can be made flesh only once per year. Doing such requires that a sorcerer detect and identify a spirit first, however, if a sorcerer making a spirit flesh does so within 100 yards of an Ultra spirit, the Ultra spirit can choose to become flesh if it wishes even if it normally could not do so at that time. Making a spirit flesh is an attack action.

ARTIFACTS AND CHARACTERS

In many respects, artifact identification and construction is similar to item identification and construction. Artifact Identification and Artifact Construction skill sets are used when dealing with artifacts, while the various Lore skill sets are analogous to the Knowledge skill sets for items.

Artifact Identification: Every newly discovered artifact requires a successful Artifact Identification skill set conflict. Most artifacts can be identified without touching them, and it is always better to not touch strange magical objects, but some may require touch. These exceptions will be indicated in the artifact’s description. The difficulty of the conflict is based upon the threshold and rank of the artifact and a success means the artifact has been accurately identified. A GM should roll for the player when making an Artifact Identification check to keep the threshold and rank of the unidentified artifact unknown.

Artifact Spirit Identification: Determining the types and ranks of the spirits within an artifact requires a greater success on an Artifact Construction conflict against the threshold and rank of the artifact. A greater success identifies all of the spirits within while a success only identifies a single spirit within. More information about the artifact must be gathered before another attempt can be made.

Artifact Construction: Unlike items, artifacts are constructed piece-meal. Since spirit remains disappear quickly and cannot be stored like the components of mundane items, spirits are added in succession to an artifact under construction. In this manner some artifacts may take years to create. The remains of a defeated spirit made flesh can be placed within an artifact under construction only if the sorcerer has a greater success Artifact Construction conflict against the threshold and rank of the defeated spirit. Any other result destroys the remains and sends them back beyond the boundary to reform in a decade’s time. However, unlike items, artifacts can

be made using higher rank spirits in place of the needed lower rank spirit as long as the spirit is of the same type and threshold. For instance, a sorcerer could substitute a Destructive (Basic) 10 spirit for a Destructive (Basic) 5 spirit when making an artifact.

Once all the required spirits are placed within an artifact, a greater success in an Artifact Construction conflict is needed to power the artifact to life. Anything less destroys the remains of all the spirits within, releasing them back beyond the boundary. At this time the Fortune requirement for the artifact is drained from the sorcerer's Fortune pool. An artifact possesses fortune based upon number of spirits and the thresholds of those spirits within. Every Basic spirit requires 2, each Intermediate 3, each Advanced 4, and each Ultra requires 5 fortune. For example, an artifact composed of 2 Basic, 3 Intermediate, and 1 Advanced spirits possesses 17 Fortune. The artifact requires 17 Fortune from the sorcerer at creation, and the artifact will hold 17 Fortune when fully charged.

CREATURES

The world under the shattered moon crawls with terrors familiar and unknown. A few of the more well-known creatures are described in this section. A creature has a threshold rating that GMs can use as a very rough guideline concerning the lethality of a creature, but it should be stressed that each creature is unique and your judgment should be your guide, as in all things Sorcery & Super Science. Intrinsic Powers are effects that are always on and intrinsic to the creature while Limited Use Powers are just that: powers that have a limited number of uses.

ABASSY

Destructive spirit (Intermediate) 10
C6 A4 S6 F5 R0 I0 W4: Ego 16, Health 42: Fortune 25
Movement: 30/264 (flying)

Description & Information: Abassy appear as 20-foot-long smoky trails capped by a truly disturbing iron maw. Demons from beyond, abassy always travel in packs of seven. They are dark and fumy residues of the ids of foul wizards. These spirits exist only to bite, bite, bite.

Intrinsic Powers

- Immune to ego and Fortune damage.
- Reduce physical damage by 2 points per hit.
- Abassy bite with their fulsome teeth, dealing +10 piercing damage +4/ rank 8 combat condition. A creature bitten by more than one abassy per turn must succeed on a rank 10 Willpower conflict or lose 1 point from their maximum Fortune. This point of Fortune returns only after a year's time.

Limited Use Powers

- Self Manifest (1 per day): Abassy can make themselves flesh for one day per century. During this time they attempt to kill anything they detect, preferring intelligent creatures over non-intelligent

ABATWA

Elemental spirit (Basic) 10
C5 A6 S1 F6 R1 I1 W3: Ego 24, Health 38: Fortune 23
Movement: 30/264 (flying)

Description & Information: Abatwa look like miniature humans small enough to ride a common ant. Tiny natural sprits of the grass, Abatwa are generally peaceful and spend their time migrating with their ant brethren. They are primitively dressed and armed with bows. Abatwa anger if any comment concerning their small size is expressed, or if their beloved ants are injured.

Intrinsic Powers

- All physical attacks against Abatwa are made at -4 to the roll.
- Abatwa can speak with any insect, arachnid or like creatures.

- Abatwa shoot tiny poisoned arrows to a range of 40 feet, dealing no damage but forcing a rank 4 Fortitude poison conflict. If the conflict fails, the individual suffers the poisoned combat condition. These conditions stack with multiple strikes.

Limited Use Powers

- Self Manifest (1 per day): Abatwa can make themselves flesh for one hour per day. They usually only manifest to children under the age of four, pregnant women, and sorcerers who they know will not entrap them in artifacts.

BINDER

Preservative spirit (Basic) 1
C2 A0 S0 F6 R-1 I-1 W4: Ego 4, Health 16: Fortune 10
Movement: 10/88 (flying)

Description & Information: Appearing as nothing more than twinkling motes of light, binders are rarely larger than a hand's width. The least of the spirits of preservation, binders are responsible for holding the universe together at the atomic level. They detest interruptions in their never-ending task and willingly vent their frustrations upon the sorcerous cause

Intrinsic Powers

- Binders are immune to light damage.
- Binders attack by disrupting their targets on a molecular level. Binders always hit and deal 2 Health damage on any desired target within 20 feet.

Limited Use Powers

- Self Manifest (1 per century): Binders can make themselves flesh for one day per century. During this time, large numbers of binders congregate together in locations of power, gaily dancing incomprehensible complexities throughout the hours.

BALEFUL MONSTROSITY

Mutated human or animal (Ultra)
C12 A10 S12 F16 R0 I12 W12: Ego 80, Health 100: Fortune 74
Movement: 40/352

Description & Information: Baleful monstrosities are terrible, lightning-quick masses of flesh and metal roughly half the size of a full-grown bull elephant. They have a "head" composed of two or three dozen 20-foot-long tentacles which they use in combat and a row of eyes along both sides of its lumpy back.

When a mutie stays too long among the ruins of the ancients, he plays a dangerous game. It is said that time itself sometimes takes the foolhardy, turning them into the baleful monstrosity. Giant and bulbous masses of flesh mingled with gun-steel metal, baleful monstrosities are one of the great horrors found under the shattered moon. They have extensive nests underground in sewers or subway systems and seem to have little real need for food or water. They have little intelligence and never leave the ruins that spawned them. Often they will collect samples of a single item, such as bottle caps or playing cards, amassing large collections in their underground lairs.

Intrinsic Powers

- Immune to toxic attacks, and bludgeoning and piercing damage. They reduce heat and electricity damage by 4 points per hit.
- Regenerate 10 additional Health per day. Regenerate from any permanent injury in a week.
- Survive 40 days without food and 10 days without water.
- Possess senses greater than human, +2 on any sense conflicts.
- Chameleon-like skin requires a rank 12 sense conflict to detect when hiding.
- Baleful monstrosities whip their tentacles like powerful clubs to a range of 20 feet, dealing +6 bludgeoning damage and +4/ rank 10 combat condition.

Limited Use Powers

- Healing (6 per day): Baleful monstrosities secrete a foul glowing green liquid that heals them 20 points of Health damage.
- Sexual Predation (2 times per day): Baleful monstrosities hunt by secreting mind-altering sexual pheromones for whatever target they wish to consume, such as mutated human, human, mutated plant, ungulates or other such large group of creatures. Any target creature with less than a 7 Willpower that enters within 100 feet of a baleful monstrosity may become enthralled by the terror. The baleful monstrosity makes a Willpower conflict against the Willpower of the target creature with a success indicating the target is unaffected (and cannot be affected by this baleful monstrosity for 10 minutes), while a failure indicates that the target is affected. An affected creature feels an overwhelming and irresistible desire to mate with the monstrosity and approaches to touch the horror. Once per minute, an enthralled target may attempt to break free of the sexual predation pheromones; doing such requires a successful Willpower conflict at -2 to the roll. The pheromones wear off after 10 minutes.
- Extra Attack (5 per day): Baleful monstrosities may attack a second time during its turn at +1 on the attack roll.
- Out of Time (2 per day): Baleful monstrosities may interfere with the functioning of any (Advanced) or (Ultra) item within its sensory distance. Any item placed out of time ceases to function properly for an entire day.

FORTUNATE SON

Necromantic spirit (Basic) 1

C2 A3 S2 F4 R1 I1 W3: Ego 18, Health 22: Fortune 16

Movement: 5/44

Description & Information: Fortunate sons are translucent human males who are dressed in expensive gray suits and red power ties. They are always clean-shaven, sporting a stylish short hair style. Fortunate sons are the spiritual remains of the offspring of wealthy individuals from before the cracking of the moon such as senators, military leaders or millionaires. These spirits never suffered hardship and struggle, living off the fortunes of their family. As such they never passed through the great boundary and linger behind, still draining the fortunes of those they contact.

Intrinsic Powers

- Fortunate sons are immune to ego damage.
- Fortunate sons deal Fortune damage and an additional +2 Ego damage per hit with a +4/ rank 4 ego combat condition. If a creature hit by a fortunate son has no Fortune, it suffers Ego damage equal to twice normal damage.

Limited Use Powers

- Self Manifest (1 per year): Fortunate sons can make themselves flesh for one hour per year. They tend not to wander from their final resting place.

GLOWER

Mutated human (Basic)

C2 A2 S2 F8 R-3 I2 W2: Ego 18: Health 28: Fortune 13

Movement 3/26

Description & Information: Glowers are mindless, radiation-infused muties from the deathlands. They are a constant and deadly threat in the deathlands. Individually they are of little threat to anyone wielding ranged weaponry, but glowers tend to congregate in large herds. Although mindless, they seem to possess a sort of natural pack-mentality, allowing them to effectively hunt in packs.

How glowers first walked the lands is unknown, but how they reproduce is all too familiar. Although every slain mutated animal or plant



is consumed, any human or mutated human killed by a glower's radiation attack rises the next day as a glower. Such reproduction allows for massive population booms, making giant herds an ever-present nightmare scenario.

Intrinsic Powers

- Immune to radiation and poison.
- Can detect intelligent life within a mile.
- Glowers attack with smashing fists dealing +2 bludgeoning damage per hit and a +4/rank 4 combat condition.
- Reduce all physical and heat Health damage by 1 point per hit.
- Survive 40 days without food and 10 days without water.

Limited Use Powers

- Radiation Aura (4 per day): Any creature within 20 feet of a glower using this power takes 2 Health radiation damage and must succeed on a rank 8 radiation conflict or suffer the radiated combat condition.

GREMLIN

Destructive spirit (Basic) 1

C1 A6 S0 F2 R2 I4 W2: Ego 20, Health 18: Fortune 16

Movement: 10/88

Description & Information: Gremlins are wee yellow men with blue faces featuring a long red nose. They stand no more than a foot tall and move with a sprightly spring in their step. The gremlin is drawn to workshops, homes, and places of business. Their continual interference makes them pests and a gremlin infestation is a terrible unluckiness. They are not usually malevolent, but a gremlin that believes himself treated poorly may become progressively more aggressive.

Intrinsic Powers

- Within 60 feet of a gremlin, accidents are more common. All conflict successes are treated as failures and all greater successes are treated as successes. Whenever this happens, the gremlin gains an additional use of accidental attack (see below) for the day.
- Gremlins are permanently invisible and very quiet, requiring a rank 12 extraordinary sense check to locate. After location, their invisibility is nullified for 10 minutes. Gremlins can become visible at will.
- Gremlins love milk, and will drink any left out in easy reach. Drinking milk makes them sleepy and happy and ends their accident aura.

Limited Use Powers

- Accidental Attack (at least 1 per day, but see above): Gremlins can target a single creature and an accidental attack against them happens if the don't roll a greater success against a rank 6 Intuition conflict. Regardless the form taken (a companion hits them, they hit themselves, they fall down on a spiky object) the attack deals 2 Health damage.
- Self Manifest (1 per day): Gremlins can make themselves flesh for one hour per day. They typically use this time to steal and hide an object, such as a comb, screwdriver or some other object of little value.

HOLLOW MUMMY

Necromantic spirit (Intermediate) 5

C6 A5 S7 F6 R2 I8 W6: Ego 44: Health 48: Fortune 40

Movement 10/80 (fly at same)

Description & Information: Hollow mummies look like the wrappings of a mummy surrounding empty space instead of a corpse. Hollow mummies are very old necromantic spirits from the ancient times of the ancient's themselves. These mummies are usually found only in the oldest of burial grounds, but given the temporal confusion, hollow mummies can appear in almost any burial ground. Unlike most spirits, hollow mummies occasionally leave behind physical traces of their existence in the mortal realm: locations that have a hollow mummy spirit nearby may have small bits and pieces of stray wrapping littering the area.

Intrinsic Powers

- Hollow mummies take 2 extra points of damage when injured by heat.
- Reduce bludgeoning damage by 6 points per hit.
- Hollow mummies whip their wrappings, cutting deep into flesh and dealing +6 slashing damage and +4/ rank 6 combat condition.

Limited Use Powers

- Death Shroud (6 per day): Hollow Mummies wrap themselves around humanoid creatures to entangle and damage. A death shroud attack deals half normal slashing damage, but if the target fails an Agility conflict against a rank 10, it cannot move and suffers half normal damage every round it fails a Strength conflict against the Hollow Mummy's Strength 5. Damage dealt by Death Shroud ignores armor, but not Damage Resistance. Hollow Mummies can engage in combat and other normal activities while death shrouding an opponent.
- Self Manifest (1 per decade): Hollow mummies can make themselves flesh for one hour per decade. They enjoy terrorizing whatever intelligent creatures they can find during this period.

IMP

Destructive spirit (Basic) 10

C4 A3 S1 F3 R2 I2 W2: Ego 18, Health 22: Fortune 17

Movement: 4/35

Description & Information: Imps are squat, gray and ugly. They have tremendously disproportionate mouths that claim most of the warty terrain

of their faces. They rarely top 1 foot in height, yet manage to have large pot bellies. Imps are as cruel as only small, cowardly things can be. They love torture, finding belly-shaking humor in the calculated suffering of others.

Intrinsic Powers

- Immune to heat damage.
- Reduce physical Health damage by 3 points per hit.
- Imps bite at +4 piercing damage and +4/ rank 4 combat condition.

Limited Use Powers

- Imp Freak Out (1 per day): Imps can freak out and spastically attack pretty much everything in a 10-foot radius. And by pretty much everything, we mean things like sofas, chairs, carpets, walls, trees, bread boxes, automobiles, chia pets, whatever. Everything in the area suffers 2 point of piercing Health damage.
- Self Manifest (1 per month): Imps manifest once a month for 1 hour. They spend this time wreaking as much havoc as possible without getting themselves killed, as they are quite cowardly at heart.

INFILTRATOR

Cyborg (Ultra)

C16 A10 S12 F12 R10 I1 W8: Ego 62: Health 100: Fortune 69

Movement 40/352

Components: (A) 10, 15, 20, 20, 20; (U) 1, 1, 2, 4, 6, 6, 8, 10, 10, 11; solar cell (U) 10, bio-mass cell (U) 10.

Description & Information: Infiltrators are self-aware cybernetic organisms appearing as muscular humans. They can be of either sex, but are typically male. Products of a long-ended post-apocalyptic war, few infiltrator cyborgs remain and most have freed themselves from their programming imperative of destroying humans. A few however are still infiltrating not-to-obviously mutated societies and slowly executing them from within. Infiltrators are greatly feared while also being greatly desired for parts - compared to other cyborgs and robots, they are woefully unarmed in relation to the riches that can be mined from their interior. Infiltrators do not need to eat, although they process food for energy and excrete like normal humans.

Intrinsic Powers

- Infiltrators have incredibly good senses and possess a +4 to sense conflicts. In addition, they have a +1 to extraordinary sense conflicts. They can see twice as well as a human in the day and 10x better at night, effectively possessing full night-vision.
- Regenerate 6 additional Health per day. They also regenerate from any permanent injuries in a week's time.
- Reduce all damage (except ego and electricity) by 10 points per hit.
- Masters of hand-to-hand combat, their kicks and punches deal +6 bludgeoning damage per hit and +4/ rank 8 combat condition.
- Infiltrators have a central power unit composed of a solar cell (ultra) 10 coupled with a bio-mass cell (ultra) 10. They have a titanium alloy endoskeleton encased in a fleshy shell. They are capable of faster than human speed, but typically move as normal humans do. Damaging their flesh has no effect, and even when completely stripped of flesh, an infiltrator may regenerate a new suit with one week of heavy bio-mass fuel cell consumption.

Limited Use Powers

- Surprise Kill (2 per day): If an infiltrator has surprise and scores a combat condition, that combat condition is a rank 10 dying greater combat condition. Activating this power requires 10 Fortune and it can only be used against creatures that have some sort of vital area or organ that can be targeted.

JACK IN THE GREEN

Elemental spirit (Intermediate) 5

C5 A3 S4 F5 R2 I5 W6: Ego 36, Health 34: Fortune 30

Movement: 5/44

Description & Information: Jacks in the Green are roughly anthropomorphic 8-foot-tall masses of green garlands. They are always dressed in velvet. Jacks in the green are the embodiment of summer, but are found only in winter. They spend their time walking from tree to tree, tapping upon them lightly to help them get through the winter. Some jacks in the green favor other plants.

Intrinsic Powers

- Immune to cold damage.
- Reduce bludgeoning and piercing damage by 3 points per hit.
- Jacks in the green can smash with their vine-like appendages to a range of 10 feet. This attack deals +8 bludgeoning damage and +4/ rank 6 combat condition.

Limited Use Powers

- The Green Freeze (4 per day): Jacks in the green may attack by knocking upon a creature as they do their trees, but instead of warming, the knocks bring great cold upon the target. This attack deals 5 Health cold damage, and, if the target fails a rank 10 Fortitude conflict, the target is frozen in place, unable to move for 5 turns.
- Self Manifest (1 per year): Jack in the greens can only self-manifest on midwinter's day. During this period, they work unfailingly to enhance their natural environment.

LIGHTNING SNAKE

Magical creature (Basic)

C2 A3 S2 F4 R2 I2 W5: Ego 26: Health 22: Fortune 20

Movement 5/44 (fly at same)

Description & Information: Lightning snakes are magical living lightning in the shape of a large snake up to 10 feet in length. Lightning snakes are magical creatures naturally spawned via great thunderstorms. Some sorcerers can whisper them up, and thunderbirds can temporarily create them. They are most common on the Great Plains, but can be found anywhere large thunderstorms occur. With no apparent need to feed, lightning snakes find a sheltered area and lair until destroyed. This causes them to be fairly common in ruins and underground. They attack anything of human-size or smaller that comes within the territory claimed as theirs.

Intrinsic Powers

- Lightning snakes are immune to electricity.
- The bite of a lightning snake deals +2 electricity damage to the Ego of the target and +4/ rank 4 combat condition.

Limited Use Powers

- Ego Attack (4 times per day): Lightning snakes spit a ball of lightning that deals +4 damage to the Ego of the target and +4/ rank 4 combat condition. Lightning snakes have a range of 20 feet with this attack and can use this attack in melee without penalty.

MIDTAG

Preservative spirit (Intermediate) 5

C4 A4 S4 F4 R4 I4 W4: Ego 32: Health 32: Fortune 28

Movement 10/80 (fly at same)

Description & Information: Midtags appear as human forms composed of pure sun-stuff. They are difficult to look at for too long. Midtags are time spirits of the midday. They ceaselessly work to ensure midday occurs at its precise time.

Intrinsic Powers

- Immune to heat.
- Reduce slashing damage by 6 points per hit.
- Midtags take 2 extra points of damage when injured by cold.
- Midtags pound with their fiery fists dealing +6 heat damage and +4/ rank 4 combat condition.

Limited Use Powers

- Heat Stroke (1 per day): Midtag can harness the fury of the sun-stuff within them, releasing it in a single 30-foot-radius blast. Any creatures within the area suffer 10 heat Health damage and must succeed on a rank 12 Fortitude conflict or suffer a -2 to all actions for 12 hours.
- Self Manifest (1 per day): Midtags can make themselves flesh for one minute per day at high noon, although they usually do not do so.

RAT MAN

Mutated rat (Basic)

C1 A3 S1 F4 R2 I3 W1: Ego 20: Health 18: Fortune 15

Movement 5/44 (climb and swim at 1/8)

Description & Information: Rat men look like bipedal rat/human hybrids, roughly 4 feet tall and weighing 80 pounds. They have long, semi-prehensile naked tails. Rat men are the consummate survivors in the world beneath the shattered moon. They are intelligent and inquisitive, but also cowardly and vicious. Rat men have a wide range of food sources and good natural ability in locating food. This, coupled with their rapid reproductive rate, allows them to exploit whatever resources exist in the local area to the fullest. Their wide diversity in powers is another significant source of racial resilience.

Rat men tribes are ruled by a single dominant member who maintains control of the tribe through a mixture of aggression, appeasement and avoidance. Rat men value cowardice as much as they value bravery, and the wise use of both is considered vitally important to a leader.

Rat men nests are usually small and occupied by 30 or so individuals, but some well established tribes can contain over 100 individuals. They favor underground dwellings or above-ground pockets hollowed out by the fall of ruins above. If such locations are hard to find, they'll nest-build to create a defensible nest. From the outside, above ground rat men nests look like piles of rubble with a single small entrance, while belowground nests are often very hard to detect, being accessible through a very well-hidden passageway. If a single nest becomes too populous a mini-revolution occurs wherein a sizable chunk of the tribe is exiled to form a new nest. These revolutions are common in rat man society, but rarely result in deaths.

Intrinsic Powers

- Rat men have a +2 to any swimming or climbing conflicts, +1 to any covert checks related to hiding, and +1 to any sense conflicts relating to smell or hearing.
- Rat men have a +2 bonus to any Fortitude conflicts related to toxic substances.
- Regenerate 6 additional Health per day.
- Rat men typically use weapons, but may attack with either a bite or a claw doing +1 damage and +4/ rank 2 piercing (bite) or slashing (claw) combat condition.

Limited Use Powers

- Rat men have one randomly determined mutations at the Advanced threshold that they may use 4 times per day if the power is not one that constantly functions.

RESTLESS SOUL

Necromantic spirit (Basic) 10

C6 A0 S6 F8 R0 I0 W0: Ego 16: Health 40: Fortune 20

Movement 3/26



Description & Information: Restless souls are the sallow and putrid remains of one long-dead. Restless souls are one of the more common types of necromantic spirits as many souls refuse the rest of the grave and wander the lesser boundary, hungry to be flesh again.

Intrinsic Powers

- Restless souls smite with their swollen hands, dealing +5 bludgeoning damage per hit and a +4/rank 8 combat condition.
- Reduce all Health damage (regardless source) by 1 point per hit.
- Strongly resistant to toxins, adding +3 to conflicts when resisting the effects of toxins. Also, they suffer only half normal duration if affected.

Limited Use Powers

- Combat Ability Boost (Intermediate): +2 to Combat for 2 minutes costing 2 Fortune.
- Self Manifest (1 per week): Restless souls can make themselves flesh for one hour per week. Restless souls tend not to wander too far from what they consider home.

RUIN SPRITE

Fairy (Intermediate) 1
C4 A6 S0 F4 R2 I6 W3: Ego 30: Health 28: Fortune 25
Movement 2.5/22 (fly at 10/88)

Description & Information: Ragged and haggard, ruin sprites dress in rags, their variegated insect-like wings rife with holes. The tallest among them is but a single foot high. Living in the ruins toppled around their once-clean streams, lakes, or other small bodies of water, ruin sprites are vindictive fairies.

They are quick to anger and jealously guard their once-clean waters with ferocity inversely proportional to their wee stature. The meanest, toughest, and oldest of the sprites are no more than a man's hand tall. A ruin sprite can only travel a mile from its water, becoming incorporeal at said distance, and instantly teleporting to the center of its body of water. Ruin sprites often use this to quickly travel back home when "far" from their water. Like other fairies, ruin sprites live for 100 years before passing beyond the boundary to be reincarnated into a new type of fairy. It is said that if their waters are ever cleared of their pollution, ruin sprites can make fast friends.

Intrinsic Powers

- Ruin sprites are extraordinarily hard to spot, requiring a rank 12 extraordinary sense check. This ability stops working if the ruin sprite performs an aggressive act. It returns 1 minute after hostilities cease. At will, ruin sprites can drop this effect, allowing any creature, or only a particular creature, to see them.
- Small crackling stars seem to burst from the wee hands of a ruin sprite, streaking towards a target in a twinkling shower of pixie dust. This light attack can occur at a range of 80 feet and deals +6 to damage with a +4/rank 10 combat condition.

SCRITCH

Nano-biological creature (Basic)

C0 A8 S-1 F2 R-3 I6 W1: Ego 12: Health 18: Fortune 13
Movement 2.5/22 (climb at same)

Description & Information: Scritch are nano-biological organisms created to look like the goliath birdeater tarantula of South America, but roughly double the size. They are typically dark in hue and lightly fuzzy.

Created in Malaysia as a children's battle toy, scritch can fully insinuate themselves into a host creature, leaving behind a unique black-ink design reminiscent of a primitive tattoo on the left arm of the host. Originally, scritch were commanded to detach from their owners and fight each other in organized tourneys featuring significant prize money. After several years of blockbuster sales, some scritch surprisingly reproduced by replication, leaving two smaller scritch in place of one of normal size. A construction defect was blamed and a recall pursued, but scritch had already escaped into the wilds. After enough successful predations, the small scritch returned to their normal size. Wild scritch (also called ronin scritch) hunt small animals with an evolved poison that, by unhappy chance, is very toxic to humans. Some claim that civilian scritch were not the source of ronin scritch and instead postulate a secret military variety. Regardless of origin, all scritch now possess a toxic spit.

Scritch that are bonded to a host master are called honorable scritch. Those who have bonded scritch are called scritchers, and typically play important roles in their communities, insuring that ronin scritch do not reach infestation levels through immediate bonding of replicated scritch and ronin hunting parties. There are rumors of giant scritch, ranging up to small pony size, but they are currently unconfirmed. Scritch are most common in subtropical to tropical environments, although they appear to be making inroads into warmer temperate regions.

Scritch typically attack first with a poison spit and follow up on the same target with their bite. When the host of a bonded scritch dies, the scritch goes ronin in most cases, but will sometimes bond to a close friend or relative of the dead host.

Intrinsic Powers

- Scritch have a +4 to any Agility conflicts, +4 to any covert checks, +8 to any covert checks relating to hiding, +4 to any sense conflicts and can engage in extraordinary sense conflicts.
- Possess a +6 when resisting poison conflicts and spend Fortune against poisons in a 1-for-2 ratio: 1 point of Fortune equal to 2 points of effect. They are at +4 against toxins other than poisons.
- The strong fangs of a scritch deal an additional +1 damage per attack, and +4/rank 6 piercing combat condition.
- Scritch spit poison to a range of 20 feet. Any hit triggers a Fortitude

conflict with the target against a rank 5. A failure results in 5 Health damage and a -1 to all conflicts for one day. A success results in 5 Health damage. A greater success results in 2 Health damage. Scritch are immune to their own poison and the poison of other scritches.

SODIUM FLY SWARM

Mutated insect (Basic)

C10 A10 S-4 F-4 R-4 I-4 W-4: Ego 1: Health 24: Fortune 1

Movement Fly at 2/17

Description & Information: Sodium fly swarms are composed of hundreds of small iridescent flies not much different from average horseflies. Sodium flies are no more than an annoyance until they swarm. When in large swarms they become dangerous. Swarms are most common in fall, but can form at any time so long as temperatures are above freezing. The swarms are easily dispersed by any form of ego damage, but are hard to damage with physical weaponry. The swarm described here is a smallish one: swarms can reach immense proportions.

Intrinsic Powers

- Sodium fly swarms reduce all Health damage from non-energy sources by 2 points per hit.

Limited Use Powers

- Salt Suckers (5 times per day): Sodium fly swarms survive on salt, draining it from the local environment or, more dangerously, from the local fauna. A successful Combat conflict results in a rank 6 Fortitude conflict. A result less than a greater success drains 4 Health from the target. This damage cannot be mitigated by armor; only damage resistance can reduce the damage taken. If a single creature takes 8 Health damage from salt sucking, they function at -1 to all rolls for a day. If a creature takes 16 Health damage from salt sucking, they function at -1 to all rolls for a week. A sodium fly swarm dissipates after dealing 20 points of Health damage.

SPAMBOT

Robot (Basic)

C-2 A10 S-2 F2 R1 I-2 W3: Ego 8: Health 16: Fortune 10

Movement 5/44 (climb at 1/8)

Description & Information: Spambots are small spider-like robots that follow moving bipedal creatures displaying holographic images of the products of the ancients. They are equipped with speakers for sound for their advertisements. They are little more than pests, but are difficult to get rid of once their attention is caught. They tend to attract other, more unwanted, attention. A spambot injured to less than half Health flees from combat. The ancients made the bots tamper-proof to protect their intellectual property and to discourage scroungers. Occasionally a working (Advanced) 1 component survives the fiery death of a spambot.

Intrinsic Powers

- Regenerate 2 additional Health per day.
- When a spambot reaches 0 Health, it explodes dealing 2 Health damage to all creatures within 5 feet. Attempting to disassemble a spambot has the same result.

STEP FEAR

Elemental spirit (Basic) 1

C1 A6 S0 F0 R-1 I6 W4: Ego 18, Health 14: Fortune 16

Movement: 10/88 (flying)

Description & Information: Step fears appear as small roiling balls of purple smoke, no larger than a mouse. Step fears are elemental spirits of humanity. They are the spiritual embodiment of what it is to be human, expressing the transience of humanity through the simple sound of a footprint.

Intrinsic Powers

- Within 60 feet, step fears can make the sounds of human footsteps. They can be like boots on wood, high-heals on tile, or just soles on packed dirt.
- When desired, a step fear can cause fear in those hearing the sound of their footsteps. In such case, the listener must roll a greater success in a rank 4 Willpower conflict or suffer a -1 to all actions for the next 5 minutes. A failure or success in this conflict causes the listener to flee the area, not stopping until at least 100 feet away in addition to the -1 for all actions for the next 5 minutes.

Limited Use Powers

- Self Manifest (1 per day): Step fears can make themselves flesh for one hour per day. They are usually nocturnal and avoid lights whenever possible.

THUNDERBIRD

Giant mutated burrowing owl (Advanced)

C12 A4 S8 F10 R0 I4 W10: Ego 48: Health 68: Fortune 48

Movement 5/44 (fly at 100/880)

Description & Information: Thunderbirds are giant burrowing owls roughly 20 feet tall with a wingspan of over 55 feet. They have black plumage, a golden yellow beak and eyes that crackle with electricity.

Legends were wrong about the appearance of the thunderbird. Not a hawk or eagle, the true thunderbird is a gigantic burrowing owl. Thunderbirds hunt at dusk and dawn with occasional night forays not being unheard of. They prefer herbivorous prey as they tend to struggle less effectively than the carnivorous, but thunderbirds may predate on just about anything of cow-size or smaller.

Thunderbirds are most common on the Great Plains where they spend much of their time making their large and elaborate nests. Hunting and nesting is easier in these non-forested regions, but thunderbirds can be found in any area that has significant amounts of open space. They require steady supplies of freshwater, so they are not found in arid lands.

Thunderbird nests are large burrows that, over generations of inhabitation, can form gigantic underground complexes similar to prairie dog towns that are capable of housing many thunderbirds and their chicks. At various locations in the nest, smaller chambers are hollowed out where thunderbirds stash prey. They deliver an unconscious creature to the chamber and seal it up (leaving a small hole for air) with mud made from dirt and urine. Those sealed by a thunderbird await a grisly fate, as within a day or two a thunderbird chick will break down the wall and begin its hunt against a weakened and desperate opponent.

Thunderbirds have two chicks at a time and the chicks are unable to fly for their first three years. They are totally dependant upon their parents during this time; eating the prey delivered to them and drinking from the thunderbird's regurgitation stomach. One chick is usually killed by the other in the first year, so most nests have only one chick. Thunderbirds reach adulthood after 10 years and can live for over 200 given the power of their regenerative abilities. The average thunderbird will have around 20 young grow to adulthood in their long life.

Intrinsic Powers

- Thunderbirds have amazing vision and hearing and possess +10 to any sense conflicts relating to those senses.
- Immune to radiation.
- Thunderbirds shoot lightning bolts from their eyes, dealing +6 damage and a +4/rank 8 electricity combat condition.
- Regenerate 18 Health per day and all permanent injuries in a week.

Limited Use Powers

- Thunderclap (2 per day): Thunderbirds can clap their wings together forming a thunderous wave of sonic energy dealing 6 points of Health damage to all living things within 30 feet and subjecting them to rank 10 Agility conflict resulting in deafness for 10

minutes if failed. This clap of thunder is audible for up to 10 miles. The thunderbird need not roll attacks for this attribute.

- Lightning Snakes (2 per day): A thunderbird creates 2 lightning snakes that obey its every command. These lightning snakes last for 1 hour before dissipating. See lightning snake for more information.
- Thunder Dive: (2 per day): Any target hit by a thunder dive must succeed on a rank 12 Fortitude conflict or be knocked out for 1d10 minutes by the power of the dive. In addition, if a thunderbird chooses to spend 8 Fortune in a thunder dive, the target is knocked unconscious for 2d12 hours on a failed Fortitude conflict. An unconscious creature is usually quickly killed by the sharp beak of the thunderbird, but sometimes prey is carried back to the nest to feed young.

TUNNEL FUNGUS

Mutated plant (Intermediate)

C4 A4 S4 F8 R-4 I10 W1: Ego 30: Health 40: Fortune 27

Movement 5/44

Description & Information: Tunnel fungus looks like a green, hairy algae bloom clinging to a damp wall or floating on a pool of water. Tunnel fungus is a fairly common subterranean ambush predator. It can move with surprising speed for a patch of fungus.

Intrinsic Powers

- Tunnel fungus attacks by smothering the face of its target. A creature hit by a tunnel fungus must succeed on a rank 10 Strength conflict or suffer the knockout greater combat condition.
- Helpless creatures suffer 2 points of acid Health damage per every 5 seconds enveloped by tunnel fungus.
- Immune to acid.

Limited Use Powers

- Breed (1 per month): A knocked-out opponent must succeed on a rank 20 Fortitude conflict. Failure results in the target's lungs becoming filled with a slow-growing fungus. After a period of two weeks, the target begins losing 1 point of Fortitude per week. Spending time in a cool, dark area slows this development time in half. When a creature dies from this fungal infection, it becomes a tunnel fungus within a week.

VERTEX

Preservative spirit (Basic) 10

C1 A1 S0 F3 R7 I0 W6: Ego 34, Health 12: Fortune 18

Movement: 5/44

Description & Information: Thin and small with large bulbous heads, vertex stand 3 feet tall. They have no body hair, grey skin and large purple eyes. A mathematical spirit, vertex help maintain the proper relationship between objects in the universe.

Intrinsic Powers

- Reduce physical Health damage by 6 points per hit.
- Vertex attack by throwing mathematical puzzles directly into the brains of a single opponent within 40 feet, forcing him to process a tremendous amounts of information instantaneously. This causes +6 ego damage at +4/ rank 4 combat condition.

Limited Use Powers

- Under the Curve (2 per day): Twice per day, a vertex can imbue one of its standard attacks with under the curve. In addition to the normal affects of the attack as described above, the target (regardless if damaged) must succeed on a rank 8 Reason conflict or stand dazed and incapable of movement for 2 turns as his brain attempts to determine the answer to the vertex's puzzle.



- Self Manifest (1 per month): Vertex manifest once a month for 1 hour. They spend this time placing local objects into difficult-to-follow, intricate patterns.

VULTURE MEN

Mutated vulture (Intermediate)

C3 A6 S2 F4 R2 I3 W4: Ego 26: Health 30: Fortune 24

Movement 5/44 (fly at 50/440)

Description & Information: Vulture men look like bipedal vulture/human hybrids, roughly 5 feet tall and weighing 110 pounds. They have a wingspan of 15 feet. Vulture men are common under the shattered moon and favor the skeletal remains of ancient buildings for nesting purposes. Clever and intuitive, they are often found ruling over a significant area of land in a small band typically composed of 20-50 individuals.

Intrinsic Powers

- Vulture men have incredibly good vision and possess a +4 to sense checking involving sight. In addition, they have a +1 to extraordinary sense checks involving vision.

Limited Use Powers

- Vulture men have two randomly determined powers at the Advanced threshold that they may use 4 times per day if the power is not one that constantly functions.

UNDER THE SHATTERED MOON

The earth under the shattered moon has dramatic geographical, ecological, and natural changes. Continents have shifted, seas have moved, mountain chains and islands appear where there were none before. Animals have mutated, and cryptids such as the yeti and the chubracabra are real, and

even the very laws of nature have changed. Although electricity, gravity, and motion, along with dozens of other natural phenomena, seem similar at the surface, they no longer work with the predictability necessary for accurate hi-tech scientific results. Magic has come back to the world, and time is bent, circling itself, looping until another cataclysm changes its course.

The world of the ancients is gone, only their remaining technology and the ruins of their giant cities remind those under the shattered moon of a time before their own. Many people work and live now as they did before the rise of technology, in villages and towns lit only by fire, but equally numerous are the communities wherein part of the ancient world remains, where electric light and motorized transport are still seen, albeit rarely.

Between these civilized places are the deathlands, the dead lands, the wastelands. The worst of the horrors under the shattered moon live in these blasted and barren areas. Within the deathlands are shells of great cities, wherein surly rests treasure troves of ancient technology were any brave and powerful enough to risk entry.

Much of what is known about the world under the shattered moon comes from the works two different secret societies. The largest and most pervasive of these two is composed of thousands of professional travelers. The ZZZ Society records and publishes information about settled areas and funds expeditions into uncharted territories. It is their super scientists who finally figured out how to connect to one of the satellites above the planet and discovered that the very earth itself is different than what was shown on scavenged maps and atlases. There are ZZZ members almost everywhere a mutie goes, but as they function in small and discreet cells, finding their leaders is almost an impossible task.

The other secret society responsible for much of the common knowledge of the world under the shattered moon is the Church of Parkour. These religious muties practice the ancient and holy art of moving. Through prayer and mediation, bands of Parkours run through the ruins, gathering small bits and pieces of interesting-looking materials from the nooks and crannies of the ruins. For the right price, their freerunning knowledge is shared with those the Church deems friendly. Eventually, this information hits the rumor mill and passes into common knowledge.

For every secret society increasing the knowledge of the common mutie, there are those that work tirelessly to restrict knowledge and learning, to restrict freedom, and even to restrict life itself. Small cults, local strongmen and the ever present mad and foul wizards, masters of both sorcery and super science, hold much of the world in their respective grips. Although a full list of secret societies with more combative or restrictive goals would be impossible, names such as The Brotherhood of Pure Thought, The Firemen, The Combine of Exquisite Smiles, The Back and the Thigh, The Holy Coterie of Delmar Louis, The Laughter at the End of Time, and The Order of Cybernetic Magnificence spring immediately to the mind of any half-aware mutie.

On the back cover of this book you'll find a map and a list of the current political entities wielding control over a significant amount of territory in what was once the United States of America. Well, that is, according to the ZZZ society. It may not be accurate, but it's the best we've got.

RUNNING A GAME

If you've read this far, you're probably going to want to run a game of Sorcery & Super Science. We hope that instead of a single gaming session, you'll decide to run an entire campaign, because all of the fun of each destiny is extracted in the progression from new mutie to experienced adventurer to landed ruler. That is what we consider the rightful arc of Sorcery & Super Science. But we're jumping ahead of ourselves here. We've created a quick adventure, called The House of Blue Men to get you and your group right into the action with minimum preparation. This free adventure is available at www.YourGamesNow.com in PDF form, so just go and get some digital goodness. While you're there, check out other products in the Sorcery & Super Science line. We intend to have a full range of products that will provide inspiration and information for today's harried GM.

As an added bonus, the free adventure is also a self-contained introduction to Sorcery & Super Science, playable even if one does not possess the core rules. Recommend it to your friends as an easy way to take a more detailed look at gaming under the shattered moon.



SKILL SETS

NORMAL EQUIPMENT

Survival

	Basic	Intermediate	Advanced	Ultra	
Animal Husbandry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Farming	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Foraging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Construction

	Basic	Intermediate	Advanced	Ultra	
Artifact Construction	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Artifact Identification	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Item Construction	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Item Identification	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

History

	Basic	Intermediate	Advanced	Ultra	
The Ancients	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Under the Shattered Moon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Knowledge

	Basic	Intermediate	Advanced	Ultra	
Biology	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Chemistry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Electricity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Materials	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Mechanics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Rare-tech	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Lore

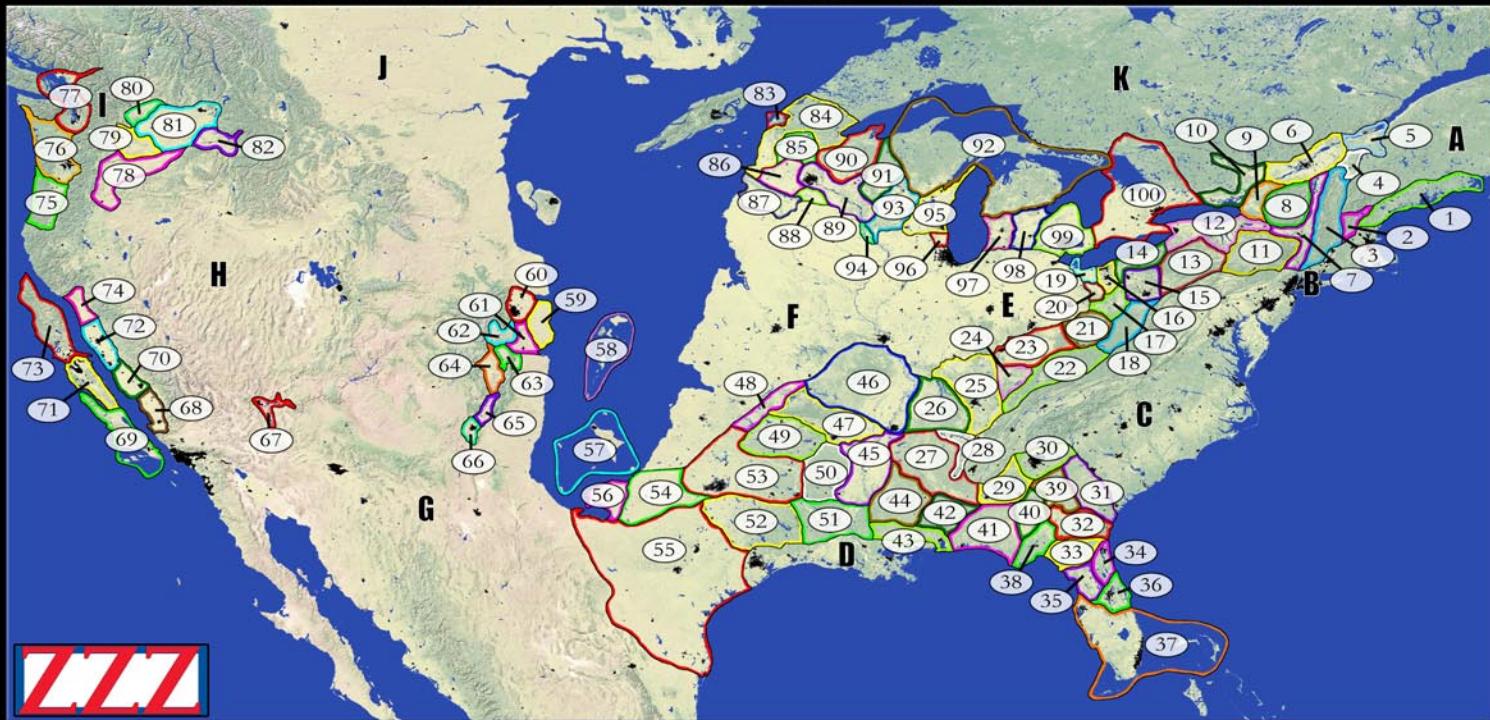
	Basic	Intermediate	Advanced	Ultra	
Lore of Change	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Lore of the Dead	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Lore of Nature	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Lore of Preservation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Operational

	Basic	Intermediate	Advanced	Ultra	
Artifacts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Computers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Tech	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Vehicles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Weapons & Armor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

ITEMS WITH TECHNOLOGY, COMPONENTS, AND ARTIFACTS

NORTH AMERICA UNDER THE SHATTERED MOON



Clan of the Claw	1	Jackson's Land	44	The River Lords	87
The Granite Alliance of Greater Merrimack.....	2	The Delta Kingdom	45	Shieldsville	88
The Green Mountain Boys	3	Ozarkia	46	The Realm of Minn-Paul	89
The People's Republic of Quebec	4	The Bear Lords of the Boston Mountains	47	The Clam Lake Kingdom	90
The Quebec People's Republic	5	The Muskogee Union	48	The Northern Kingdom of the Mole Men	91
Magnificent Greater Free Quebec	6	Ouachita Warriors	49	The Tribes of Great Chippewa	92
The Hudson-Mohawk Demarchy	7	Arkdorado	50	The Southern Kingdom of the Mole Men	93
The Rangers of the Adirondack	8	The Dukes of White Rock	51	The Valley of the Mage	94
The Kingdom of 1000 Islands	9	The Tonkawa Nation	52	The Timocracy of Oshkosh	95
The Ontario League	10	The Big Plains	53	The Vulture Men of Waukegan	96
The Catskill Rangers	11	The Kingdom of Greater Llano	54	The Dark Lands of Kalamazoo	97
The Lordship of Fingers	12	The Republic of Texas	55	The Forest of the Elder	98
The Hill Lordships	13	The Grand Duchy of Big Spring	56	The Bean Lords of Bad Axe	99
Domain of The Erie Lord	14	The Island Empire of Amarillo	57	The Alliance of Great Canuckistan	100
The Free City of Pittsburg	15	The Thalassocracy of the New Greece	58		
Lords of the Ohio Ruins	16	The Slave Fields of the Colorado Kingdoms	59		
Central Ohio Nation	17	The Boneyard	60		
The Ohio March	18	The Library	61		
North Ohio Nation	19	The Deutschendorfers	62		
The Grand Duchy of Coshocton	20	Valley of the Silver Lords	63		
South Ohio Nation	21	The San Luis Valley Commune	64		
The Kentucky Rebels	22	The Steam Lords of Santa Fe	65		
The Kingdom of Lexington	23	The Lizard Lords of Albuquerque	66		
The Dual Monarchy of Burkesville-Celina	24	The Lucky Duchy	67		
The Kingdom of Green Hills	25	New Bakersfield	68		
West Tennessee	26	New Antioch	69		
The Free Farmers of the South	27	New Fresno	70		
The Highland Rim Duchy	28	New Jerusalem	71		
The Free Republic of Montgomery	29	New Sacramento	72		
Hotlanta	30	New Edessa	73		
The Triburo	31	New Chico	74		
The Gator King of Okefenokee	32	Demense of Nightshade	75		
The Confederated Gator Lords of Okefenokee	33	Cascadia	76		
The Kingdom of Green Cove	34	Ecotopia	77		
Ocala Swamp Rats	35	The League of Warm Springs	78		
Brisney State	36	New Japan	79		
The Southern Florida Death Cult	37	Pudlandia	80		
The Snake Lords of Apalachicola	38	The Lands of the Warlord of Spokane	81		
The Grand Duchy of Piedmont	39	The Frog Kings of Clearwater	82		
Land of Humanity	40	The Eagle Lord of the Center Sea	83		
Territory of Eglin	41	Great Suomi	84		
Bama Mills	42	New Fargo	85		
The Magnolia Masters	43	The Realm of Saint Cloud	86		